

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:

Language and Literature

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

Translation and Interpreting

- ✓ Localization of Videogames
- ✓ Translation APP
- ✓ Automatic Translation
- ✓ Interpreting and Technology
- ✓ Today's Terminology and Translation
- ✓ Accessible Translation
- ✓ Transcreation

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 25th March, 2019. No abstracts will be accepted after this date.

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