



Game localization : translating for the global digital entertainment industry /

O'Hagan, Minako (1959-)

John Benjamins Publishing Company,
[2013]

Monografía

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. Th

<https://rebiunoda.pro.baratznet.cloud:28443/OpacDiscovery/public/catalog/detail/b2FpOmNlbGVicmF0aW9uOmVzLmJhcmF0ei5yZW4vODI4OTM3OQ>

Título: Game localization translating for the global digital entertainment industry Minako O'Hagan, Dublin City University, Carmen Mangiron, Universitat Autònoma de Barcelona

Editorial: Amsterdam John Benjamins Publishing Company [2013]

Descripción física: xii, 374 p.

Mención de serie: EBSCO Academic eBook Collection Complete Benjamins translation library, volume 106

Bibliografía: Incluye referencias bibliográficas e índice

Detalles del sistema: Forma de acceso: World Wide Web

ISBN: 9789027271860 9027271860 9789027224569 (hb : alk. paper)

Autores: O'Hagan, Minako (1959-)

Punto acceso adicional serie-Título: Benjamins translation library v. 106

Baratz Innovación Documental

- Gran Vía, 59 28013 Madrid
- (+34) 91 456 03 60

- informa@baratz.es