

Abstract

This thesis presents a translation of *Nordic Larp: Theatre, Art and Game*, an essay by Jaakko Stenros, which was published as the closing piece in the *Nordic Larp* (2010) book. The first part of the thesis consists of the translation of the essay itself, which introduces Nordic larp as a phenomenon and contextualizes it within the theoretical frames of theatre, art and games. The second part of the thesis presents a commentary on the translation: first, the source text is analysed from the point of view of extratextual and intratextual factors and the translation method is determined. The thesis also includes an analysis of translation problems and translation shifts.

Key words: translation analysis, annotated translation, translation problems, shifts, larp, Nordic larp, participatory art