

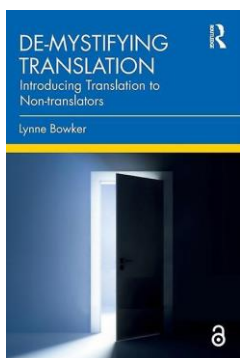
Final Variable

This section highlights noteworthy publications in translation studies and disciplines related to the scope of the journal. In addition to three books, this *Final Variable* also features a special journal issue relevant to the topics discussed. Two of the books were also chosen for their accessibility and general public-friendliness, as they were written with non-academics in mind but still offer valuable insight into their respective topics.



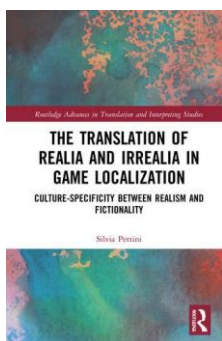
The Special Issue on Translation Automation and Sustainability (2024) in *The Journal of Specialised Translation*, edited by David Orrego-Carmona, explores the intersection between translation and technologies. This issue offers a fruitful video discussion between the co-editors, 9 innovative articles on various topics regarding machine translation post-editing, speech-to-text recognition, and translation quality evaluation, and 5 in-depth book reviews.

<https://www.jostrans.org/issue/view/492>



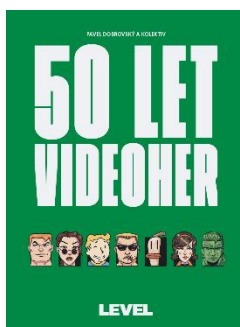
Lynne Bowker's *De-mystifying Translation* (2023) is an extensive introduction to translation for aspiring translation students and anyone interested in translation. The author lays out all the necessary foundations of translation, as well as an introduction to the history of translation, machine translation, localization, transcreation, and much more, making it a perfect starting point for the general public and academics alike.

<https://doi.org/10.4324/9781003217718>



The Translation of Realia and Irrealia in Game Localization (2022) by Silvia Pettini takes a thorough look at the localization challenges posed by realism and fictionality in video games and their solutions through an interdisciplinary approach. The research focuses on three war video games but provides deep insight into obstacles video game localizers run into in general.

<https://doi.org/10.4324/9781003001935>



50 Years of Video Games (2023) is an accompanying book to *About Games and People* (2022) by the editors of the gaming magazine *Level*, this time focusing on the history of game development by dedicating several pages of facts, interviews, and development stories to some of the most important video games in history and noting their influence on the industry as a whole.

<https://www.xzone.sk/kniha-level-50-let-videoher>