



Translation and Localisation in Video Games: Making Entertainment Software Global (Routledge Advances in Translation and Interpreting Studies)

Miguel Á. Bernal-Merino

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This book is a multidisciplinary study of the translation and localisation of video games. It offers a descriptive analysis of the industry – understood as a global phenomenon in entertainment – and aims to explain the norms governing present industry practices, as well as game localisation processes. Additionally, it discusses particular translation issues that are unique to the multichannel nature of video games, in which verbal and nonverbal signs must be cohesively combined with interactivity to achieve maximum playability and immerse players in the game's virtual world. Although positioned within the theoretical framework of descriptive translation studies, Bernal-Merino incorporates research from audiovisual translation, software localisation, computer assisted translation, comparative literature, and video game production. Moving beyond this framework, *Translation and Localisation in Video Games* challenges some of the basic tenets of translation studies and proposes changes to established and unsatisfactory processes in the video game and language services industries.



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