# Macao Polytechnic Institute

# **School of Languages and Translation**

# **Bachelor of Arts in International Chinese Language Education**

# (Applicable to Native Speakers of Chinese)

Module Title	Tourism ar	nd Gaming Translation	<b>Class</b> Code	TRAN4112			
Pre-requisite(s)	Nil						
Medium of	English / N	Aandarin	Credit	2			
Instruction	Eligiisii / N						
Lecture Hours	15 hrs	Lab/Practice Hours	15 hrs	Total Hours	30 hrs		

# **Module Outline**

### **Description**

This semester module focuses on familiarizing students with the linguistic, social, economic and cultural characteristics of tourism and gaming industries in order to help them acquire the basic translation skills and techniques concerned. Through a great amount of translation practices in this field, this module will lay a foundation for students to participate in tourism and gaming translation in the future.

### **Learning Outcomes**

Through intensive training and practice, students should basically acquire the following knowledge and skills required of a translator for tourism and gaming industries:

1. A general understanding of the features in translating for tourism and gaming;

2. Familiarity with specialized terms (both in English and in Chinese) and formats of commonly used discourses in tourism and gaming;

3. Competence in undertaking translation tasks in this field.

## **Contents**

Week	Topics	Remarks
1	Introduction (modern tourism / tourism texts)	♦ WORDS
2	Introduction + Translation of Tourism Advertisements 1 (旅遊廣告)	
3	Translation of Tourism Advertisements 1 (Continued)	
4	Translation of Tourism Advertisements 2	Assignment 1
5	Translation of Travel Brochures 1(旅遊手冊)	
6	Translation of Travel Brochures 2	Assignment 2
7	Translation of Tourism Signs 1 (旅遊標示語)	
8	Translation of Tourism Signs 2	
9	Translation of Menus 1 (飲食菜單)	Assignment 3
10	Translation of Menus 2	
11	Game Translation 1 (博彩)	Assignment 4
12	Gaming Translation 2	
13	Gaming Translation 3	
14	Presentations	

### **Teaching Method**

Much of the class time is to be spent on lectures, open discussions and classroom exercises. Open discussions include the students' comprehension of different translation skills, and the students' ability to compare, analyze and comment on different translated texts. The students' understanding and ability will be further practiced, monitored and checked up through assignments and occasional tests.

#### **Attendance**

Attendance requirements are governed by the "Academic Regulations Governing Bachelor's Degree Programmes of Macao Polytechnic Institute".

#### Assessment

This module is graded on a 100-point scale, with 100 being the highest possible score and 50 the pass score. The final grade for this module will be a combination of the following items:

Item		Description	Percentage
1.	Attendance & Class Participation	Attendance and performance	15%
2.	Presentation/Project	Presentation/Project on a chosen topic	15%
3.	Tests & Assignments	Tests and assignments on taught topics	30%
4.	Final Exam	Content-based test	40%

**Total Percentage**: 100%

#### **Cheating Warning**

Plagiarism is an act of fraud. It is using others' ideas and words without clearly acknowledging the source of that information. A zero mark will normally be given to that piece of work if a student copies someone else's work or lets someone copy his/her own work.

### **Teaching Material(s)**

#### **References**

- 1. 程盡能,呂和發;旅游翻譯理論與實務;北京:清華大學出版社;2008。
- 2. 丁大剛; 旅遊英語的特點與翻譯; 上海: 上海交通大學出版社; 2008。
- 3. Dan, Graham M. S. *The Language of Tourism: A Sociolinguistic Perspective*. Wallingford: CAB International, 1996.