

The position of game localization training within academic translation teaching

Abstract

The video game industry which originated in 1960s is now an important entertainment industry mostly thanks to the digital revolution, especially as of 2000s. In parallel, the video game industry gains today million dollars and this will be increasing more as the number of gamers enhances. Therefore, this study emphasizes the position of the game localization training within the academic translation teaching by analysing two universities' translation courses and thus questions the availability and the position of the game localization training among the related courses. The study also touched on other universities in this regard. Before the analysis, the study offers some information about the definition of the game localization, some of its features and its reflections on the related courses. In addition, aspects such as the translation competence which would-be translators must develop and tools used in the process so as to make student translators familiar with this new type of translation and to raise their awareness are also included.