**Computer-assisted translation**

Course scenario

# CLASS 10

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| **TOPIC** | Localisation |
| **LEARNING CONTENT - DETAILED CHARACTERISTICS** | Topics to be covered: Globalisation (G11N), Internationalization (I18N), Localisation (L10N), Translation and localisation, Advantages of localisation: Economic factor, Language and culture, Social factor, Aspects of localisation, Examples of localised fonts, icons, colours, products, photos and visuals, Examples of localisation blunders, Localisation tools, Skills, Practical localisation task |
| **KEY WORDS** | globalisation, internationalisation, localisation, mainstream localisation |
| **SUGGESTED TOOLS** | MS PowerPoint / Canvas (or similar)Localisation software (e. g. Lokalise – <https://www.lokalise.com>)  |
| **TIPS / METHODOLOGICAL REMARKS****(if applicable)** | * The topic is very dynamic; thus information and tools need to be reviewed and tested prior to the class.
* Localisation examples and tasks need to be selected according to students’ language knowledge or specialisation of (e.g. English-German, Spanish-English).
* Minimum CEFR Level required: B1 (Reading, Writing, Listening and Speaking).
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| **IMPLEMENTATION OF THE CLASSES**  | **STEP 1** | Give a self-assessment quiz from the previous class. |
| **STEP 2** | Present and discuss main concepts of localisation |
| **STEP 3** | Introduce to localisation software (e.g. Lokalise or similar) |
| **STEP 4** | Give students a practical localisation task. |
| **STEP 4** | Review results of the localisation task |

**ADITIONAL MATERIAL 1 (PiCTURE)**

The picture demonstrated relationship between Globalisation, Localisation and Internationalisation.



Source: <https://www.researchgate.net/publication/281958002_Linguistic_and_Multilingual_Issues_in_Virtual_Worlds_and_Serious_Games_a_General_Review>

**ADITIONAL MATERIAL 2 (PICTURE)**

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Source: <https://guides.co/g/a-guide-to-localisation-and-translation/7078>

**ADITIONAL MATERIAL 3 (PRACTICAL TASK)**

Give to localise a website.