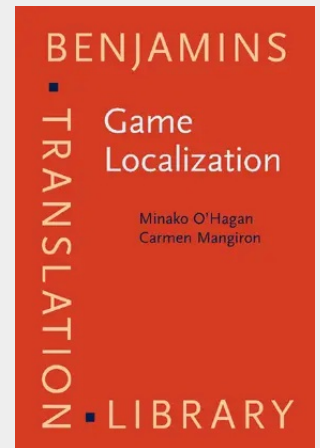


Game Localization

Translating for the global digital entertainment industry

Video games are part of the growing digital entertainment industry for which game localization has become pivotal in serving international markets. As well as addressing the practical needs of the industry to facilitate translator and localizer training, this book seeks to conceptualize game localization in an attempt to locate it in Translation Studies in the context of the technologization of contemporary translation practices. Designed to provide a comprehensive introduction to the topic of game localization the book draws on the literature in Game Studies as well as Translation Studies. The book's readership is intended to be translation scholars, game localization practitioners and those in Game Studies developing research interest in the international dimensions of the digital entertainment industry. The book aims to provide a road map for the dynamic professional practices of game localization and to help readers visualize the expanding role of translation in one of the 21st century's key global industries.



104,94 €

98,07 € (zzgl. MwSt.)

Nicht mehr lieferbar

Artikelnummer: 9789027224569

Medium: Buch

ISBN: 978-90-272-2456-9

Verlag: John Benjamins Publishing Company

Erscheinungstermin: 29.08.2013

Sprache(n): Englisch

Auflage: Erscheinungsjahr 2013

Serie: Benjamins Translation Library

Produktform: Gebunden

Gewicht: 855 g

Seiten: 374

