GHENT UNIVERSITY

Course Specifications

Valid as from the academic year 2026-2027

Localisation (A704026)

Course size *(nominal values; actual values may depend on programme)*

Credits 5.0 **Study time 150 h**

Course offerings and teaching methods in academic year 2026-2027

A (semester 2)	English	Gent	practical
			independent work

Lecturers in academic year 2026-2027

Lefever, Els	LW22	lecturer-in-charge
Van Hee, Cynthia	LW22	co-lecturer

Offered in the following programmes in 2026-2027	**crdts**	**offering**
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, English)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, English, French)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, English, German)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, English, Italian)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, English, Russian)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, English, Spanish)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, French)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, French, German)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, French, Italian)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, French, Russian)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, French, Spanish)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, German)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, German, Italian)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, German, Russian)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, German, Spanish)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, Italian)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, Russian)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, Spanish)	5	A
Master of Arts in Translation: a combination of at least two languages(main subject Dutch, Turkish)	5	A
Postgraduate Certificate Computer-Assisted Language Mediation	5	A

Teaching languages

English

Keywords

Localisation, software localisation, website localisation, game localisation, localisation of e-learning

Position of the course

In the translation industry, the term localisation refers to the adaptation and translation of software, games, websites and e-learning. The process involves more than just translating, and also comprises tasks such as adjusting layout, graphics, help programs, time indications, etc. Specialized localization tools such as Passolo support the localization process.

Contents

The course deals with the following topics:
- introduction to the main concepts of localisation;
- technical aspects of localisation (a.o. internationalisation, encoding, support of different formats);
- cultural aspects of localisation;
- localisation of software programs and online help files;
- localisation of websites;
- localisation of games;
- localisation of e-learning.

Initial competences

The general competences that may be expected from an academic bachelor, preferably in a discipline related to the course of studies.
The student has a good knowledge of English and has preferably a basic knowledge of at least one of the following languages: Dutch, French, Spanish or German.

Final competences

1 having advanced knowledge of the localisation process and, based on that knowledge, critically assessing localisation technology tools;
2 localising digital contents (software applications including user interfaces and online help files, websites, games and e-learning);
3 during the translation process, making use of terminological resources (a.o. the Microsoft Language Portal), style guides and specific localisation tools;
4 having advanced knowledge of the specific technical and cultural aspects of localisation.
5 having a basic understanding of HTML code (HTML elements and attributes, structure of an HTML document)

Conditions for credit contract

Access to this course unit via a credit contract is determined after successful competences assessment

Conditions for exam contract

This course unit cannot be taken via an exam contract

Teaching methods

Practical, Independent work

Extra information on the teaching methods

Hands-on seminars
Guided self-study at home
No class recordings are provided.

Study material

Type: Slides

Name: slides
Indicative price: Free or paid by faculty
Optional: no
Available on Ufora : Yes

Type: Software

Name: Notepad++
Indicative price: Free or paid by faculty
Optional: no

Available on Athena : Yes

Type: Software

Name: memoQ
Indicative price: Free or paid by faculty
Optional: no
Online Available : Yes

Additional information: Trial licence available via the department

Type: Software

Name: SDL MultiTerm (Convert / Desktop)
Indicative price: Free or paid by faculty
Optional: no
Available on Athena : Yes

Type: Software

Name: Articulate 360 (Storyline / Rise)
Indicative price: Free or paid by faculty
Optional: no
Online Available : Yes

Type: Software

Name: SDL Passolo
Indicative price: Free or paid by faculty
Optional: no
Available on Athena : Yes

Type: Software

Name: Matecat
Indicative price: Free or paid by faculty
Optional: no
Online Available : Yes

References

- Esselink, Bert. *A practical guide to localization*. Vol. 4. John Benjamins Publishing, 2000.
- Dunne, Keiran J., ed. *Perspectives on localization*. John Benjamins Publishing, 2006.
- Jiménez-Crespo, Miguel, *Translation and Web Localization*. Routledge, 2013.
- Bernal-Merino, Miguel, 2009, Video games and children's books in translation, *Jostrans: Journal of Specialised Translation,* 11: 234-247.
- Mangiron, Carmen & O'Hagan, Minako, Game Localisation: Unleashing Imagination with 'Restricted' Translation, *Jostrans: Journal of Specialised Translation,* 6: 10-21

Course content-related study coaching

Interactive support via UFORA and during the lectures. Individual and collective feedback during lectures, or via UFORA.

Assessment moments

continuous assessment

Examination methods in case of periodic assessment during the first examination period

Examination methods in case of periodic assessment during the second examination period

Examination methods in case of permanent assessment

Skills test

Possibilities of retake in case of permanent assessment

examination during the second examination period is possible

Extra information on the examination methods

The assignments consist of several localisation tasks.

Calculation of the examination mark

Assignment: 100%
In order to pass, students must participate in at least 80% of all evaluations and obligatory activities such as guest lectures. If a student is absent due to a legitimate reason, an individual alternative assignment can be given.

Facilities for Working Students

Class attendance is strongly recommended.
Limited possibility of feedback via e-mail, restricted to answering specific questions.