

Abstract

The topic of computer/video games and their translation has only recently attracted attention of translation scholars. The thesis aims at introducing the phenomenon as a legitimate topic of translation studies, presenting it as a specific and influential medium with an extensive user subculture. A description of the overall process of game localization, and specifically its practice in the Czech Republic are included.

Lexical analysis of selected computer game reviews and online discussions is complemented with a questionnaire survey to reveal if and how computer games and game-focused articles influence the constitution of a characteristic sociolect and its usage outside the gamer subculture.

Concepts used in intercultural and interlingual transfer of computer games are defined and compared with established terms in translation studies. A comparative analysis of original and Czech versions of two computer games is carried out to identify translation methods used in the transfer of culture- and language-specific elements in order to determine whether the process of computer game translation exhibits any specific features that may justify the introduction of new terms into translation studies.

Specific features of computer games in translation are described and an analysis of several games belonging to different genres is conducted with the aim to identify features that differentiate game subtitles from subtitles encountered in traditional non-interactive audiovisual media. Implications of established differences for the translation of game subtitles are discussed.