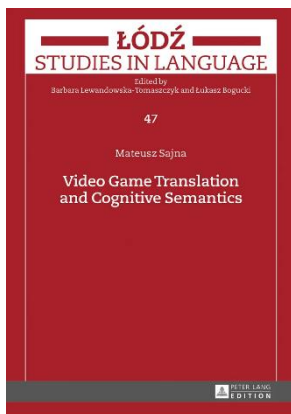## Final Variable

Traditionally the section presents reading-worthy books regarding various areas of video game localization. However, apart from the three books two social media pages were also tentatively suggested, as they are in Polish or at least try to use an accessible language.

Mateusz Sajna (2016). *Video Game Translation and Cognitive Semantics*. (Series: Łódź Studies in Language, vol. 47). Berlin: Peter Lang Verlag.

This is by far the first monograph by a Polish scholar devoted to the topic of creating new language versions of video games. Mateusz Sajna, at the moment from the University of Gdańsk, analyses various examples of video game text that had been translated into Polish from the perspective of possible conceptual semantic metaphor blending over the translation.

https://www.peterlang.com/document/1050484

Mikołaj Deckert & Krzysztof Hejduk (2024) *Player-Centric Studies in Video Game Translation*. London: Routledge.

Currently still forthcoming, the monograph edited by two Polish scholars from the University of Łódź is aimed at showing the wide range of study methodologies concentrated on the users of localized video games. It gathers researchers from various countries: Spain (Catalonia and the Basque Country), The UK, Canada, The United Arab Emirates, Iran and Poland, presenting tools for PX assessment, classifications of gamers, using eye tracking and surveys for measuring game reception, studying mobile games, localization practices for minority languages and accessibility features for users with visual disabilities.

Janusz Mrzigod (2021) *Meandry lokalizacji gier [Intricacies of Video Game Localization]*. Katowice: Helion.

The first handbook concerning video game localization in Polish is written in a manner accessible not only for industry representatives or game developers but also for players with limited linguistic knowledge. While discussing the most urgent aspects of this process, its most common translation techniques and errors, the book provides the reader with much illustrative material – the book includes more than 150 screenshots from video games and much material for discussion regarding the approach to but not limited.

https://helion.pl/ksiazki/meandry-lokalizacji-gier-janusz-mrzigod,melogi.htm

Joanna Mleczak – ***Punkty Many / Mana Translation***

Apart from books and other printed sources, the Polish video game localization is vastly present in the social media. The website and social media page *Punkty Many* was created in April 2019 to popularize knowledge about video game localization and give advice to novice translators (additionally to offering commercial localization courses). The actively and continuously updated blog, Facebook, Twitter and LinkedIn pages in 2022 were joined by the Mana Translation page which is entirely in English. All of these is run by Joanna Mleczak an experienced video game localizer from Gdynia, who is very eager to share her insights, hints and accessible guidelines about working on various video-game related projects.

https://punktymany.pl/
https://manatranslation.com/

Ryszard Chojnowski – ***Grysław (Rysław)***

Ryszard Chojnowski (aka Rysław) is a translator form Wrocław who in 1999 established the first Polish video game translation agency *Albion Localizations* which is known for creating the Polish versions of the *Warcraft* and *Diablo* franchises. Since 2011, he has been active on YouTube with videos explaining some peculiarities of video game titles in English and their correct pronunciation. In 2015, he started a vlog Grysław (for some time also as a radio broadcast at *rockserwis.fm*) which is devoted mostly to general game-related content: news, recent game and hardware releases, gaming and pop culture. However, from time to time, he publishes videos related to the video game localization in Poland in 1980s, 1990s and 2000s. Regularly, he also shares some of his recent indie localization projects with his fans, sometimes even organizing live translation sessions where fans can suggest solutions to fragments of games that have been already translated by him.

This channel is created in Polish, but *Rysław* could be often met at industry conferences where he gives talks in English.

https://www.youtube.com/@Ryslaw