

## **CHANCELLOR'S OFFICE DECISION OF 04/09/2024 THAT ANNOUNCES THE ETIV-UVIGO AWARD "MANOLO RAMOS" TO THE BEST RESEARCH WORK IN THE FIELD OF VIDEO GAME LOCALIZATION.**

The ETIV-UVIGO Awards for video game localization are institutional awards fostered by the University of Vigo Specialist Degree in Translation for the Video Game Industry (ETIV, in Spanish). These awards aim to give visibility to the professionals of the video game localization industry and, at the same time, to the use of the other official languages in Spain (Galician, Catalan, Basque). The categories awarded so far are:

1. Best localization of a video game with dubbing  
This category covers every game that has a full localization, with dubbing into Spanish.
2. Best localization of a video game without dubbing  
This category covers every game that has a partial localization, with no dubbing or dubbing in any other language different from Spanish.
3. Best localization of an indie game  
This category covers games from small or middle-sized development studios.
4. Best accessibility  
This category covers accessibility features that let as many people as possible to fully enjoy the game (people with hearing or visual impairments, people with physical limitations, etc).
5. Best game in Galician  
This award goes to the best game in Galician, be it a translation or a game directly written in Galician by the development studio.
6. Best game in Catalan  
This award goes to the best game in Catalan, be it a translation or a game directly written in Catalan by the development studio.
7. Best game in Basque  
This award goes to the best game in Basque, be it a translation or a game directly written in Basque by the development studio.

In 2024, the ETIV-UVIGO Awards will only have one category, which will be the new "Manolo Ramos" award to the best academic research in the field of video game localization. This award intends to recognize the work of teachers and researchers in the field of video game localization, as well as to promote new possibilities for future research lines.

By virtue of the powers granted to by Spanish Organic Act 2/2023 of 22 March on the University System, and by Article 72 of Spanish Decree 13/2009 of 24 January approving this University's bylaws,

THE CHANCELLOR'S OFFICE DECIDES:

1. To establish, in a competition concurrency arrangement, an award for all teaching and/or researching staff members that have written and published any work on or related to video game localization between 1 January 2019 and 31 December 2023 and that, during the aforementioned period, had a contractual relationship for at least one year with a Spanish or a foreign university. This award shall be managed according to the rules included in Annex I.

2. To publish this announcement and its rules on the bulletin board of the "Sede Electrónica" website of the University ([sede.uvigo.gal/](http://sede.uvigo.gal/)) and on the website of the ETIV-UVigo Awards (<http://premios.etiv.webs.uvigo.es/es/>).

This decision ends the administrative process, and any appeal against it must be filed in the pertinent Administrative Court, within two months after the day this decision was published, as per Spanish Act 29/1998 of 13 July on the Administrative Courts.

However, any and all concerned individuals may file a request for reconsideration, within one month after the day this decision was published, before the same institution that made this decision. If such request is filed, an administrative court appeal may not be filed before an explicit or implicit decision is made with regards to the request for reconsideration, as per Spanish Act 39/2015 of 1 October on Common Administrative Procedures for Public Administrations.

In Vigo, on the date of the electronic signature.

The Chancellor

By proxy, as per the Chancellor's Decision of 22 June 2022 (published in the Galician Official Gazette of 6 July 2022)

The Vice-Chancellor for Research, Transfer and Innovation  
María Belén Rubio-Armesto

## ANNEX I: RULES FOR THE ETIV-UVIGO AWARD “MANOLO RAMOS” TO THE BEST RESEARCH IN THE FIELD OF VIDEO GAME LOCALIZATION.

### 1. AIM

In the 2024 edition of the ETIV-UVIGO awards, a new category will be created: the “Manolo Ramos” award to best academic research in the field of video game localization, from **Spanish** or **foreign** universities.

If the jury deems so, the awards may have joint winners or be declared null and void. Any aspect not covered in these rules will be resolved by the jury.

Taking part in these awards implies accepting every rule listed in this call.

All the information about the awards is available in the bulletin board of the “Sede Electrónica” of University of Vigo ([sede.uvigo.gal](http://sede.uvigo.gal)), as well as in the main website of the ETIV-UVIGO Awards (<http://premios.etiv.webs.uvigo.es/es/>). Winners and every possible notification will be published there.

### 2. ENTRY REQUIREMENTS

In order to participate, teachers and researchers of any Spanish or foreign universities (in their pertinent category) must comply with the following requirements:

- Being part of the staff of teachers or researchers in any Spanish or foreign universities (in their pertinent category), either full-time or part-time, for at least one year, between January 1<sup>st</sup>, 2019 and December 31<sup>st</sup>, 2023.
- The co-directors of the University-Specific Degree in Specialist in Translation for the Video Game Industry (ETIV, for the Spanish initials) of the University of Vigo are not allowed to participate.
- The research must be directly related to the field of video game localization.

- The research must be written in one of the following languages: Spanish, Galician, Catalan, Basque, English, French, or Portuguese.
- If the research has several authors, only one person can be registered for the award. In that case, the candidature will have to be validated by every author. All of the authors of the research will send a signed document giving express consent to submit the research. Besides, the person submitting the research must include evidences of the quality of the publication; for instance:
  - o Scientific relevance of the publication.
  - o Scientific relevance of the medium where the research has been published.
  - o Published reviews, by other authors, of the research, showing its relevance or the impact it has in its field.
  - o Brief thoughts of the author about the relevance of their research for the advancement of knowledge, as well as the interest and creativity of the publication.
  - o Reviews in specialized journals.

### 3. INCOMPATIBILITIES

The award laid down in this call is compatible with any other award of the same nature and purpose.

### 4. PRIZE

The winning research will receive a diploma and a commemorative trophy.

### 5. APPLICATIONS AND DOCUMENTS

The application must be presented through a Google Form: ([https://docs.google.com/forms/d/1A47\\_dnFGE303QGuv6w2TA2kc6kQDcVO0ZCKCo2cAQac/edit](https://docs.google.com/forms/d/1A47_dnFGE303QGuv6w2TA2kc6kQDcVO0ZCKCo2cAQac/edit)).

Submissions must attach the following information:

- The research paper in PDF format.

- A summary of the research written in Galician or Spanish (maximum: 3 pages).
- CV of the author(s) following the model of Shortened Curriculum Vitae (CVA) of the Ministerio de Ciencia e Innovación (maximum: 4 pages)

They jury may require from the participants, at any given moment throughout the process, any documents they may consider.

Applications will be open from May 1<sup>st</sup>, 2024, to May 31<sup>st</sup>, 2024. The winners will be announced in the websites indicated in clause 1, as well as by mail and through social media.

All of the documents from any other applicants will be destroyed, at the latest, within a month after the jury announces the winner.

## 6. SELECTION AND DECISION

The selection will be done by a committee of evaluation, who will assess the work of researchers whose publications imply a big step forward in the field of video game localization. They will award those contributions that suppose a bigger advancement of knowledge in this field.

The jury of the awards will evaluate the researches received according to the following criteria, with a maximum mark of ten points:

- Objectives and justification of the research: up to 2 points.
- Organization, methodologies and scientific rigour: up to 2 points.
- Validity and development of results and conclusions: up to 2 points.
- Adaptation of the contents to the theoretical and practical workframes of video game localization: up to 2 points.
- Possibility of development or practical applications of the research: up to 2 points.

The jury will also consider format, orthography, style, grammatical accuracy, and adequate writing.

The evaluation committee will be integrated by people who are especially relevant in the field of teaching, with a sound record as researchers, who have taken part in research groups, and the board of directors of the Translation & Paratranslation Research Group (T&P). They

will decide on the jury for each edition, as well as on the president and the secretary of the jury. The final composition of the jury will be published once the application period is over.

Once the committee evaluates the applications, they will send the proposed winner to the office of the vice-chancellor of Research, Transference and Innovation, who will then announce the winner through a decision.

This decision ends the administrative process, and any appeal against must be filed in the pertinent Administrative Court, within two months after the day this decision was published, as per Spanish Act 29/1998 of 13 July on the Administrative Courts. However, any and all concerned individuals may file a request for reconsideration, within one month after the day this decision was published, in the institution that made this decision. If such request is filed, an administrative court appeal may not be filed before an explicit or implicit decision is made with regards to the request for reconsideration, as per article 123.2 of the Spanish Act 39/2015 of 1 October on Common Administrative Procedures for Public Administrations.

## 7. ADVERTISING

If the authors give their express permission, the organization will publish the winner research on its website, properly indicating the author. The author(s) will give their permission to the organization to publish, in any medium they deem appropriate, their personal data, the abstract of the winner research, and any images included in the research.