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LEARN GAMES IN SPANISH!

Translator
Javier Navarro Lázaro

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Translator
María López Padilla

Supervised by: Sabiha Ghellal

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GENAU! → ¡EXACTO!

MOTIVATION

- Reach Spanish-speaking communities.
- Making polished, adapted translations no translator or AI would make.
- Introducing the learners to the general Game Development terms commonly used all across the industry.
- Improving the accessibility and usability to further facilitate the ease of usage of the Moodle course.

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OUR CONTRIBUTION TO THE PROJECT

- We **did NOT create** the **course itself!**
- We **translated**:
  - **Texts**.
  - **Pictures**.
  - **Worksheets**.
- We **edited** the **logo**.
- We **proofread** the **text**, making it more **legible**.
- We **added** a **Glossary** where **learners** can check out **Game Development terms**.

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FURTHER IDEAS

- Making an EPUB document out of it, so it can be available offline everywhere.
- Translating it in more languages.
- Adding manual, translated subtitles.
- Making software-interactive homework.

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THE END!

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