Acknowledgements

Pages xi–xii of
Game Localization: Translating for the global digital entertainment industry
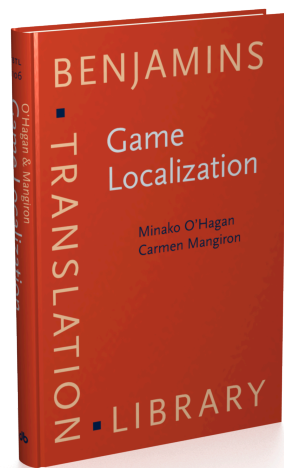**Minako O'Hagan and Carme Mangiron**
[**Benjamins Translation Library**, 106] 2013. xii, 374 pp.

Acknowledgements

We are indebted to many people for being able to complete this book. The project started in 2009 with an ambition to turn in the manuscript the following year, which, of course, was far too optimistic. Accordingly, we are most appreciative of the patience of our publisher John Benjamins in tolerating the long delay. We only hope that the lapsed time is compensated for by more mature conceptualization of the topic. Keeping up with the rapid pace of change occurring in the game industry was admittedly challenging and indeed not possible without the help of a number of informants both in the industry and among our gamer students. Therese Lundin and Brendan Tinnelly, who read the whole manuscript and provided us with extremely useful comments, are our former students and avid gamers with a wealth of industry experience. We are grateful to Therese and Brendan for their suggestions of additional game examples which would have been out of reach of our knowledge alone. Given the book's twin focus on games themselves and their translators, we are most grateful to the veteran Japanese game and literary translator Alexander O. Smith for agreeing to read the manuscript and, above all, for sharing his thoughts behind translation decisions he has made. This provided us with a great insight into the creative process unique to translating games. Our thanks also extend to the other side of the Atlantic to Stephen Mandiberg, a scholar researching game localization, for his detailed comments from the perspective of Communication Studies.

Writing a book in one way or another relies on support from the people who surround the authors and we would like to thank our respective colleagues in Dublin and Barcelona. In particular, we would like to express our gratitude to Prof. Jenny Williams who, at the time we started, was the Director of the Centre for Translation and Textual Studies at Dublin City University (DCU). Without her constant encouragement this book could not have been finished. Jenny also read the manuscript and gave us invaluable comments from a translation scholar's perspective. We are also grateful to Dr. Aphra Kerr and Dr. Colm Caffrey for their comments on our earlier draft and to Ms Magdalena Dombek who gave us assistance with the time-consuming formatting and checking of references. Our thanks are due to Dr. Stephen Doherty whose keen eye spotted highly relevant examples including a customised poster that appeared in Dublin in June 2011 (see

Figure 0.1). Last but not least we wish to express our gratitude to our respective families for their quiet perseverance in letting us get on with writing without too much protest.

Finally it is our hope, over and above the question of academic merit of our work, that we did not end up taking away the very sense of fun epitomised by games and that this publication will encourage more translators and scholars to start playing and translating games – and theorizing game localization!

Minako O'Hagan and Carmen Mangiron
Dublin and Barcelona, December 2012