

Global Game Localization Services Market Report 2021

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Abstracts

At the beginning of 2020, COVID-19 disease began to spread around the world, millions of people worldwide were infected with COVID-19 disease, and major countries around the world have implemented foot prohibitions and work stoppage orders. Except for the medical supplies and life support products industries, most industries have been greatly impacted, and Game Localization Services industries have also been greatly affected.

In the past few years, the Game Localization Services market experienced a growth of XXX, the global market size of Game Localization Services reached XXX million \$ in 2020, of what is about XXX million \$ in 2015.

From 2015 to 2019, the growth rate of global Game Localization Services market size was in the range of xxx%. At the end of 2019, COVID-19 began to erupt in China, Due to the huge decrease of global economy; we forecast the growth rate of global economy will show a decrease of about 4%, due to this reason, Game Localization Services market size in 2020 will be XXX with a growth rate of xxx%. This is xxx percentage points lower than in previous years.

As of the date of the report, there have been more than 20 million confirmed cases of COVID-19 worldwide, and the epidemic has not been effectively controlled. Therefore, We predict that the global epidemic will be basically controlled by the end of 2020 and the global Game Localization Services market size will reach XXX million \$ in 2025, with a CAGR of xxx% between 2020-2025.

This Report covers the Major Players' data, including: shipment, revenue, gross profit, interview record, business distribution etc., these data help the consumer know about the competitors better. This report also covers all the regions and countries of the world,

which shows a regional development status, including market size.

Besides, the report also covers segment data, including: type segment, industry segment, channel segment etc. cover different segment market size. Also cover different industries clients' information, which is very important for the Major Players. If you need more information, please contact BisReport

Section 1: Free——Definition

Section (2 3): 1200 USD——Major Player Detail

ABBYY

Localize Direct

AD VERBUM

Alconost

All Correct Group

Andovar

Aspena

Day Translations

DYS Translations

Game Localization Network

Keywords Studios

Level Up Translation

JBI Studios

Morningside Translations

Pangea Translation Services

Section 4: 900 USD——Region Segmentation

North America Country (United States, Canada)

South America

Asia Country (China, Japan, India, Korea)

Europe Country (Germany, UK, France, Italy)

Other Country (Middle East, Africa, GCC)

Section (5 6 7): 500 USD——

Type Segmentation (On-premise, Cloud-based, , ,)

Industry Segmentation (Individual, Enterprise, , ,)

Channel (Direct Sales, Distributor) Segmentation

Section 8: 400 USD——Trend (2020-2025)

Section 9: 300 USD—— Type Detail

Section 10: 700 USD——Downstream Consumer

Section 11: 200 USD——Cost Structure

Section 12: 500 USD——Conclusion

Contents

SECTION 1 GAME LOCALIZATION SERVICES DEFINITION

SECTION 2 GLOBAL GAME LOCALIZATION SERVICES MARKET MAJOR PLAYER SHARE AND MARKET OVERVIEW

- 2.1 Global Major Player Game Localization Services Business Revenue
- 2.2 Global Game Localization Services Market Overview
- 2.3 COVID-19 Impact on Game Localization Services Industry

SECTION 3 MAJOR PLAYER GAME LOCALIZATION SERVICES BUSINESS INTRODUCTION

- 3.1 ABBYY Game Localization Services Business Introduction
 - 3.1.1 ABBYY Game Localization Services Revenue, Growth Rate and Gross profit 2015-2020
 - 3.1.2 ABBYY Game Localization Services Business Distribution by Region
 - 3.1.3 ABBYY Interview Record
 - 3.1.4 ABBYY Game Localization Services Business Profile
 - 3.1.5 ABBYY Game Localization Services Specification
- 3.2 Localize Direct Game Localization Services Business Introduction
 - 3.2.1 Localize Direct Game Localization Services Revenue, Growth Rate and Gross profit 2015-2020
 - 3.2.2 Localize Direct Game Localization Services Business Distribution by Region
 - 3.2.3 Interview Record
 - 3.2.4 Localize Direct Game Localization Services Business Overview
 - 3.2.5 Localize Direct Game Localization Services Specification
- 3.3 AD VERBUM Game Localization Services Business Introduction
 - 3.3.1 AD VERBUM Game Localization Services Revenue, Growth Rate and Gross profit 2015-2020
 - 3.3.2 AD VERBUM Game Localization Services Business Distribution by Region
 - 3.3.3 Interview Record
 - 3.3.4 AD VERBUM Game Localization Services Business Overview
 - 3.3.5 AD VERBUM Game Localization Services Specification
- 3.4 Alconost Game Localization Services Business Introduction
- 3.5 All Correct Group Game Localization Services Business Introduction
- 3.6 Andovar Game Localization Services Business Introduction

SECTION 4 GLOBAL GAME LOCALIZATION SERVICES MARKET SEGMENTATION (REGION LEVEL)

4.1 North America Country

4.1.1 United States Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.1.2 Canada Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.2 South America Country

4.2.1 South America Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.3 Asia Country

4.3.1 China Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.3.2 Japan Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.3.3 India Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.3.4 Korea Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.4 Europe Country

4.4.1 Germany Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.4.2 UK Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.4.3 France Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.4.4 Italy Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.4.5 Europe Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.5 Other Country and Region

4.5.1 Middle East Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.5.2 Africa Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.5.3 GCC Game Localization Services Market Size and Market Segmentation (Industry Level) 2015-2020

4.6 Global Game Localization Services Market Segmentation (Region Level) Analysis

2015-2020

4.7 Global Game Localization Services Market Segmentation (Region Level) Analysis

SECTION 5 GLOBAL GAME LOCALIZATION SERVICES MARKET SEGMENTATION (TYPE LEVEL)

5.1 Global Game Localization Services Market Segmentation (Type Level) Market Size 2015-2020

5.2 Different Game Localization Services Market Segmentation (Type Level) Market Size Growth Rate 2015-2020

5.3 Global Game Localization Services Market Segmentation (Type Level) Analysis

SECTION 6 GLOBAL GAME LOCALIZATION SERVICES MARKET SEGMENTATION (INDUSTRY LEVEL)

6.1 Global Game Localization Services Market Segmentation (Industry Level) Market Size 2015-2020

6.2 Different Industry Trend 2015-2020

6.3 Global Game Localization Services Market Segmentation (Industry Level) Analysis

SECTION 7 GLOBAL GAME LOCALIZATION SERVICES MARKET SEGMENTATION (CHANNEL LEVEL)

7.1 Global Game Localization Services Market Segmentation (Channel Level) Market Size and Share 2015-2020

7.2 Global Game Localization Services Market Segmentation (Channel Level) Analysis

SECTION 8 GAME LOCALIZATION SERVICES MARKET FORECAST 2020-2025

8.1 Game Localization Services Segmentation Market Forecast (Region Level)

8.2 Game Localization Services Segmentation Market Forecast (Type Level)

8.3 Game Localization Services Segmentation Market Forecast (Industry Level)

8.4 Game Localization Services Segmentation Market Forecast (Channel Level)

SECTION 9 GAME LOCALIZATION SERVICES SEGMENTATION TYPE

9.1 On-premise Introduction

9.2 Cloud-based Introduction

9.3 Introduction

9.4 Introduction

9.5 Introduction

SECTION 10 GAME LOCALIZATION SERVICES SEGMENTATION INDUSTRY

10.1 Individual Clients

10.2 Enterprise Clients

10.3 Clients

10.4 Clients

10.5 Clients

SECTION 11 GAME LOCALIZATION SERVICES COST ANALYSIS

11.1 Technology Cost Analysis

11.2 Labor Cost Analysis

11.3 Cost Overview

SECTION 12 CONCLUSION

Chart And Figure

CHART AND FIGURE

Figure Game Localization Services from ABBYY

Chart 2015-2020 Global Major Player Game Localization Services Business Revenue (Million USD)

Chart 2015-2020 Global Major Player Game Localization Services Business Revenue Share

Chart ABBYY Game Localization Services Revenue, Growth Rate and Gross profit 2015-2020

Chart ABBYY Game Localization Services Business Distribution

Chart ABBYY Interview Record (Partly)

Figure ABBYY Game Localization Services Picture

Chart ABBYY Game Localization Services Business Profile

Table ABBYY Game Localization Services Specification

Chart Localize Direct Game Localization Services Revenue, Growth Rate and Gross profit 2015-2020

Chart Localize Direct Game Localization Services Business Distribution

Chart Localize Direct Interview Record (Partly)

Figure Localize Direct Game Localization Services Picture

Chart Localize Direct Game Localization Services Business Overview

Table Localize Direct Game Localization Services Specification

Chart AD VERBUM Game Localization Services Revenue, Growth Rate and Gross profit 2015-2020

Chart AD VERBUM Game Localization Services Business Distribution

Chart AD VERBUM Interview Record (Partly)

Figure AD VERBUM Game Localization Services Picture

Chart AD VERBUM Game Localization Services Business Overview

Table AD VERBUM Game Localization Services Specification

Chart United States Game Localization Services Market Size (Million \$) and Growth Rate 2015-2020

Chart United States Game Localization Services Market Segmentation (Industry Level) 2015-2020

Chart Canada Game Localization Services Market Size (Million \$) and Growth Rate 2015-2020

Chart Canada Game Localization Services Market Segmentation (Industry Level) 2015-2020

Chart South America Game Localization Services Market Size (Million \$) and Growth

Rate 2015-2020

Chart South America Game Localization Services Market Segmentation (Industry Level)
2015-2020

Chart China Game Localization Services Market Size (Million \$) and Growth Rate
2015-2020

Chart China Game Localization Services Market Segmentation (Industry Level)
2015-2020

Chart Japan Game Localization Services Market Size (Million \$) and Growth Rate
2015-2020

Chart Japan Game Localization Services Market Segmentation (Industry Level)
2015-2020

Chart India Game Localization Services Market Size (Million \$) and Growth Rate
2015-2020

Chart India Game Localization Services Market Segmentation (Industry Level)
2015-2020

Chart Korea Game Localization Services Market Size (Million \$) and Growth Rate
2015-2020

Chart Korea Game Localization Services Market Segmentation (Industry Level)
2015-2020

Chart Germany Game Localization Services Market Size (Million \$) and Growth Rate
2015-2020

Chart Germany Game Localization Services Market Segmentation (Industry Level)
2015-2020

Chart UK Game Localization Services Market Size (Million \$) and Growth Rate
2015-2020

Chart UK Game Localization Services Market Segmentation (Industry Level) 2015-2020

Chart France Game Localization Services Market Size (Million \$) and Growth Rate
2015-2020

Chart France Game Localization Services Market Segmentation (Industry Level)
2015-2020

Chart Italy Game Localization Services Market Size (Million \$) and Growth Rate
2015-2020

Chart Italy Game Localization Services Market Segmentation (Industry Level)
2015-2020

Chart Europe Game Localization Services Market Size (Million \$) and Growth Rate
2015-2020

Chart Europe Game Localization Services Market Segmentation (Industry Level)
2015-2020

Chart Middle East Game Localization Services Market Size (Million \$) and Growth Rate

2015-2020

Chart Middle East Game Localization Services Market Segmentation (Industry Level)

2015-2020

Chart Africa Game Localization Services Market Size (Million \$) and Growth Rate

2015-2020

Chart Africa Game Localization Services Market Segmentation (Industry Level)

2015-2020

Chart GCC Game Localization Services Market Size (Million \$) and Growth Rate

2015-2020

Chart GCC Game Localization Services Market Segmentation (Industry Level)

2015-2020

Chart Global Game Localization Services Market Segmentation (Region Level) Market size 2015-2020

Chart Game Localization Services Market Segmentation (Type Level) Market Size (Million \$) 2015-2020

Chart Different Game Localization Services Market Segmentation (Type Level) Market Size Growth Rate 2015-2020

Chart Game Localization Services Market Segmentation (Industry Level) Market Size (Million \$) 2015-2020

Chart Game Localization Services Market Segmentation (Industry Level) Market Size (Value) Growth Rate 2015-2020

Chart Global Game Localization Services Market Segmentation (Channel Level) Sales Value 2015-2020

Chart Global Game Localization Services Market Segmentation (Channel Level) Share 2015-2020

Chart Game Localization Services Segmentation Market Forecast (Region Level) Market Size 2020-2025

Chart Game Localization Services Segmentation Market Forecast (Type Level) Market Size 2020-2025

Chart Game Localization Services Segmentation Market Forecast (Industry Level) Market Size 2020-2025

Chart Game Localization Services Segmentation Market Forecast (Channel Level) Market Size 2020-2025

Chart On-premise Figure

Chart On-premise Advantage and Disadvantage Comparison

Chart Cloud-based Figure

Chart Cloud-based Advantage and Disadvantage Comparison

Chart Figure

Chart Advantage and Disadvantage Comparison

Chart Figure
Chart Advantage and Disadvantage Comparison
Chart Figure
Chart Advantage and Disadvantage Comparison
Chart Individual Clients
Chart Enterprise Clients
Chart Clients
Chart Clients
Chart Clients

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