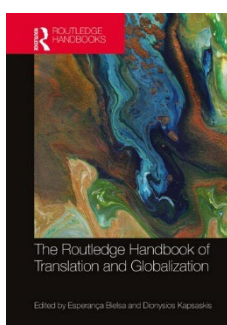


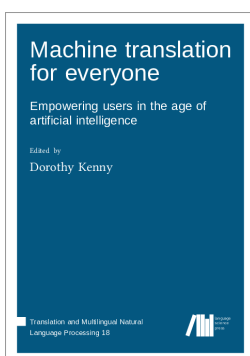
## Final variable

The second issue of the *L10N Journal* brings stimulating contributions from the area of localization. It also has the ambition to regularly inform about current publications in localization studies and in interdisciplinary overlaps which deserve special attention. The Final Variable section will be a space for highlighting selected publications and for short reviews.



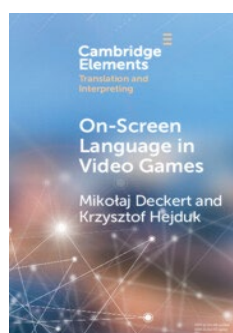
One of the latest generally conceived publications on translation and localization is *The Routledge Handbook of Translation and Globalization* (2020). It features a chapter on localization by Miguel A. Jiménez-Crespo. The chapter focuses on the connectivity of localization with globalization, it puts localization into context, and it analyzes its perception within the GILT process, internationalization, glocalization, and reverse localization.

<http://doi.org/10.4324/9781003121848-31>



One valuable publication in the field of machine translation is the edited volume *Machine Translation for Everyone: Empowering Users in the Age of Artificial Intelligence* (2022), which was compiled by Dorothy Kenny. Over nine chapters, the authors analyze machine translation in comparison with human translation, the ethics of machine translation, and the importance of machine translation in language learning.

<https://langsci-press.org/catalog/book/342>



*On-screen Language in Video Games* (2022) by Mikołaj Deckert and Krzysztof Hejduk takes readers to the world of video games. Over nine chapters, the authors take a look at the “language on screen” present in video games, its various understanding by players using examples of selected video games, and the challenges it poses for localization.

<https://doi.org/10.1017/9781009042321>



*About Games and People* (2022) is written by a team of authors and presents interviews by the editors of *Level* (a gaming magazine) with thirty-seven game developers from around the world. The publication is a probe into the world of game development and has a collection of interviews offering a comprehensive overview of thinking about video game creation.

<https://www.xzone.sk/kniha-level-o-hrach-a-lidech>