

Seminari Permanent 2020-2021

Sessió de presentacions de les línies de recerca: Interpretació i Traducció audiovisual i accessibilitat als mitjans de comunicació.

Professora que modera el seminari: Estel.la Oncins

Dia: dilluns 10 de maig a les 16,00 hores.

En línia amb enllaç:

https://teams.microsoft.com/l/meetup-join/19%3ameeting_OWY5ODNiMGMtMjM3NC00ZWl0LTllOTAtYzJmMTc4Nzc2YzFj%40thread.v2/0?context=%7b%22Tid%22%3a%226b514c29-2391-4831-b774-84f35c45bf01%22%2c%22Oid%22%3a%2262b4233c-363f-4704-8ad0-489e36117b2a%22%7d

Ksenia Yakovleva

La interpretación en los procedimientos de asilo. Estudio comparativo de las ciudades Barcelona y Berlín.

Este trabajo se ubica en el marco de la interpretación en los servicios públicos (ISP) y se centra en la interpretación en los procedimientos de asilo (IPA). Se basa en la hipótesis de que en este ámbito existe una falta de profesionalidad lo que supone una vulneración de las garantías procedimentales e impide el acceso al derecho de asilo en igualdad de condiciones. La investigación sobre la IPA en España y Alemania aún no es muy amplia, por lo que el objetivo de esta tesis es situar la IPA en un marco teórico, analizar la situación actual en Berlín y Barcelona y elaborar recomendaciones de mejora.

Los procedimientos de asilo son el producto de una complicada interacción entre diferentes regulaciones e instituciones a nivel internacional, europeo, nacional y local. Además, la IPA está condicionada por una gran variedad de factores sociales, políticos, psicológicos y lingüísticos. Por tanto, para validar la hipótesis inicial, se prevé realizar un análisis completo que englobe, entre otros, la legislación relevante, las diferentes etapas de los procedimientos, las personas destinatarias, las instituciones involucradas, la organización de la prestación de los servicios de interpretación, el setting y las técnicas de interpretación, los controles de calidad pertinentes, etc.

Palabras clave: interpretación en servicios públicos, asilo, España, Alemania

Yuchen Liu

La traducción de guiones de audiodescripción del español al chino: un estudio de recepción.

La audiodescripción (AD) en China se encuentra todavía en un estado muy incipiente. En vista de que uno de los problemas que debe hacer frente en la actualidad es la escasez de voluntarios que redacten los guiones de AD (GADs) (Tor-Carroggio, 2020), proponemos investigar una nueva forma de crear AD en China: la traducción de GADs ya existentes en otros idiomas al chino. Este método ya ha sido explorado e incluso testado mediante estudios de recepción en otros países y ha obtenido resultados positivos (López Vera,

2006; Jankowska, 2015), si bien algunos autores han subrayado la necesidad de localizar la traducción dadas las diferencias lingüísticas y culturales del público receptor. La tesis comprende tres fases principales. La primera consistía en la creación del corpus comparativo de ocho películas audiodescritas en chino y en español, a partir del cual se ha creado una base de datos. La segunda fase comprendía el análisis del corpus de los GADs en ambos idiomas para detectar diferencias y similitudes. Esta fase se complementaba con unas entrevistas y un grupo focal con proveedores de AD chinos. Este análisis nos ha permitido elaborar una guía de buenas prácticas para personas chinas que se dediquen a la traducción de GADs del español al chino. La tercera fase de la tesis consistirá en un estudio de recepción que pondrá a prueba la efectividad de la guía mencionada para poder determinar la aceptación de la AD resultante en China.

Marta Brescia

VR360 subtitles. New creative solution

Immersive media such as Virtual Reality (VR) and 360 videos have passed from science fiction to reality. These technologies are gaining popularity due to the COVID-19 crisis, as they enable interactive, hyper-personalized and engaging experiences anytime and anywhere. In this context, 360° videos – also known as immersive or VR360 videos – have become very popular as they are a cheap and effective way to provide VR experiences. As with all media content, VR360 media experiences need to be accessible. Typically, accessibility has been considered in the media sector as an afterthought, despite many voices asking for including accessibility in the creation process (Romero-Fresco, 2013). Subtitling is an increasingly creative accessibility service (Fox, 2017; McClarty, 2014). The digital format and new technology allow subtitles to be positioned in any area of the screen; and also for aspects of the typography to be changed, such as font size and colour. Testing subtitles in XR has led to a push for existing modalities to fulfil user needs and requirements to enjoy audiovisual content in 360 viewing displays.

This PhD dissertation will focus on the challenges of creating accessible subtitles in VR360 videos, and on identifying how to display those subtitles for an optimal viewing experience. This research is ground-breaking since the accessibility studies in immersive media are still in their infancy. Moreover, the experimental set up for implementing creative subtitles in XR will use eye-tracking technology aiming to generate subtitle stimuli to test meaningful user viewing behaviours. Results of the present study will shed a light on subtitles design in XR and may be used for standardisation in the future.

Ebru Kanik

Live Subtitling and Respeaking in the Turkish Context

Specific aims of the first research on live subtitling and respeaking in Turkey are primarily, to identify the recruitment profile of candidate respeakers for the sample group study. A survey will be given to a group of individuals with translation and/or interpreting and/or subtitling background based on previous studies correlating skills between these acts and live subtitling. This survey is composed of questions inquiring their educational status, work experience, background and/or experience in simultaneous interpreting, consecutive interpreting, subtitling and translation, linguistic competence, knowledge of media services, voluntariness (their availability) and technical infrastructure (internet connection, computer etc.) Secondly, to identify the requisite skills set of the respeaker

in line with the realities of Turkey and the Turkish language. Respondents of the above stated survey selected based on criteria such as professional experience, voluntariness, availability and educational background will be given a preliminary training composed of ten courses (Deaf culture, communicating with the D/deaf, accessibility, SDH, SDH technology, editing and punctuation, simultaneous interpreting, live subtitling, speech recognition technology and respeaking) and two practice sessions (practice session 1 for familiarization with the practice and and speech recognition software and a discussion/feedback and practice session 2 for respeaking). The practice sessions include selective material (recorded videos of real-life news broadcasts, sports programs, talk shows, debates). At the end of practice session 1 in which other trainers will be participating on a voluntary basis, a focus group meeting with the trainers present at practice session 1 will be held to receive their feedback about possible improvements to the preliminary training. An assessment of the performance based on an assessment chart will be used to identify the skills set required. Since the third step is to draft a training program on respeaking in line with the realities of Turkey and the Turkish language. After the above-mentioned assessment, participants meeting the criteria will then be used as a focus group to discuss and evaluate the training. They will be provided with detailed overview of the curriculum as well as ‘individual courses’ outlining aims, content, evaluation at each stage and time to be devoted to each course. Based on their experience in the process, they will be asked to comment on issues such as duration devoted to each skill, contents of each ‘module’, possible additions/omissions and changes to the training program and the like. The aim of this process is to design a training that includes main trends in current respeaking training as practiced in other countries, information compiled in respeaking training from projects such as the LTA project, and input from the survey, preliminary training, practice sessions and assessment.

Maria Eugenia Larreina

Improving game accessibility: the perspective of persons with visual disabilities

Video games have grown in popularity in recent years among all age groups, becoming the preferred leisure option in countries such as Spain (AEVI 2019). Nevertheless, their visual and interactive nature hinders accessibility for persons with visual impairments. As a first step towards improving their gaming experience, a survey was carried out between October and December 2020. It explores their preferences regarding accessibility with a focus on audio description (AD), a spoken narration describing key visual elements that is yet to be applied to video games despite its potential (Mangiron & Zhang 2016). 106 persons with blindness or low vision from Spain participated in the survey. Fifteen of them volunteered to take part in a semi-structured individual interview in March 2021. This presentation describes the methodologies of the survey and interview, as well as the following steps of the ongoing research, namely discussing the users’ preferred accessibility options with game developers. By bridging the gap between users and industry through academic research, this project aims to move towards a more inclusive society where entertainment is at everyone’s reach.

Keywords: accessibility, audio description, visual disability, video game