

MASTER'S DEGREE

IN TRANSLATION AND NEW TECHNOLOGIES
TRANSLATION OF SOFTWARE AND MULTIMEDIA PRODUCTS



DISTANCE LEARNING SCHEDULE

(2016-2017 / 2017-2018)

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, 2016	December 15, 2016	December 31, 2016
PACK 02 M1 Translation, new technologies and transculturation	Translation: theory and methodology	October 15 to 31, 2016	January 15, 2017	January 31, 2017
PACK 03 M1 Translation, new technologies and transculturation	Translation and transculturation	October 15 to 31, 2016	January 15, 2017	January 31, 2017
PACK 04 M2 Theory and practice of specialized translation	Software, videogame and multimedia translation	November 15 to 30, 2016	February 15, 2017	February 28, 2017
PACK 05 M2 Theory and practice of specialized translation	Spelling and grammar for translators	November 15 to 30, 2016	February 15, 2017	February 28, 2017
PACK 06 M3 Web page translation	MT and CAT tools (MT and CAT Programs, their features and how they operate)	December 15 to 31, 2016	February 28, 2017	March 15, 2017
PACK 07 M3 Web page translation	MT and CAT tools (Pre-editing of language)	December 15 to 31, 2016	February 28, 2017	March 15, 2017



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PACK 08 M3 Web page translation	MT and CAT tools (Post-editing of language)	December 15 to 31, 2016	February 28, 2017	March 15, 2017
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, 2016	March 15, 2017	March 31, 2017
PACK 10 M3 Web page translation	MT and CAT tools (Additional tools in CAT programs. Functions)	December 15 to 31, 2016	March 15, 2017	March 31, 2017
PACK 11 M3 Web page translation	Translation and localization of web content (GILT. Introduction to web page localization)	January 15 to 31, 2017	March 31, 2017	April 15, 2017
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, 2017	March 31, 2017	April 14, 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)	January 15 to 31, 2017	March 31, 2017	April 15, 2017
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, 2017	April 15, 2017	April 30, 2017



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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, 2017	April 15, 2017	April 30, 2017
PACK 16 M4 Software and videogame localization	Software localization (Introduction to programming language. Procedure, elements and stages in software localization)	February 15 to 28, 2017	April 30, 2017	May 15, 2017
PACK 17 M4 Software and videogame localization	Software localization (General guidelines. Compiling and decompiling)	February 15 to 28, 2017	April 30, 2017	May 15, 2017
PACK 18 M4 Software and videogame localization	Software localization (Resources and software used in localization)	February 15 to 28, 2017	May 15, 2017	May 31, 2017
PACK 19 M4 Software and videogame localization	Software localization (Mobile apps translation)	February 15 to 28, 2017	May 15, 2017	May 31, 2017
PACK 20 M4 Software and videogame localization	Videogame localization (Videogames and GILT. Preparing the localization process)	March 15 to 31, 2017	May 31, 2017	June 15, 2017
PACK 21 M4 Software and videogame localization	Videogame localization (Localization of audio components: subtitling and dubbing)	March 15 to 31, 2017	May 31, 2017	June 15, 2017



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PACK 22 M4 Software and videogame localization	Videogame localization (Localization of documentation, packaging and web sites)	March 15 to 31, 2017	May 31, 2017	June 15, 2017
PACK 23 M4 Software and videogame localization	Videogame localization (Localization process: testing)	March 15 to 31, 2017	May 31, 2017	June 15, 2017
PACK 24 M5 Terminology and its management	Terminology management (Topic 1: concepts and terms. Concept maps)	April 15 to 30, 2017	June 15, 2017	June 30, 2017
PACK 25 M5 Terminology and its management	Terminology management (Topic 1: creating glossaries)	April 15 to 30, 2017	June 15, 2017	June 30, 2017
PACK 26 M5 Terminology and its management	Terminology management (Topic 2: tools for lexical analysis)	April 15 to 30, 2017	June 15, 2017	June 30, 2017
PACK 27 M5 Terminology and its management	Creating and maintaining terminology databases (Topic 1: terminography and creating terminology banks)	April 15 to 30, 2017	June 15, 2017	June 30, 2017
PACK 28 M5 Terminology and its management	Creating and maintaining terminology databases (Topic 2: software for creating terminology databases)	April 15 to 30, 2017	June 15, 2017	June 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)	June 15 to 30, 2017	October 15, 2017	October 31, 2017
PACK 30 M6 Engineering applied to localization	Computational linguistics and programming language (Software engineering and localization: localization of help files)	June 15 to 30, 2017	October 15, 2017	October 31, 2017
PACK 31 M6 Engineering applied to localization	Creating web content (Structure of a web site and translation of textual elements)	July 15 to 31, 2017	November 15, 2017	November 30, 2017
PACK 32 M6 Engineering applied to localization	Creating web content (Programs and localization tools: localization of images)	July 15 to 31, 2017	November 15, 2017	November 30, 2017
PACK 33 M6 Engineering applied to localization	Creating web content (Programs and localization tools: localization of animations)	July 15 to 31, 2017	November 15, 2017	November 30, 2017
PACK 34 M7 Translation and localization project management	Translation and localization project management (Project management. Workflow. Profile and activities)	September 15 to 30, 2017	December 15, 2017	December 31, 2017
PACK 35 M7 Translation and localization project management	Translation and localization project management (Costs and Fees)	September 15 to 30, 2017	December 15, 2017	December 31, 2017



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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, 2017	January 15, 2018	January 31, 2018
PACK 37 M7 Translation and localization project management	Translation and localization project management (Free management tools: Xbench)	October 15 to 31, 2017	January 15, 2018	January 31, 2018
PACK 38 M8 Applied Module (Professional Orientation)	In/Company Internship	February 15, 2018	June 1, 2018	June 30, 2018
PACK 39 M8 Applied Module (Professional Orientation)	Supervised Project	February 15, 2018	June 1, 2018	June 30, 2018
PACK 40 M8 Applied Module (Research Orientation)	Research Methodology	February 15, 2018	June 1, 2018	June 30, 2018
PACK 41 M8 Applied Module (Research Orientation)	Research Techniques Applied to Translation and Localization	February 15, 2018	June 1, 2018	June 30, 2018
PACK 42 M8 Applied Module (Research Orientation)	Resources and Tools for Translation and Localization Research	February 15, 2018	June 1, 2018	June 30, 2018

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PACK 43 M9 Master's Final Project	Master's Final Project	January 15, 2018	June 1, 2018	June 30, 2018
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