



9th Media for All International Conference
Universitat Autònoma de Barcelona
27-29 January 2021 (online)

SESSION 1. VIDEOGAMES

Chair: Estel-la Oncins (Universitat Autònoma de Barcelona)

“Videogame localization: from development to the end user experience”

Itziar Zorrakin-Goikoetxea (University of the Basque Country)

VIDEO PRESENTATION: <https://youtu.be/CbI0toUqmTY>

“There is a place for accessibility in the games”

Victória Albuquerque Silva (Universidade de Brasília)

VIDEO PRESENTATION: <https://youtu.be/ww94LyN5Utw>

“Fun for All: Exploring new ways to improve game accessibility for blind players”

María Eugenia Larreina (Universitat Autònoma de Barcelona)

Carme Mangiron (Universitat Autònoma de Barcelona)

VIDEO PRESENTATION: <https://youtu.be/EcopIqudAUU>

“You have rules... so what? Neologisms and anglicisms in video games localized for the French-Canadian market”

Julie Pigeon (Université du Québec en Outaouais)

VIDEO PRESENTATION: <https://youtu.be/MDtdWkXbz3E>

