

THE GAME LOCALIZATION HANDBOOK

SECOND
EDITION



Heather Maxwell Chandler
Stephanie O'Malley Dorring

Game Localization Handbook Second Edition

Yi-Tong Ma



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 Narrative Toolbox* Tobias Heussner, Toiya Kristen Finley, Jennifer Brandes Hepler, Ann Lemay, 2023-08-16 Learn how to create compelling game storylines Four experienced narrative designers from different genres of game development have banded together to create this all inclusive guide on what it s like to work as a writer and narrative designer in the video game industry From concept to final testing The Game Narrative Toolbox walks readers through what role a narrative designer plays on a development team and what the requirements are at every stage of development Drawing on real experiences authors Tobias Heussner Toiya Kristen Finley PhD Ann Lemay and Jennifer Brandes Hepler provide invaluable advice for writing compelling player centered stories and effective dialogue trees to help readers make the switch from writing prose or screenplay to interactive Thoroughly revised the Second Edition includes updated content reflecting the industry s latest developments In addition to revised and updated chapters this new edition features two additional chapters covering more advanced topics that are applicable to the lessons learned from the original chapters Accompanying every chapter are exercises that allow the reader to develop their own documentation outlines and game dialogue samples for use in applying for industry jobs or developing independent projects **The Game Production Toolbox** Heather Chandler, 2020-04-07 The Game Production Toolbox focuses on the nuts and bolts of producing interactive content and how you can organize and support the creative technical and business efforts that are all part of interactive game development This book isn t going to

tell you how to design a game or what technologies to use Instead it provides techniques for and insights into managing from concept to release all the pieces that must come together in order to get a game into the hands of a player Readers will learn about each phase of game production prototyping defining the requirements assembling the team making the game and releasing to the players Interviews from professional game developers give a behind the scenes look at what it takes to make a game Key Features A framework for how to get an interactive game from concept to release including information on financing and pitching to publishers and investors Techniques for working with the game development team to get effective prototypes and documentation to prove out game concept and mechanics Concrete information on how to plan and execute the different aspects of game production such as audio localization testing and software ratings Advice from industry experts on managing teams project management communicating effectively and keeping everyone happy Information about working effectively with marketing PR and other people that are involved with the publishing and release process

Translation and Localisation in Video Games Miguel Á. Bernal-Merino,2014-09-19 This book is a multidisciplinary study of the translation and localisation of video games It offers a descriptive analysis of the industry understood as a global phenomenon in entertainment and aims to explain the norms governing present industry practices as well as game localisation processes Additionally it discusses particular translation issues that are unique to the multichannel nature of video games in which verbal and nonverbal signs must be cohesively combined with interactivity to achieve maximum playability and immerse players in the game s virtual world Although positioned within the theoretical framework of descriptive translation studies Bernal Merino incorporates research from audiovisual translation software localisation computer assisted translation comparative literature and video game production Moving beyond this framework *Translation and Localisation in Video Games* challenges some of the basic tenets of translation studies and proposes changes to established and unsatisfactory processes in the video game and language services industries

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

The Game Production Handbook Heather Maxwell Chandler,2006 Using a fictitious game project the book follows the project from concept to gold master Using this approach it teaches producers leads and studio managers the techniques and processes needed to develop games successfully

The British National Bibliography Arthur James Wells,2005

Translator and Interpreter Training John T. Kearns,2008-07-12 An in depth study by a number of international contributors on the issues surrounding the increasing professionalisation of the language media sector and its demands for ever more highly trained employees with broader skills repertoires

Multilingual Annual Resource Directory [and] Annual Editorial Index ,2006 Book Review Index ,2006 Every 3rd issue is a quarterly cumulation

The Boston Medical and Surgical Journal ,1901 **Multilingual Computing & Technology** ,2005 **The Book Monthly** ,1905 **Government Reports Announcements & Index** ,1992-10 MacTech Magazine ,1996

International Who's who in Medicine ,1995 *New York State Journal of Medicine* ,1918 **The Publishers' Trade List Annual** ,1991 *Mathematical Reviews* ,2004 **General Catalogue of Printed Books** British Museum. Department of Printed Books,1963

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