

DOSSIER

Video game localisation/ Localización de videojuegos

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It is for me a pleasure and an honour to have been asked to coordinate this collection of articles on video game localisation and I am most grateful to the experienced professionals and academics that have made it possible. Being such a new area of studies within academia, researchers may find it difficult to find quality peer-reviewed information, and both newcomers and skilled professionals may feel that universities are not contributing to new professional requirements as they are expected. This issue of TRANS aims at closing that gap so that knowhow and best practice can be shared for the benefit of all involved. Thanks to the generosity and knowledge of our collaborators, we can offer both professionals and researchers a comprehensive cross-section of the many aspects and decision-making processes concerned with successful game localisation. Enjoy!

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