Workshop and Conference

Games in Translation / Games as Translation

Sapienza University of Rome

Department of European, American and Intercultural Studies

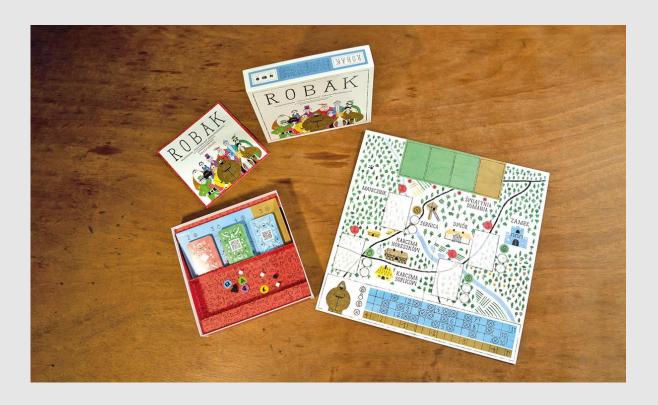### 14-15 November 2024

14 November

9-12 Lab. 5 (Marco Polo)

Workshop:

ROBAK: National Epic as a Board Game (in English and in Italian)

Paweł Bukowiec, Tomasz Majkowski

Pan Tadeusz, the most extensive and arguably the most important text by Poland's foremost Romantic poet, is a sacred, yet burdensome mandatory reading in Polish schools, considered with the utmost reverence on one hand, yet difficult, disliked, and misunderstood on the other. The board game Robak, developed by a team of professional educators, game designers, and literary scholars, aims to propose a new method for engaging with this epic in school and to create an accompanying knowledge platform designed to highlight overlooked themes and address the problematic legacy of the text.

The presentation consists of two parts. The first focuses on the creation of the knowledge platform and the challenges of reading a nineteenth-century poem in a twenty-first-century classroom. The second outlines the process of translating the epic into board game mechanics. The meeting will be accompanied by a presentation of the game - the final result of the work.

15 November

Room 101 (Marco Polo)

Digital Games Between Translation and Localisation (in English)

Part I: Theory

9.00-11.45

Tomasz Majkowski (UJ) *Playing with Classics: Game as a Tool for Literary Analysis*

Maciej Nawrocki (SWPS) *Games in Translation: A Practical Guide*

Magdalena Kozyra (SWPS) *Bitter Victories, Triumphant Failures: Translating Cultural Scripts into Game Mechanics*

Aleksandra Prokopek (UJ) Wiedźmin *Becomes* The Witcher*: Digital Games Between Translation and Localisation*

Paolo D'Indinosante (Sapienza University) *Playing Wild(e) Games: The Intersemiotic Translation of Literary Texts in Indie Video Games*

Coffee break

Part II: Practice

12.00-14.00 Room 101 (Marco Polo)

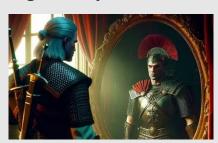## Games in Translation: Workshop

Aleksandra Prokopek, Maciej Nawrocki

Translating Storyworlds. Onomastics in Games As a Translatory Challenge

Many narrative games – both digital and analog – are rooted in fictional worlds full of invented races, places, creatures and cultures. The players are invited not only to traverse but to inhabit or even change the shape of these worlds through playable characters. Therefore, to support potential narrative immersion, translating and localizing proper names must be considered thoroughly and carefully. Regarding onomastics, translating games differs from translating literature significantly – apart from describing the in-game worlds, the proper names may, for example, function as mechanical terms and as such they have to be consistent with both the system and

the narrative. Furthermore, given the representational and interactive qualities of the medium, they usually should accommodate diverse groups of players as much as possible in terms of their possible identities or performative capabilities.

During the workshop, the participants will be encouraged to find and discuss their own creative solutions to selected translatory challenges considering proper names in analog and digital games.

Organized by:

Department of European, American and Cultural Studies, Sapienza University of Rome

Faculty of Polish Studies, Jagiellonian University of Krakow

Polish Academy of Sciences, Scientific Center in Rome

Organizers:

Monika Woźniak (Sapienza University of Rome),

Tomasz Majkowski (Jagiellonian University of Krakow),

Paolo D'Indinosante (Sapienza University of Rome)

La partecipazione all'evento, insieme alla stesura di una relazione scritta (1200-1500 parole), daranno diritto all'acquisizione di 1 cfu per AAF.

Per la registrazione all'evento contattare Paolo D'Indinosante paolo.dindinosante@uniroma1.it

L'elaborato finale va mandato alla prof. Monika Wozniak monika.wozniak@uniroma1.it