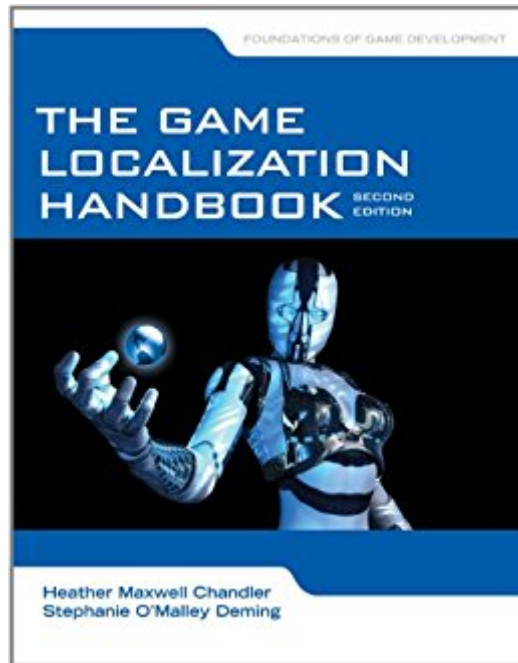The book was found

The Game Localization Handbook

Synopsis

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 pre-production, 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 for planning and executing successful localizations.

Book Information

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Customer Reviews

I have now been on the production side of the game industry for about a year and a half

now.Bought this book prior to starting my job. It is one of the very few books out there on the topic however, based on my current experiences I can say it's a tad out of date.If you just want to get an idea of what it's all about it's great for the building blocks. Many companies have their own terminology and methods so I feel it would be hard to spearhead details without breaking some sort of non-disclosure agreement but this book does a good job of explaining the bare bones and also supplying some helpful stories and illustrations.If you just got a job and are thinking: "HOLY MOLEY I know nothing of localization"-- don't worry about it. You probably won't until you're actually in the job (and it will be pain and agony for a bit), but if you want an idea of it all, this is a nice reference.

This book is very detailed and most topics you need to know to localize a game is explained here. Good investment to me!

Very clear. A must-have book if you work (or if you want to work) in the game industry.

a lot of management, less translation. planning, planning, legal field and planning again. good enough for me. also for romscene.

The Game Localization Handbook Localization Algorithms and Strategies for Wireless Sensor Networks New Antibody Microarray Tube for Cellular Localization and Signaling Pathways Robust Localization and Mapping for Mobile Robotic Navigation: Theory, Algorithm and Implementation Functional localization in relation to frontal lobotomy (The William Withering memorial lectures, the Birmingham Medical School) Game Of Thrones: 10 Most Memorable moments from Game of thrones & 23 Facts about GOT you should Know, 26 Jokes only people who've finished GOT Season 5 Will understand (Game of Thrones Secrets) 101 Wild Game Recipes - Large Game: Large Game (The Hunter's Cookbook Book 3) The Entered Apprentice Handbook, The Fellow Crafts Handbook, The Higher Degrees Handbook, and The Master Mason's Handbook Roller Hockey: The Game Within the Game: A Player and Coach Handbook Minecraft: Minecraft Creations Handbook: The Minecraft Construction Handbook Specially Made for The Best Minecraft Players (mincraft secrets, minecraft handbook, minecraft construction, minecraft) Pokemon Go: Pokémon Go Master Guide and Game Walkthrough (Pokemon Go Game, iOS, Android, Tips, Tricks, Secrets, Hints) Game Design: Principles, Practice, and Techniques - The Ultimate Guide for the Aspiring Game Designer Tabletop Game Design for Video Game Designers The Web Game Developer's Cookbook: Using JavaScript and HTML5 to Develop Games (Game Design) Game Development

Essentials: Game Level Design Game Mechanics: Advanced Game Design (Voices That Matter) Multiplayer Game Programming: Architecting Networked Games (Game Design) Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design (MIT Press) Game Programming Algorithms and Techniques: A Platform-Agnostic Approach (Game Design) The Ultimate Guide To Pokemon GO: Ultimate Game Guide, Game Walkthrough, Tips, Tricks & Strategies