

# Introduction to Localisation

## Introduction

In the area of translation technologies, software localisation is the specialisation field *par excellence*, not only because of the methods and resources employed but also because of the translational problems faced by the translator when adapting software to the local markets.

This adaptation process does not only affect the printed and online documentation which is found with the application, but also affects the interface, the help system, the sample files and the application itself. For example, when localising a specific application several aspects need to be taken into account, such as: symbols, colours, images and how they are used in the local culture, fonts, alphabets, usage of graphics and tables and their sized in different languages, alphabetically sorted lists and languages requiring special handling of specific. Other key aspects in localisation include project management, testing and quality control.

## Course/module Description

This is a hands-on course where the student has the opportunity to work in a localisation project and localise, from beginning to end, a specific software application using *Passolo*. Students are expected to complete all practical sessions and read a number of selected essays on each of the training topics.

## Training topics

- What is localisation?
- Elements to be localised
- Tools and resources in localisation
- Using *Passolo*
- Key elements in a localisation project
- Handing the final product to the client