

9th MMDT conference , May 17-18 2024

Media landscapes do not remain linguistically stable, but are in a state of constant development. Some languages and language varieties come to the fore, take on new functions, conquer new media domains, others are pushed back, lose visibility and importance, or change their roles. Depending on places, as well as speakers and media, the relations between first and heritage languages, second and foreign languages, diglossia, varieties, dialects, regiolects and ethnolects, dominant and endangered languages present themselves in broad and multifaceted, and often also ambiguous ways.

In the context of translation studies, prominently active at the interface between media and languages, this linguistic diversity has always posed a special challenge. In addition to written, audiovisual and audio formats, hypermedia and interactive text types have increasingly become the focus of interest in recent years. How might a regiolect appear appropriately in a film subtitle? Are dialect songs really untranslatable? What should be considered when translating multilingual graphic novels and computer games? What role do dialect inserts play in advertising and how could these be translated? These and similar questions are in the focus of **the 9th MMDT conference**, organised from **May 17-18, 2024** at the Institute of Applied Linguistics at the Adam Mickiewicz University in **Poznań, Poland**. *MMDT (MultiMeDialectTranslation)* is a cyclical interdisciplinary conference, focussing on the interface of linguistics, media, communication, and translation studies, and has been organized since 2002 in various countries.

You are kindly invited to submit a conference abstract to the 9th international *MMDT* conference. Relevant topic areas of the conference include, but are not limited to the **translation of plurilingualism and language varieties**

- in different audiovisual formats (e.g. feature films, animation, documentaries) and on stage (e.g. theatre, opera, songs, comedy shows)
- in comics and graphic novels
- in computer and video games, in interactive fiction
- in different kinds of hypertexts and interactive communication
- in the context of translations for a visually or audially impaired public (AD, SDH, Sign language, Braille)
- in the context of pluricentric languages such as English, Spanish, French or German
- in the context of marketing (e.g. glocalization) and language policies.

We welcome contributions in English, Polish and German.

Abstracts are expected by **January 31, 2024**.

For further and current information see <https://ils.amu.edu.pl/mmdt-2024/> or contact us mmdt2024@gmail.com