Abstract

My bachelor thesis consists of two parts. The first part consists of a translation of 20 standard pages of the book *Concevoir un jeu vidéo. Les méthodes et les outils des professionnels expliqués à tous.* by the French author and video game developer Marc Albinet. The second part consist of an analysis of the original, a description of the chosen translation strategy, the problems and their solutions, and the translation shifts I resorted to.