

MASTER'S DEGREE

IN TRANSLATION AND NEW TECHNOLOGIES  
TRANSLATION OF SOFTWARE AND MULTIMEDIA PRODUCTS



Instituto Universitario  
de Estudios Irlandeses  
AMERGIN  
Universidad da Coruña



# DISTANCE LEARNING SCHEDULE

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(2017-2018 / 2018-2019)

FULL TIME STUDIES  
(ONE YEAR)

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PACK / MODULE NO.	STUDY CONTENT	MATERIALS SENT	DEADLINE FOR EXERCISES AND/OR TRANSLATIONS	WORK RETURNED
<b>PACK 01</b>	Preliminary translation exercise: conventional translation vs. translation applied to new technologies	October 4, 2017	October 22, 2017	November 6, 2017
<b>PACK 02</b> <b>M1 Translation, new technologies and transculturation</b>	Translation: theory and methodology	October 11, 2017	October 29, 2017	November 13, 2017
<b>PACK 03</b> <b>M1 Translation, new technologies and transculturation</b>	Translation and transculturation	October 11, 2017	October 29, 2017	November 13, 2017
<b>PACK 04</b> <b>M2 Theory and practice of specialized translation</b>	Software, videogame and multimedia translation	October 18, 2017	November 5, 2017	November 20, 2017
<b>PACK 05</b> <b>M2 Theory and practice of specialized translation</b>	Spelling and grammar for translators	October 18, 2017	November 5, 2017	November 20, 2017
<b>PACK 06</b> <b>M3 Web page translation</b>	MT and CAT tools (MT and CAT Programs, their features and how they operate)	October 25, 2017	November 12, 2017	November 27, 2017
<b>PACK 07</b> <b>M3 Web page translation</b>	MT and CAT tools (Pre-editing of language)	October 25, 2017	November 12, 2017	November 27, 2017



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<b>PACK 08</b> M3 Web page translation	MT and CAT tools (Post-editing of language)	November 2, 2017	November 19, 2017	December 4, 2017
<b>PACK 09</b> M3 Web page translation	MT and CAT tools (CAT. Programs, their features and how they work. Creating and using translation memories)	November 8, 2017	November 26, 2017	December 11, 2017
<b>PACK 10</b> M3 Web page translation	MT and CAT tools (Additional tools in CAT programs. Functions)	November 15, 2017	December 3, 2017	December 18, 2017
<b>PACK 11</b> M3 Web page translation	Translation and localization of web content (GILT. Introduction to web page localization)	November 22, 2017	December 10, 2017	January 2, 2018
<b>PACK 12</b> M3 Web page translation	Translation and localization of web content (HTML language I: using tags and attributes. Creating web pages)	November 29, 2017	December 17, 2017	January 2, 2018
<b>PACK 13</b> M3 Web page translation	Translation and localization of web content (HTML language II: analyzing source code and identifying elements to be translated)	November 29, 2017	December 17, 2017	January 2, 2018
<b>PACK 14</b> M3 Web page translation	Translation and localization of web content (Software that helps with localization: web page word count and quotes)	December 13, 2017	January 7, 2018	January 22, 2018

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PACK / MODULE NO.	STUDY CONTENT	MATERIALS SENT	DEADLINE FOR EXERCISES AND/OR TRANSLATIONS	WORK RETURNED
<b>PACK 15</b> <b>M3 Web page translation</b>	Translation and localization of web content (CAT tools and web page translation)	December 20, 2017	January 14, 2018	January 29, 2018
<b>PACK 16</b> <b>M4 Software and videogame localization</b>	Software localization (Introduction to programming language. Procedure, elements and stages in software localization)	January 10, 2018	January 21, 2018	February 5, 2018
<b>PACK 17</b> <b>M4 Software and videogame localization</b>	Software localization (General guidelines. Compiling and decompiling)	January 10, 2018	January 21, 2018	February 5, 2018
<b>PACK 18</b> <b>M4 Software and videogame localization</b>	Software localization (Resources and software used in localization)	January 17, 2018	January 28, 2018	February 12, 2018
<b>PACK 19</b> <b>M4 Software and videogame localization</b>	Software localization (Mobile apps translation)	January 17, 2018	January 28, 2018	February 12, 2018
<b>PACK 20</b> <b>M4 Software and videogame localization</b>	Videogame localization (Videogames and GILT. Preparing the localization process)	January 24, 2018	February 4, 2018	February 19, 2018
<b>PACK 21</b> <b>M4 Software and videogame localization</b>	Videogame localization (Localization of audio components: subtitling and dubbing)	January 31, 2018	February 11, 2018	February 26, 2018

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<b>PACK 22</b> <b>M4 Software and videogame localization</b>	Videogame localization (Localization of documentation, packaging and web sites)	February 7, 2018	February 18, 2018	March 5, 2018
<b>PACK 23</b> <b>M4 Software and videogame localization</b>	Videogame localization (Localization process: testing)	February 7, 2018	February 18, 2018	March 5, 2018
<b>PACK 24</b> <b>M5 Terminology and its management</b>	Terminology management (Topic 1: concepts and terms. Concept maps)	February 14, 2018	February 25, 2018	March 12, 2018
<b>PACK 25</b> <b>M5 Terminology and its management</b>	Terminology management (Topic 1: creating glossaries)	February 14, 2018	February 25, 2018	March 12, 2018
<b>PACK 26</b> <b>M5 Terminology and its management</b>	Terminology management (Topic 2: tools for lexical analysis)	February 21, 2018	March 4, 2018	March 19, 2018
<b>PACK 27</b> <b>M5 Terminology and its management</b>	Creating and maintaining terminology databases (Topic 1: terminography and creating terminology banks)	March 1, 2018	March 11, 2018	March 26, 2018
<b>PACK 28</b> <b>M5 Terminology and its management</b>	Creating and maintaining terminology databases (Topic 2: software for creating terminology databases)	March 1, 2018	March 11, 2018	March 26, 2018

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<b>PACK 29</b> <b>M6 Engineering applied to localization</b>	Computational linguistics and programming language (Engineering and software localization: object-orientated language - Java)	March 7, 2018	March 18, 2018	April 2, 2018
<b>PACK 30</b> <b>M6 Engineering applied to localization</b>	Computational linguistics and programming language (Software engineering and localization: localization of help files)	March 14, 2018	March 25, 2018	April 9, 2018
<b>PACK 31</b> <b>M6 Engineering applied to localization</b>	Creating web content (Structure of a web site and translation of textual elements)	March 21, 2018	April 8, 2018	April 23, 2018
<b>PACK 32</b> <b>M6 Engineering applied to localization</b>	Creating web content (Programs and localization tools: localization of images)	April 4, 2018	April 15, 2018	April 30, 2018
<b>PACK 33</b> <b>M6 Engineering applied to localization</b>	Creating web content (Programs and localization tools: localization of animations)	April 11, 2018	April 29, 2018	May 14, 2018
<b>PACK 34</b> <b>M7 Translation and localization project management</b>	Translation and localization project management (Project management. Workflow. Profile and activities)	April 25, 2018	May 13, 2018	May 28, 2018
<b>PACK 35</b> <b>M7 Translation and localization project management</b>	Translation and localization project management (Costs and Fees)	April 25, 2018	May 13, 2018	May 28, 2018

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<b>PACK 36</b> <b>M7 Translation and localization project management</b>	Support tools for project management (Management techniques. Project management software)	April 25, 2018	May 13, 2018	May 28, 2018
<b>PACK 37</b> <b>M7 Translation and localization project management</b>	Translation and localization project management (Free management tools: Xbench)	April 25, 2018	May 13, 2018	May 28, 2018
<b>PACK / MODULE NO.</b>	<b>STUDY CONTENT</b>	<b>MATERIALS SENT</b>	<b>DEADLINE FOR EXERCISES AND/OR TRANSLATIONS</b>	<b>WORK RETURNED</b>
<b>M8 Applied Module (Professional Orientation)</b>	In-Company Internship	February, 15 2018	Not applicable	
	Internship Report	Not applicable	June 1st, 2018	June 30, 2018
	Supervised Project	February, 15 2018	June 1st, 2018	June 30, 2018
<b>M8 Applied Module (Research Orientation)</b>	Research Methodology	January 15, 2018	Not applicable	
	Research Techniques Applied to Translation and Localization	January 15, 2018	Not applicable	
	Resources and Tools for Translation and Localization Research	January 15, 2018	Not applicable	
<b>M9 Master's Final Project</b>	Advisors assigned	January 15, 2018	No procede	
	Submission of Final Project	Not applicable	June 1st	June 30th
	Final Project defense	Dates for the defense of the Final Project for each opportunity will be sent to the students during the first semester in 2018.		