

**UAEU**جامعة الإمارات العربية المتحدة
United Arab Emirates University

Reimagining Translation and Literary Studies

In the Age of Digital Humanities,
AI, and Gamified Narratives



مؤتمر إعادة تصور الترجمة والدراسات الأدبية

في عصر العلوم الإنسانية الرقمية
والذكاء الاصطناعي والسرد التفاعلي

Reimagining Translation and Literary Studies in the Age of Digital Humanities, AI, and Gamified Narratives

A global platform uniting scholars, industry leaders, and creative innovators to explore how AI, digital storytelling, and gamification are transforming translation and literary studies.

Organized by the Department of Languages and Literature, United Arab Emirates University, College of Humanities and Social Sciences, UAEU

- Date: February 9-10, 2026
- Location: United Arab Emirates University, UAE, Al Ain

Recent technological advancements have profoundly reshaped the modes of cultural production, dissemination, and reception, compelling the humanities to re-examine their established frameworks, methodologies, and disciplinary boundaries. *Reimagining Translation and Literary Studies in the Age of Digital Humanities, AI, and Gamified Narratives* international conference invites scholars, researchers, industry leaders, and creative practitioners to examine how artificial intelligence, digital storytelling, and gamification are transforming translation and literary studies. These forces are not just adding new tools to our repertoire; they are redefining the ways stories are created, adapted, and shared across media, languages, and cultures. The conference is a forum to chart and envision the future of translation and literary studies in a rapidly evolving digital world. It raises urgent and future-oriented questions, including:

- In what ways is AI reshaping creative writing and translation practices?
- How can scholarly insights from literature, cultural studies, and translation enhance digital narratives and their broader cultural impact?



- What opportunities and challenges emerge when crossing the boundaries between literature and immersive media?
- How are computational literary methods fostering new interdisciplinary collaborations that both challenge and enrich translational and literary hermeneutics?

Recognizing the need for cross-disciplinary collaboration in these domains, the Department of Languages and Literature at the United Arab Emirates University will host this academic event in February 2026, bringing together a vibrant community of scholars, researchers, and practitioners from around the world to explore the intersections of AI, digital humanities, translation studies, and narrative game design. The conference represents a significant step in advancing cross-disciplinary dialogue, bridging global expertise and local innovation to shape a shared and sustainable future for translation and literary studies in the age of AI. We welcome theoretical, empirical, creative, and practice-based contributions in (but not limited to) the following areas:

Translation Studies

- AI and machine learning in literary and non-literary translation
- Data-driven translation research and new technologies
- Pedagogical applications of AI in translation studies
- The ethics of AI-assisted translation
- Translation and localization in creative and digital industries in the Arabic context
- Arabic software, web, and game localization
- Translation and localization of Manga, comic books, graphic novels, and digital narratives
- Translating virtual, augmented reality, and the metaverse
- Media adaptations and translation in the digital age
- Multimodal and intersemiotic translation: text, image, sound, and performance
- Audiovisual Translation, localization and media accessibility
- Web 3, blockchain technology and the future of translation and localization



- Eye-Tracking and Cognitive Approaches to Digital Translation
- The dynamics of translation in multilingual and multicultural societies
- Sustainability and digital translation

Literary Studies

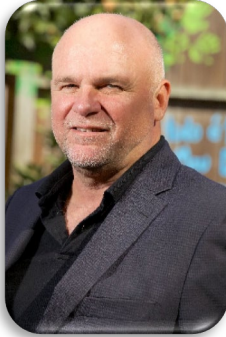
- Digital storytelling in motion: past, present, and future
- Ludic vs. literary elements in digital storytelling
- Ethics, multilingualism, and hybridity in narrative game design
- Pedagogical approaches to digital humanities
- Digital humanities and sustainability
- Narrative, digitality, wellbeing, and the medical humanities
- Computational literary studies
- Interactive digital storytelling, theater, and poetics
- Literature and education in a digital age
- Creative writing and AI
- Dominant themes in electronic literature
- Representations of AI in contemporary fiction, poetry, and performance
- World literature within the digital humanities
- The impact of social media on literary studies
- Middle Eastern digital humanities, Arabic language technologies, and local innovation in global contexts

Submission Guidelines

Proposals should include a title, an abstract of 250–300 words, and a short bio (100 words) for each author. Submissions should be made through the online [submission form](#).



Confirmed Speakers



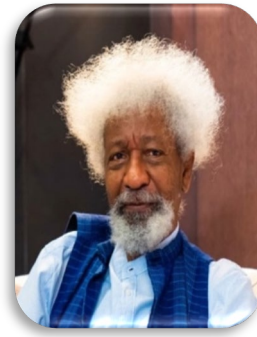
Anthony Pym

Distinguished Professor of Translation
and Intercultural Studies



Saad Albazei

A Saudi scholar, literary critic,
translator, and intellectual.



Wole Soyinka

Professor of Theater at NYU-Abu
Dhabi, Winner of the Nobel Prize for
Literature

Important Dates

- **Abstract submission deadline:** 20/10/2025
- **Notification of acceptance:** 01/11/2025
- **Registration:** 1/11/2025 --1/12/2025
- If you have any questions, please contact the organizing committee at translitconf@uaeu.ac.ae.