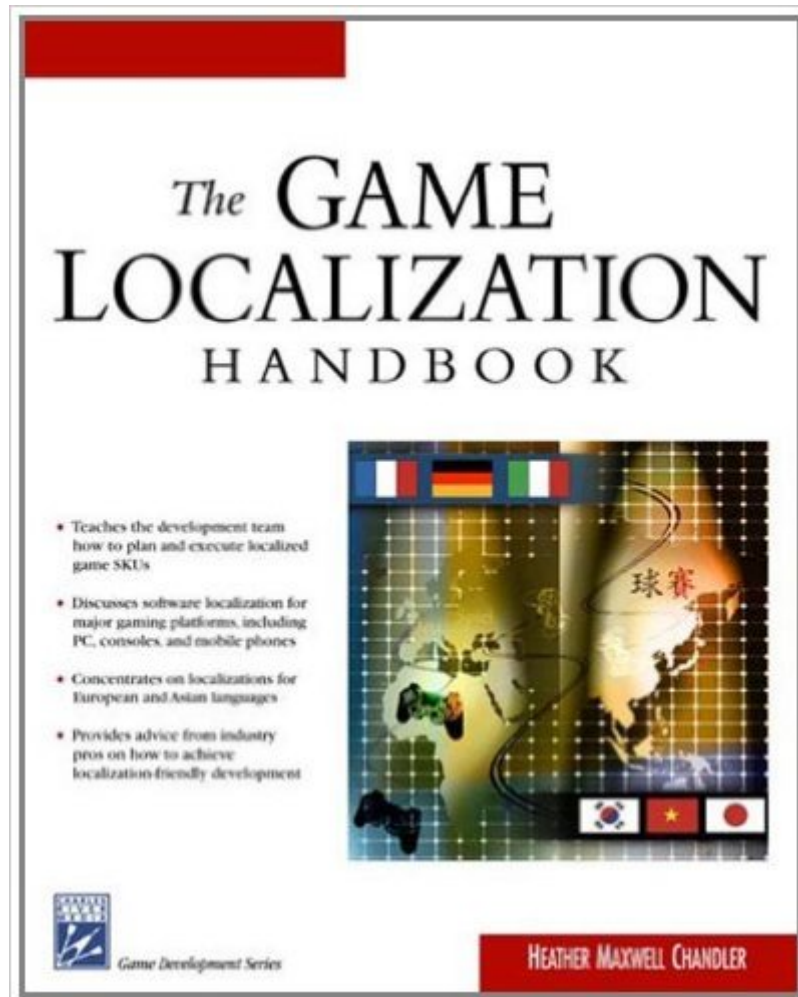


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The Game Localization Handbook (Charles River Media Game Development)



Synopsis

As games become more popular in international markets, developers and publishers need to know how to capitalize on these opportunities quickly. The Game Localization Handbook is a comprehensive guide to producing localized games for any platform. Written for producers, translators, development personnel, studio management, publishers, and anyone involved directly or indirectly with the production of localized games, the book provides insightful guidelines to all the tasks involved. The topics covered are divided into five main areas that provide details on the major aspects of game localization. The first part defines localizations and discusses how to start thinking in a global mindset. It provides a general overview of each phase of the localization process, including localization, internationalization, and software age ratings requirements. The next section discusses how to plan your localizations. You'll also find details on what pre-production tasks are required, along with specifics on creating localization-friendly code, working with third-party vendors, console submissions processes, and determining budgets, schedules, and staffing needs. Part three delves into the core of the production process and discusses what is involved in producing final, code-released localized versions. Practical information is also presented on organizing assets for translations, asset integration, and testing. The next section focuses on the tasks that happen after the bulk of the games localization is finished, including marketing, creating localized demos, and assembling localization kits. In the final part, you'll explore common localization pitfalls and ways to avoid them, including a case study of the localization of the Xbox version of Tom Clancy's Ghost Recon Island Thunder. If you're part of the development team tasked with localizing your games, this is a must-have resource!

Book Information

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Technology > Games & Strategy Guides > Game Programming

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.

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