Visualizing Translation Variation: Othello: A Survey of Text Visualization and Analysis Tools

Zhao Geng[1], Robert S.Laramee[1], Tom Cheesman[2], Andy Rothwell[2], David M. Berry[3], Alison Ehrmann[2]

[1]Visual Computing Group, Computer Science Department, Swansea University, UK, {cszg, r.s.laramee}@swansea.ac.uk

[2]College of Arts and Humanities, Swansea University, UK, {t.cheesman, a.j.rothwel, alison.ehrmann}@swansea.ac.uk,

[3]Political and Cultural Studies, Swansea University, UK, d.m.berry@swansea.ac.uk

Being a global icon, Shakespeare's plays have been translated into more and more languages for about 300 years. Also, there are many re-translations to the same language, for example, there are more than 20 translation of Othello into German. Every translation is a different interpretation of the play. These large quantities of translations reflect changing culture or express individual thought of the authors. They build a wide connection between different regions and reveal a retrospective view of their histories. At the moment, researchers from Modern Languages collect a large number of translations of William Shakespeare's play, Othello. In recent years, since roughly 2005, we have witnessed a rapid increase in the number of off-the-shelf text visualization tools which can benefit this study. Here we set out to utilize existing text visualization techniques and tools in order to gain a better understanding of the various translations of the Shakespeare's work. In particular, we would like to learn more about which content varies highly with each translation, and which content remains stable. We would also like to form hypothesis as to the implications behind this variations.