

## V TRADUMA: a summary of the conferences

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### *Abstract*

Hereby we present a short summary from the point of view of two attendees of the V TRADUMA, held at the University of Málaga on March 2019.

### *Key Words*

TRADUMA, conferences, news, translation.



### *Day 1*

The first day of the conferences started with Natalia Rodríguez, chair of AETI at the University of Málaga, who explained what AETI is and the benefits of being a member of this association.

Straightaway, the turn was for Esther Cruz Santaella, a professional comic translator who emphasised the importance of handling perfectly the languages we use and knowing the publisher, the project, the conditions and the agreement.

Juan Pascual was the next speaker. He loves translating erotic literature, so he gave the attendees some information about this specialty: e.g., authors are mainly women who write for other adult or young female readers; some publishers moderate the translations trying not to scandalize women; and there is a shocking existence of novels about sex between humans and dinosaurs.

Then, Alberto López talked about his experience as a legal translator and interpreter and gave attendees some advices: know yourself, set yourself

objectives and learn to manage stress. He owns a company called Palabras, which deals with projects in 18 languages, and only in 2018, he performed around 100 interpretations.

Afterwards, Ángelo Néstore discussed the meaning of the “queer” concept and gave some examples of poetry authors and translators who share this definition and use it when they write or translate. He also talked about the male chauvinism present in literature and analysed some famous verses about objectified muses. An interesting detail worth mentioning is that his thesis was written in generic feminine.

Finally, Sarah Quijano Palomar and Pablo Pérez debated with the attendees what an interpreter must take in the bag: the desire of being an interpreter, a B plan, curiosity, a high language proficiency, passion and being willing to learn, too. They emphasised the fact of being member of an association and learning to say “no”.

### *Day 2*

The second day started with Rocío Serrano (aka Azote Ortográfico), who observed the similarities and the differences between “correction”, “revision” and “post edition”. She indicated that it is important to ask the clients what the service she offers is about if they don’t want to make face misunderstandings later.

The next speaker to intervene was Ana Belén Martínez, who talked about translation and the use of colours in the medical field. The attendees realised that medical English is easier than medical Spanish due to terminological differences. In addition, the perception of colours in both cultures is different, so there is a difficulty when it comes to translation.

Subsequently, Alicia Martorell mentioned that she started to translate with a typewriter, but nowadays, thanks to computers and technology, translators can find information to document about the subject of their translation projects in an easier way. She explained the attendees how to make a good documentation process in order to get good results.

Afterwards, Rafael Porlán shared his many years of experience in the booth interpreting for European institutions. He narrated several anecdotes related to his early days and provided a very important advice for the new generations: interpreting is a serious thing and it must be performed with professionalism.

He also confessed that, despite his extended experience for years, he still gets nervous when getting in the booth.

Porlán's conference was followed by a round table about Audiovisual Translation, held by Eugenia Arrés, Fernando Castillo, Javier Rebollo and Juan Yborra. They answered all the questions that had been previously sent by the attendees. They shared funny anecdotes and gave some hope to all those students who might want to become film translators and subtitlers. They insisted on the fact that finding a well-paid job is possible if sought with passion.

To put an end to the second day, Oliver Carreira and Diego Parra shared their presentations about video game localization. They explained all the phases a localization project has (translation, proofreading, testing, etc.) They also highlighted the importance of intertextuality when translating a videogame if any film or comic based on it is also available in the market. Then, they spoke about transcreation and how it slightly differs from traditional translation (it comprises an added value, which is the necessity of creativity.)