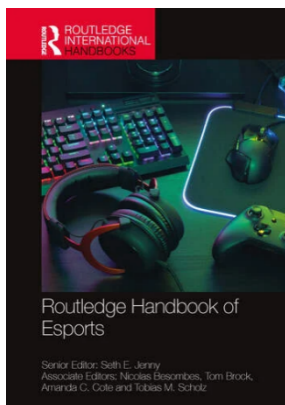


Final Variable

Final Variable is a space for highlighting selected publications and for short reviews. This time, we would like to draw your attention to a couple of new books and magazine that game localization researchers might find useful.



Routledge Handbook of Esports, edited by Seth E. Jenny, Nicolas Besombes, Tom Brock, Amanda C. Cote, and Tobias M. Scholz is a complex book looking at esports from various aspects and clarifies all you need to know in ten thorough sections, introducing esports, its origins, definitions, stakeholders, and many more. Each section is accompanied by interviews with the relevant figures in the industry and questions for discussion.

<https://doi.org/10.4324/9781003410591>



December's Issue of *Multilingual*, a journal focused on localization strategy, automated translation, language access and preservation, interpreting, linguistics, and international marketing, has been publishing issues since 1987, and reflecting on the events, trends, business deals, and technological advancements that shaped 2024. Each issue provides a fruitful insight into the industry and is worth exploring.

The newest issue can be found here:

<https://multilingual.com/magazine/december-2024/>.



The second edition of *The Routledge Handbook of Role-Playing Game Studies*, edited by José P. Zagal and Sebastian Deterding, is another complex book focusing on role-playing game studies. It explores all the role-playing games from tabletop, live action or single-player computer games to massively multiplayer online and text-based RPGs. The book takes a multidisciplinary approach, from the viewpoint of sociology, psychology, or economics. Even though the book does not include the aspects of localization or translation, it provides a foundation for understanding role-playing games that can later be studied by translation studies and localization researchers.

<https://doi.org/10.4324/9781003298045>