

Luis Damián MORENO GARCÍA (PhD, FHEA)

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CAPACITIES

Honours Project Coordinator (August 2021-Present)

Interpreting and Translation Technology Lab Coordinator (August 2021-Present)

TIIS Mentoring Coordinator (August 2022-Present)

TIIS Minor Coordinator (August 2022-Present)

ACADEMIC QUALIFICATIONS

2009-13 BA in Translation and Interpreting (EN-ES), University of Alicante

2013-14 MA in Multimedia Translation, University of Vigo

2016-17 MA in Teaching Spanish as a Foreign Language, The International University of La Rioja

2017-21 PhD of Arts in Translation Studies, Beijing Foreign Studies University

PRESENT AND PREVIOUS POSITIONS

Aug. 2021-Present – Assistant Professor, Department of Translation, Interpreting and Intercultural Studies, Hong Kong Baptist University

Aug. 2017-19 – Teaching Assistant, Department of Spanish and Portuguese and School of English and International Studies, Beijing Foreign Studies University

REPRESENTATIVE PUBLICATIONS

Moreno García, L. D. (2024). Recontextualizing disassembled texts: Exploring the concept of the “Web of Texts” in mobile game “Blind” localization from Chinese into foreign languages. *Babel*, 70(1-2), 64–88. <https://doi.org/10.1075/babel.00372.mor>

Moreno García, L. D. (2023). An exploration of Cdrama distribution networks in Spanish-speaking countries from the viewpoint of a Chinese-Spanish fansub, in H. P. Yan, H. N., Jin, and P. Gladston (Eds.), *Translation Studies and China: Literature, Cinema and Visual Arts*, Routledge.

Moreno García, L. D. (2023). Fan indirect subtitling of Cdramas by women in Latin America and the Caribbean: a tool for the promotion of autodidacticism, global

citizenship, and cultural diversity appreciation. *Translation Spaces*, Special Issue on Indirect Translation and Sustainable Development.

Moreno García, L. D. (2020). Researching the motivation of Spanish to Chinese fansubbers: A case study on collaborative translation in China. *Translation, Cognition & Behavior*, 3(2), 165–187.

CONFERENCE PAPERS

“A corpus-based analysis of semantic shifts in the localization of English video game titles into Chinese.” 5th East Asian Translation Studies Conference (EATS5), Brisbane, Australia (June 2024).

“A preliminary exploration of the perceptions of Chinese to foreign language mobile game localizers: processes, trends and areas of improvement.” Fun for All: 6th International Conference on Video Game Translation and Accessibility, Barcelona, Spain (February 2023).

“Chinese video game amateur localisation communities: A more-than-human netnographical exploration.” 10th European Society for Translation Studies Congress (June 2022), Oslo, Norway, EST.

OTHER

Fellow of the Higher Education Academy (FHEA, Advance HE)

Certified Sworn Translator by the Spanish Ministry of Foreign Affairs, European Union and Cooperation (English-Spanish, Spanish-English)

Cambridge Certificate in Teaching English to Speakers of Other Languages (CELTA)

Certified DELE Examiner (Diplomas of Spanish as a Foreign Language)

SDL Trados Studio 2021 for Translators – Advanced Certificate

Responsive Web Design Certification / IT Support Professional Certification

RESEARCH INTERESTS

Audiovisual Translation, Translation Technology, Localization, Sociology of Translation