

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

(2017-2018 / 2018-2019)

PART TIME STUDIES
(TWO YEARS)

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PACK / MODULE NO.	STUDY CONTENT	MATERIALS SENT	DEADLINE FOR EXERCISES AND/OR TRANSLATIONS	WORK RETURNED
PACK 01	Preliminary translation exercise: conventional translation vs. translation applied to new technologies	October 15 to 31, 2017	December 15, 2017	December 31, 2017
PACK 02 M1 Translation, new technologies and transculturation	Translation: theory and methodology	October 15 to 31, 2017	January 15, 2018	January 31, 2018
PACK 03 M1 Translation, new technologies and transculturation	Translation and transculturation	October 15 to 31, 2017	January 15, 2018	January 31, 2018
PACK 04 M2 Theory and practice of specialized translation	Software, videogame and multimedia translation	November 15 to 30, 2017	February 15, 2018	February 28, 2018
PACK 05 M2 Theory and practice of specialized translation	Spelling and grammar for translators	November 15 to 30, 2017	February 15, 2018	February 28, 2018
PACK 06 M3 Web page translation	MT and CAT tools (MT and CAT Programs, their features and how they operate)	December 15 to 31, 2017	February 28, 2018	March 15, 2018
PACK 07 M3 Web page translation	MT and CAT tools (Pre-editing of language)	December 15 to 31, 2017	February 28, 2018	March 15, 2018

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PACK 08 M3 Web page translation	MT and CAT tools (Post-editing of language)	December 15 to 31, 2017	February 28, 2018	March 15, 2018
PACK 09 M3 Web page translation	MT and CAT tools (CAT. Programs, their features and how they work. Creating and using translation memories)	December 15 to 31, 2017	March 15, 2018	March 31, 2018
PACK 10 M3 Web page translation	MT and CAT tools (Additional tools in CAT programs. Functions)	December 15 to 31, 2017	March 15, 2018	March 31, 2018
PACK 11 M3 Web page translation	Translation and localization of web content (GILT. Introduction to web page localization)	January 15 to 31, 2018	March 31, 2018	April 15, 2018
PACK 12 M3 Web page translation	Translation and localization of web content (HTML language I: using tags and attributes. Creating web pages)	January 15 to 31, 2018	March 31, 2018	April 14, 2018
PACK 13 M3 Web page translation	Translation and localization of web content (HTML language II: analyzing source code and identifying elements to be translated)	January 15 to 31, 2018	March 31, 2018	April 15, 2018
PACK 14 M3 Web page translation	Translation and localization of web content (Software that helps with localization: web page word count and quotes)	January 15 to 31, 2018	April 15, 2018	April 30, 2018

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PACK 15 M3 Web page translation	Translation and localization of web content (CAT tools and web page translation)	January 15 to 31, 2018	April 15, 2018	April 30, 2018
PACK 16 M4 Software and videogame localization	Software localization (Introduction to programming language. Procedure, elements and stages in software localization)	February 15 to 28, 2018	April 30, 2018	May 15, 2018
PACK 17 M4 Software and videogame localization	Software localization (General guidelines. Compiling and decompiling)	February 15 to 28, 2018	April 30, 2018	May 15, 2018
PACK 18 M4 Software and videogame localization	Software localization (Resources and software used in localization)	February 15 to 28, 2018	May 15, 2018	May 31, 2018
PACK 19 M4 Software and videogame localization	Software localization (Mobile apps translation)	February 15 to 28, 2018	May 15, 2018	May 31, 2018
PACK 20 M4 Software and videogame localization	Videogame localization (Videogames and GILT. Preparing the localization process)	March 15 to 31, 2018	May 31, 2018	June 15, 2018
PACK 21 M4 Software and videogame localization	Videogame localization (Localization of audio components: subtitling and dubbing)	March 15 to 31, 2018	May 31, 2018	June 15, 2018

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PACK 22 M4 Software and videogame localization	Videogame localization (Localization of documentation, packaging and web sites)	March 15 to 31, 2018	May 31, 2018	June 15, 2018
PACK 23 M4 Software and videogame localization	Videogame localization (Localization process: testing)	March 15 to 31, 2018	May 31, 2018	June 15, 2018
PACK 24				
M5 Terminology and its management	Terminology management (Topic 1: concepts and terms. Concept maps)	April 15 to 30, 2018	June 15, 2018	June 30, 2018
PACK 25 M5 Terminology and its management	Terminology management (Topic 1: creating glossaries)	April 15 to 30, 2018	June 15, 2018	June 30, 2018
PACK 26 M5 Terminology and its management	Terminology management (Topic 2: tools for lexical analysis)	April 15 to 30, 2018	June 15, 2018	June 30, 2018
PACK 27 M5 Terminology and its management	Creating and maintaining terminology databases (Topic 1: terminography and creating terminology banks)	April 15 to 30, 2018	June 15, 2018	June 30, 2018
PACK 28 M5 Terminology and its management	Creating and maintaining terminology databases (Topic 2: software for creating terminology databases)	April 15 to 30, 2018	June 15, 2018	June 30, 2018

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PACK / MODULE NO.	STUDY CONTENT	MATERIALS SENT	DEADLINE FOR EXERCISES AND/OR TRANSLATIONS	WORK RETURNED
PACK 29 M6 Engineering applied to localization	Computational linguistics and programming language (Engineering and software localization: object-orientated language - Java)	June 15 to 30, 2018	October 15, 2018	October 31, 2018
PACK 30 M6 Engineering applied to localization	Computational linguistics and programming language (Software engineering and localization: localization of help files)	June 15 to 30, 2018	October 15, 2018	October 31, 2018
PACK 31 M6 Engineering applied to localization	Creating web content (Structure of a web site and translation of textual elements)	July 15 to 31, 2018	November 15, 2018	November 30, 2018
PACK 32 M6 Engineering applied to localization	Creating web content (Programs and localization tools: localization of images)	July 15 to 31, 2018	November 15, 2018	November 30, 2018
PACK 33 M6 Engineering applied to localization	Creating web content (Programs and localization tools: localization of animations)	July 15 to 31, 2018	November 15, 2018	November 30, 2018
PACK 34 M7 Translation and localization project management	Translation and localization project management (Project management. Workflow. Profile and activities)	September 15 to 30, 2018	December 15, 2018	December 31, 2018
PACK 35 M7 Translation and localization project management	Translation and localization project management (Costs and Fees)	September 15 to 30, 2018	December 15, 2018	December 31, 2018

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PACK 36 M7 Translation and localization project management	Support tools for project management (Management techniques. Project management software)	October 15 to 31, 2018	January 15, 2019	January 31, 2019
PACK 37 M7 Translation and localization project management	Translation and localization project management (Free management tools: Xbench)	October 15 to 31, 2018	January 15, 2019	January 31, 2019
PACK / MODULE NO.	STUDY CONTENT	MATERIALS SENT	DEADLINE FOR EXERCISES AND/OR TRANSLATIONS	WORK RETURNED
M8 Applied Module (Professional Orientation)	In-Company Internship	September-October, 2018	Not applicable	
	Internship Report	Not applicable	1 month after completing internship	Until June 30, 2019
	Supervised Project	February 15, 2019	June 1, 2019	June 30, 2019
M8 Applied Module (Research Orientation)	Research Methodology	January 15, 2019	Not applicable	
	Research Techniques Applied to Translation and Localization	January 15, 2019	Not applicable	
	Resources and Tools for Translation and Localization Research	January 15, 2019	Not applicable	
M9 Master's Final Project	Advisors assigned	January 15, 2019	Not applicable	
	Submission of Final Project	Not applicable	June 1, 2019	1st opportunity: June 30, 2019 2nd opportunity: September 30, 2019
	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 2019.		