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	Nota di contenuto	Chapter 1: Videogames as Modern Multimodal Products -- Chapter 2: The History of Localization and Dubbing in Video Games -- Chapter 3: Game Localization: Stages and Particularities -- Chapter 4: Dubbing in Video Games -- Chapter 5: Dubbing Analysis through Game Situations: Four Case Studies -- Chapter 6: Conclusion.
	Sommario/riassunto	"In a robust and illuminating contribution to the literature of audiovisual translation and video game localization, Laura Mejías-Climent takes the reader on a journey to the world of localization that allows video games to be exported to other markets and to expand across the world. By unravelling the secrets and history of this popular professional practice in an engaging and elegant prose, the author

adopts an innovative semiotic and interdisciplinary approach –based on game situations and the interactive experience– to analyze the role of dubbing and the new synchronization types used in this market." —Frederic Chaume Varela, Universitat Jaume I, Spain This book addresses the hot topic in audiovisual translation (AVT) of video game localization through the unique perspective of dubbing, an area which has so far received relatively little scholarly focus. The author analyses the main characteristics of video game localization within the context of English-Spanish dubbing, and emphasizes the implications for research and localization as a professional practice. The book will appeal to translation studies scholars and students, as well as AVT professionals looking to understand localization processes from a systematized approach. Laura Mejías-Climent is a Lecturer and Researcher at Jaume I University, Spain, and a member of the research group TRAMA. She has taught at Pablo de Olavide University and ISTRAD (Sevilla), teaches at Universidad Europea (Valencia) and has also worked as a project manager and professional translator specializing in AVT and localization.