



Instituto Universitario  
de Estudios Irlandeses  
AMERGIN  
Universidad da Coruña



ISTRAD  
INSTITUTO SUPERIOR DE ESTUDIOS  
LINGÜÍSTICOS Y TRADUCCIÓN

# OFF-SITE LEARNING SCHEDULE

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(TWO-YEAR PROGRAMME 2013-2014 / 2014-2015)

MASTER'S DEGREE IN TRANSLATION AND NEW TECHNOLOGIES.  
TRANSLATION OF SOFTWARE AND MULTIMEDIA PRODUCTS

PACK / MODULE NO.	STUDY CONTENT	MATERIALS SENT	DEADLINE FOR EXERCISES AND/OR TRANSLATIONS	WORK RETURNED
<b>PACK 00</b>	Preliminary translation exercise: conventional translation vs. translation applied to new technologies	15 to 30 November 2013	15 January 2014	31 January 2014
<b>PACK 01</b> M1 Translation, new technologies and transculturation	Translation: theory and methodology	15 to 30 November 2013	15 February 2014	28 February 2014
<b>PACK 02</b> M1 Translation, new technologies and transculturation	Translation and transculturation	15 to 30 November 2013	15 February 2014	28 February 2014
<b>PACK 03</b> M2 theory and practice of specialised translation	Software, videogame and multimedia translation	15 to 31 December 2013	15 March 2014	30 March 2014
<b>PACK 04</b> M2 theory and practice of specialised translation	Spelling and grammar for translators	15 to 31 December 2013	15 March 2014	30 March 2014
<b>PACK 05</b> M3 Web page translation	MT and CAT tools (MT and CAT Programs, their features and how they operate)	15 to 31 January 2014	15 April 2014	30 April 2014
<b>PACK 06</b> M3 Web page translation	MT and CAT tools (Pre-editing of language)	15 to 31 January 2014	15 April 2014	30 April 2014
<b>PACK 07</b> M3 Web page translation	MT and CAT tools (Post-editing of language)	15 to 31 January 2014	15 April 2014	30 April 2014
<b>PACK 08</b> M3 Web page translation	MT and CAT tools (CAT. Programs, their features and how they work. Creating and using translation memories)	15 to 31 January 2014	15 April 2014	30 April 2014
<b>PACK 09</b> M3 Web page translation	MT and CAT tools (Additional tools in CAT programs. Functions)	15 to 31 January 2014	15 April 2014	30 April 2014
<b>PACK 10</b> M3 Web page translation	Translation and localisation of web content (GILT. Introduction to web page localisation)	15 to 28 February 2014	15 May 2014	31 May 2014
<b>PACK 11</b> M3 Web page translation	Translation and localisation of web content (HTML language I: using tags and attributes. Creating web pages)	15 to 28 February 2014	15 May 2014	31 May 2014
<b>PACK 12</b> M3 Web page translation	Translation and localisation of web content (HTML language II: analysing source code and identifying elements to be translated)	15 to 28 February 2014	15 May 2014	31 May 2014
<b>PACK 13</b> M3 Web page translation	Translation and localisation of web content (Software that helps with localisation: web page word count and quotes)	15 to 31 March 2014	15 June 2014	30 June 2014
<b>PACK 14</b> M3 Web page translation	Translation and localisation of web content (CAT tools and web page translation)	15 to 31 March 2014	15 June 2014	30 June 2014

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<b>PACK 15</b> M4 Software and videogame localisation	Software localisation (Introduction to programming language. Procedure, elements and stages in software localisation)	15 to 30 April 2014	15 July 2014	31 July 2014
<b>PACK 16</b> M4 Software and videogame localisation	Software localisation (General guidelines. Compiling and decompiling)	15 to 30 April 2014	15 July 2014	31 July 2014
<b>PACK 17</b> M4 Software and videogame localisation	Software localisation (Resources and software used in localisation)	15 to 31 May 2014	15 September 2014	30 September 2014
<b>PACK 18</b> M4 Software and videogame localisation	Software localisation (Mobile apps translation)	15 to 31 May 2014	15 September 2014	30 September 2014
<b>PACK 19</b> M4 Software and videogame localisation	Videogame localisation (Videogames and GILT. Preparing the localisation process)	15 to 30 June 2014	15 October 2014	31 October 2014
<b>PACK 20</b> M4 Software and videogame localisation	Videogame localisation (Localisation of audio components: subtitling and dubbing)	15 to 30 June 2014	15 October 2014	31 October 2014
<b>PACK 21</b> M4 Software and videogame localisation	Videogame localisation (Localisation of documentation, packaging and web sites)	15 to 31 July 2014	15 October 2014	31 October 2014
<b>PACK 22</b> M4 Software and videogame localisation	Videogame localisation (Localisation process: testing)	15 to 31 July 2014	15 October 2014	31 October 2014
<b>PACK 23</b> M5 Terminology and its management	Terminology management (Topic 1: concepts and terms. Concept maps)	15 to 30 September 2014	15 December 2014	31 December 2014
<b>PACK 24</b> M5 Terminology and its management	Terminology management (Topic 1: creating glossaries)	15 to 30 September 2014	15 December 2014	31 December 2014
<b>PACK 25</b> M5 Terminology and its management	Terminology management (Topic 2: tools for lexical analysis)	15 to 30 September 2014	15 December 2014	31 December 2014
<b>PACK 26</b> M5 Terminology and its management	Creating and maintaining terminology databases (Topic 1: terminography and creating terminology banks)	15 to 31 October 2014	15 January 2015	31 January 2015
<b>PACK 27</b> M5 Terminology and its management	Creating and maintaining terminology databases (Topic 2: software for creating terminology databases)	15 to 31 October 2014	15 January 2015	31 January 2015
<b>PACK 28</b> M6 Engineering applied to localisation	Computational linguistics and programming language (Engineering and software localisation: object-orientated language - Java)	15 to 30 November 2014	15 February 2015	28 February 2015
<b>PACK 29</b> M6 Engineering applied to localisation	Computational linguistics and programming language (Software engineering and localisation: localisation of help files)	15 to 30 November 2014	15 February 2015	28 February 2015
<b>PACK 30</b> M6 Engineering applied to localisation	Creating web content (Structure of a web site and translation of textual elements)	15 to 31 December 2014	15 March 2015	31 March 2015
<b>PACK 31</b> M6 Engineering applied to localisation	Creating web content (Programs and localisation tools: localisation of images)	15 to 31 December 2014	15 March 2015	31 March 2015
<b>PACK 32</b> M6 Engineering applied to localisation	Creating web content (Programs and localisation tools: localisation of animations)	15 to 31 December 2014	15 March 2015	31 March 2015
<b>PACK 33</b> M7 translation and localisation project management	Translation and localisation project management (Project management. Workflow. Profile and activities)	15 to 31 January 2015	15 April 2015	30 April 2015

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<b>PACK 34</b> <b>M7 translation and localisation project management</b>	Translation and localisation project management (Work station. Planning of projects. QA)	15 to 31 January 2015	15 April 2015	30 April 2015
<b>PACK 35</b> <b>M7 translation and localisation project management</b>	Support tools for project management (Management techniques. Project management software)	15 to 28 February 2015	15 May 2015	31 May 2015
<b>PACK 36</b> <b>M7 translation and localisation project management</b>	Translation and localisation project management (Free management tools: Xbench)	15 to 28 February 2015	15 May 2015	31 May 2015
<b>PACK 37</b> <b>PRACTICAL ASSIGNMENT</b>	<b>PRACTICAL ASSIGNMENT</b>	1 to 15 March 2015	15 July 2015	30 September 2015