

# Unidad 01 - Practica 10 : Ejemplos de Licencias Libres

## Tarea 12 [ CLIL ] : GOG

CD Projekt was founded by Marcin Iwiński and Michał Kiciński in 1994 for the purposes to trying to bring legitimate sales of foreign game titles into Poland, knowing they would have no easy way to compete against pirated copies.

They would obtain import rights from foreign publishers, and where possible, provide in-game localization for text and voice lines, typically through reverse engineering to decompile the game's code.

They would then package the game with localized instruction manuals and other physical goodies, hoping that the added features would draw buyers away from pirated copies.

Their first major success was with Baldur's Gate (1998) with which they had 18,000 units sold on its first day of release in Poland. Due to this success, Interplay, the publisher of Baldur's Gate, asked CD Projekt if they could do a similar treatment to Baldur's Gate: Dark Alliance, a console title released in 2001.

As their past work had been strictly on personal computers, the company accepted to try to port it, but the project fell through before it was completed. However, as a result, CD Projekt realized they had the ability to make their own games, and moved into games development. This eventually proved fruitful, as it ultimately landed the company with rights to The Witcher video game series. The company's interest in game distribution has declined since then.

## Task 01 :

Answer the next questions (in Spanish).

- 1. Which is the meaning of the sentence: "*provide in-game localization*"?

**Concede los derechos para importar código y audio del propio juego mientras se hace un acuerdo editor y propietario.**

- 2. Which is the traduction of the expression : "*physical goodies*"?

**De manera disuasoria los autores mandan información en manuales o publicidad dentro de los paquetes para que eviten las copias pitaras.**

## Task 02 :

Write in five sentences what is your favourite kind of game (could be a boardgame).

**Gran Turismo Sport is a racing video game developed by Polyphony Digital and published by Sony for the PlayStation 4 video game console. It launched on 17 of october of 2017. It was developed by the great developer Polyphony Digital, and was nominated for best racing sports game.**