

THE GAME LOCALIZATION HANDBOOK

SECOND EDITION

Heather Maxwell Chandler



COMPUTER SCIENCE SERIES

Game Localization Handbook Second Edition

Łukasz Bogucki, Mikołaj Deckert



Game Localization Handbook Second Edition:

The Game Localization Handbook Heather Maxwell Chandler, Stephanie O'Malley Deming, 2011-05-03 Part of the New Foundations of Game Development Series As games become more popular in international markets developers and publishers are looking for ways to quickly localize their games in order to capitalize on these markets Authored by two internationally known experts in game localization The Game Localization Handbook Second Edition provides information on how to localize software for games whether they are developed for the PC console or other platforms It includes advice interviews and case studies from industry professionals as well as practical information on preproduction production translation and testing of localized SKUs Written for producers translators development personnel studio management publishers students and anyone involved directly or indirectly with the production of localized games this single reference handbook provides insightful guidelines to all the tasks involved in planning and executing successful localizations Preview sample chapters now Look under the Samples tab below to preview chapter 1 and chapter 4 An Image Bank and Lecture Outlines in PowerPoint Format are now available for download for qualifying instructors under the Resources tab below Authored by two internationally recognized experts in the field of game localization Concentrates on software localization specifically for all major platforms in the game industry Provides a detailed plan for developing and executing localized game SKUs Emphasizes localizations for European and Asian languages Offers advice from industry professionals on how to achieve localization friendly development and uses real world case studies to illustrate 2012 376 pages [The Game Localization Handbook](#) Heather Chandler, Stephanie O'Malley Deming, 2011-09-19 Authored by two internationally known experts in game localization this text is a comprehensive up to date reference for information about how to localize software for games whether they are developed for the PC console or other platforms **The Game Production Handbook** Heather Maxwell Chandler, 2014 Updated to reflect the rapidly evolving game development landscape industry veteran Heather Chandler continues to educate game enthusiasts on the procedures and processes of game production This Third Edition presents information that a producer lead or studio manager must know to successfully develop a game from concept to gold master

Enhancing Video Game Localization Through Dubbing Laura Mejías-Climent, 2022-01-01 This book addresses the hot topic in audiovisual translation AVT of video game localization through the unique perspective of dubbing an area which has so far received relatively little scholarly focus The author analyses the main characteristics of video game localization within the context of English Spanish dubbing and emphasizes the implications for research and localization as a professional practice The book will appeal to translation studies scholars and students as well as AVT professionals looking to understand localization processes from a systematized approach *The Palgrave Handbook of Audiovisual Translation and Media Accessibility* Łukasz Bogucki, Mikołaj Deckert, 2020-07-31 This handbook is a comprehensive and up to date resource covering the booming field of Audiovisual Translation AVT and Media Accessibility MA Bringing together an international

team of renowned scholars in the field of translation studies the handbook surveys the state of the discipline consolidates existing knowledge explores avenues for future research and development and also examines methodological and ethical concerns This handbook will be a valuable resource for advanced undergraduate and postgraduate students early stage researchers but also experienced scholars working in translation studies communication studies media studies linguistics cultural studies and foreign language education

Border Crossings Yves Gambier, Luc van Doorslaer, 2016-09-14 For decades Translation Studies has been perceived not merely as a discipline but rather as an interdiscipline a trans disciplinary field operating across a number of boundaries This has implied and still implies a considerable amount of interaction with other disciplines There is often much more awareness of and attention to translation and Translation Studies than many translation scholars are aware of This volume crosses the boundaries to other disciplines and explicitly sets up dialogic formats every chapter is co authored both by a specialist from Translation Studies and a scholar from another discipline with a special interest in translation Sixteen disciplinary dialogues about and around translation are the result sometimes with expected partners such as scholars from Computational Linguistics History and Comparative Literature but sometimes also with less expected interlocutors such as scholars from Biosemiotics Game Localization Research and Gender Studies The volume not only challenges the boundaries of Translation Studies but also raises issues such as the institutional division of disciplines the cross fertilization of a given field the trends and turns within an interdiscipline

The Translation of Realia and Irrealia in Game Localization Silvia Pettini, 2021-09-19 This book explores the impact of a video game s degree of realism or fictionality on its linguistic dimensions investigating the challenges and strategies for translating realia and irrealia the interface of the real world and the game world where culture specificity manifests itself The volume outlines the key elements in the translation of video games such as textual non linearity multitextuality and playability and introduces the theoretical framework used to determine a game s respective degree of realism or fictionality Pettini applies an interdisciplinary approach drawing on video game research and Descriptive Translation Studies to the linguistic and translational analysis of in game dialogs in English Italian and English Spanish language pairs from a corpus of three war video games This approach allows for an in depth look at the localization challenges posed by the varying degree of realism and fictionality across video games and the different strategies translators employ in response to these challenges A final chapter offers a comparative analysis of the three games and subsequently avenues for further research on the role of culture specificity in game localization This book is key reading for students and scholars interested in game localization audiovisual translation studies and video game research

Game Localization Minako O'Hagan, Carmen Mangiron, 2013-08-29 Video games are part of the growing digital entertainment industry for which game localization has become pivotal in serving international markets As well as addressing the practical needs of the industry to facilitate translator and localizer training this book seeks to conceptualize game localization in an attempt to locate it in Translation

Studies in the context of the technologization of contemporary translation practices Designed to provide a comprehensive introduction to the topic of game localization the book draws on the literature in Game Studies as well as Translation Studies The book s readership is intended to be translation scholars game localization practitioners and those in Game Studies developing research interest in the international dimensions of the digital entertainment industry The book aims to provide a road map for the dynamic professional practices of game localization and to help readers visualize the expanding role of translation in one of the 21st century s key global industries

The Routledge Companion to Video Game Studies Mark J.P. Wolf, Bernard Perron, 2023-06-19 A definitive guide to contemporary video game studies this second edition has been fully revised and updated to address the ongoing theoretical and methodological development of game studies Expertly compiled by well known video game scholars Mark J P Wolf and Bernard Perron the Companion includes comprehensive and interdisciplinary models and approaches for analyzing video games new perspectives on video games both as an art form and cultural phenomenon explorations of the technical and creative dimensions of video games and accounts of the political social and cultural dynamics of video games Brand new to this second edition are chapters examining topics such as preservation augmented mixed and virtual reality eSports disability diversity and identity as well as a new section that specifically examines the industrial aspects of video games including digital distribution game labor triple A games indie games and globalization Each essay provides a lively and succinct summary of its target area quickly bringing the reader up to date on the pertinent issues surrounding each aspect of the field including references for further reading A comprehensive overview of the present state of video game studies that will undoubtedly prove invaluable to students scholars and game designers alike

Media Across Borders Andrea Esser, Iain Robert Smith, Miguel Á. Bernal-Merino, 2016-01-29 What happened when Sesame Street and Big Brother were adapted for African audiences Or when video games Final Fantasy and Assassins Creed were localized for the Spanish market Or when Sherlock Holmes was transformed into a talking dog for the Japanese animation Sherlock Hound Bringing together leading international scholars working on localization in television film and video games Media Across Borders is a pioneering study of the myriad ways in which media content is adapted for different markets and across cultural borders Contributors examine significant localization trends and practices such as audiovisual translation and transcreation dubbing and subtitling international franchising film remakes TV format adaptation and video game localization Drawing together insights from across the audiovisual sector this volume provides a number of innovative models for interrogating the international flow of media By paying specific attention to the diverse ways in which cultural products are adapted across markets this collection offers important new perspectives and theoretical frameworks for studying localization processes in the audiovisual sector For further resources please see the Media Across Borders group website www.mediaacrossborders.com which hosts a localization bibliography links to relevant companies institutions and publications as well as conference papers and workshop summaries

This book delves into Game Localization Handbook Second Edition. Game Localization Handbook Second Edition is a vital topic that needs to be grasped by everyone, from students and scholars to the general public. This book will furnish comprehensive and in-depth insights into Game Localization Handbook Second Edition, encompassing both the fundamentals and more intricate discussions.

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