

MASTER'S DEGREE

IN TRANSLATION AND NEW TECHNOLOGIES
TRANSLATION OF SOFTWARE AND MULTIMEDIA PRODUCTS



Instituto Universitario
de Estudios Iberoamericanos
AMERGIN
Universidad de Cádiz



DISTANCE LEARNING SCHEDULE

(2016-2017 / 2017-2018)

FULL TIME STUDIES
(ONE YEAR)



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, 2016	November 15, 2016	November 30, 2016
PACK 02 M1 Translation, new technologies and transculturation	Translation: theory and methodology	October 15, 2016	November 15, 2016	November 30, 2016
PACK 03 M1 Translation, new technologies and transculturation	Translation and transculturation	October 15, 2016	November 15, 2016	November 30, 2016
PACK 04 M2 Theory and practice of specialized translation	Software, videogame and multimedia translation	October 31, 2016	November 30, 2016	December 15, 2016
PACK 05 M2 Theory and practice of specialized translation	Spelling and grammar for translators	October 31, 2016	November 30, 2016	December 15, 2016
PACK 06 M3 Web page translation	MT and CAT tools (MT and CAT Programs, their features and how they operate)	November 15, 2016	December 15, 2016	December 31, 2016
PACK 07 M3 Web page translation	MT and CAT tools (Pre-editing of language)	November 15, 2016	December 15, 2016	December 31, 2016



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PACK 08 M3 Web page translation	MT and CAT tools (Post-editing of language)	November 15, 2016	December 15, 2016	December 31, 2016
PACK 09 M3 Web page translation	MT and CAT tools (CAT. Programs, their features and how they work. Creating and using translation memories)	November 30, 2016	December 31, 2016	January 15, 2017
PACK 10 M3 Web page translation	MT and CAT tools (Additional tools in CAT programs. Functions)	November 30, 2016	December 31, 2016	January 15, 2017
PACK 11 M3 Web page translation	Translation and localization of web content (GILT. Introduction to web page localization)	November 30, 2016	December 31, 2016	January 15, 2017
PACK 12 M3 Web page translation	Translation and localization of web content (HTML language I: using tags and attributes. Creating web pages)	December 15, 2016	January 15, 2017	January 31, 2017
PACK 13 M3 Web page translation	Translation and localization of web content (HTML language II: analyzing source code and identifying elements to be translated)	December 15, 2016	January 15, 2017	January 31, 2017
PACK 14 M3 Web page translation	Translation and localization of web content (Software that helps with localization: web page word count and quotes)	December 31, 2016	January 31, 2017	February 15, 2017



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PACK 15 M3 Web page translation	Translation and localization of web content (CAT tools and web page translation)	December 31, 2016	January 31, 2017	February 15, 2017
PACK 16 M4 Software and videogame localization	Software localization (Introduction to programming language. Procedure, elements and stages in software localization)	January 15, 2017	February 15, 2017	February 28, 2017
PACK 17 M4 Software and videogame localization	Software localization (General guidelines. Compiling and decompiling)	January 15, 2017	February 15, 2017	February 28, 2017
PACK 18 M4 Software and videogame localization	Software localization (Resources and software used in localization)	January 31, 2017	February 28, 2017	March 15, 2017
PACK 19 M4 Software and videogame localization	Software localization (Mobile apps translation)	January 31, 2017	February 28, 2017	March 15, 2017
PACK 20 M4 Software and videogame localization	Videogame localization (Videogames and GILT. Preparing the localization process)	January 31, 2017	February 28, 2017	March 15, 2017
PACK 21 M4 Software and videogame localization	Videogame localization (Localization of audio components: subtitling and dubbing)	February 15, 2017	March 15, 2017	March 31, 2017



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PACK 22 M4 Software and videogame localization	Videogame localization (Localization of documentation, packaging and web sites)	February 15, 2017	March 15, 2017	March 31, 2017
PACK 23 M4 Software and videogame localization	Videogame localization (Localization process: testing)	February 15, 2017	March 15, 2017	March 31, 2017
PACK 24 M5 Terminology and its management	Terminology management (Topic 1: concepts and terms. Concept maps)	February 28, 2017	March 31, 2017	April 15, 2017
PACK 25 M5 Terminology and its management	Terminology management (Topic 1: creating glossaries)	February 28, 2017	March 31, 2017	April 15, 2017
PACK 26 M5 Terminology and its management	Terminology management (Topic 2: tools for lexical analysis)	February 28, 2017	March 31, 2017	April 15, 2017
PACK 27 M5 Terminology and its management	Creating and maintaining terminology databases (Topic 1: terminography and creating terminology banks)	March 15, 2017	April 15, 2017	April 30, 2017
PACK 28 M5 Terminology and its management	Creating and maintaining terminology databases (Topic 2: software for creating terminology databases)	March 15, 2017	April 15, 2017	April 30, 2017



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PACK 29 M6 Engineering applied to localization	Computational linguistics and programming language (Engineering and software localization: object-orientated language - Java)	March 31, 2017	April 30, 2017	May 15, 2017
PACK 30 M6 Engineering applied to localization	Computational linguistics and programming language (Software engineering and localization: localization of help files)	March 31, 2017	April 30, 2017	May 15, 2017
PACK 31 M6 Engineering applied to localization	Creating web content (Structure of a web site and translation of textual elements)	April 15, 2017	May 15, 2017	May 31, 2017
PACK 32 M6 Engineering applied to localization	Creating web content (Programs and localization tools: localization of images)	April 15, 2017	May 15, 2017	May 31, 2017
PACK 33 M6 Engineering applied to localization	Creating web content (Programs and localization tools: localization of animations)	April 15, 2017	May 15, 2017	May 31, 2017
PACK 34 M7 Translation and localization project management	Translation and localization project management (Project management. Workflow. Profile and activities)	April 30, 2017	May 31, 2017	June 15, 2017
PACK 35 M7 Translation and localization project management	Translation and localization project management (Costs and Fees)	April 30, 2017	May 31, 2017	June 15, 2017



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PACK 36 M7 Translation and localization project management	Support tools for project management (Management techniques. Project management software)	April 30, 2017	May 31, 2017	June 15, 2017
PACK 37 M7 Translation and localization project management	Translation and localization project management (Free management tools: Xbench)	April 30, 2017	May 31, 2017	June 15, 2017
PACK 38 M8 Applied Module (Professional Orientation)	In-Company Internship	March 15, 2017	June 15, 2017	June 30, 2017
PACK 39 M8 Applied Module (Professional Orientation)	Supervised Project	March 15, 2017	June 15, 2017	June 30, 2017
PACK 40 M8 Applied Module (Research Orientation)	Research Methodology	March 15, 2017	June 15, 2017	June 30, 2017
PACK 41 M8 Applied Module (Research Orientation)	Research Techniques Applied to Translation and Localization	March 15, 2017	June 15, 2017	June 30, 2017
PACK 42 M8 Applied Module (Research Orientation)	Resources and Tools for Translation and Localization Research	March 15, 2017	June 15, 2017	June 30, 2017

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PACK 43 M9 Master's Final Project	Master's Final Project	January 15, 2017	June 1, 2017	June 30, 2017
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