



1st INTERNATIONAL CONFERENCE ON DIGITAL LINGUISTICS

2nd CALL FOR PAPERS

We invite 20-minute proposals of communications, 90-minute workshop presentations and posters on the following general topics, considering the specific topics listed below:

(i) Language and Literature

CALL/MALL/TELL
Educational APP
Serious Videogames
Simulators and Virtual Reality
Gamification with Digital Resources
MOOC
Social Networks and Education



(ii) Translation and Interpreting

Localization of Videogames
Translation APP
Automatic Translation
Interpreting and Technology
Today's Terminology and Translation
Acesible Translation
Transcreation

(iii) Discourse Analysis

Communication in the Digital Era
Corpus Analysis and Tools
Multimodal Analysis and Tools
Social Networks and the Dissemination of Information
The Language of Videogames and their Users
New Linguistic Genres

GUIDELINES FOR SUBMISSIONS

Abstracts submissions should be sent through the **Conference webpage**. Abstracts sent by email will not be considered. Abstracts may be written **in English or Spanish**. The language chosen will be strictly kept at the presentation at the Conference. **Abstracts submissions**: Click on "Submit your abstract" (Steps 1 and 2).

The deadline of submission of abstracts is **10th May, 2019**. No abstracts will be accepted after this date.

The computer application will automatically close at 23:59 hours on 27th May, 2019.