

Global Video Game Dubbing Service Market Research Report 2024(Status and Outlook)

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Abstracts

Report Overview

This report provides a deep insight into the global Video Game Dubbing Service market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Video Game Dubbing Service Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Video Game Dubbing Service market in any manner.

Global Video Game Dubbing Service Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product,

sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

Voquent

TragoraTranslations

SPG Studios

PRL Studio

Linguaserve

Graffiti Studio

BLEND

Voyzapp

Orkestra

Accredited

Produksiyon

Lionbridge

Localsoft

Milk Studios

Farsivoices

DRV Studio

Masreya Media

VNVO Studio

CTS

Janus

toneworx

MoGi Group

Ekitai

Escena Digital

ITC Translations

Perfect Sound

Bunny Studio

GameScribes

VoiceArchive

Soundfirm

Market Segmentation (by Type)

Native Language Dubbing

Foreign Language Dubbing

Market Segmentation (by Application)

Action Game

Adventure Game

Racing Game

Shooting Game

Real Time Strategy Game

Other

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Video Game Dubbing Service Market

Overview of the regional outlook of the Video Game Dubbing Service Market:

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through

Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the Video Game Dubbing Service Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help

readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

1.1 Market Definition and Statistical Scope of Video Game Dubbing Service

1.2 Key Market Segments

1.2.1 Video Game Dubbing Service Segment by Type

1.2.2 Video Game Dubbing Service Segment by Application

1.3 Methodology & Sources of Information

1.3.1 Research Methodology

1.3.2 Research Process

1.3.3 Market Breakdown and Data Triangulation

1.3.4 Base Year

1.3.5 Report Assumptions & Caveats

2 VIDEO GAME DUBBING SERVICE MARKET OVERVIEW

2.1 Global Market Overview

2.2 Market Segment Executive Summary

2.3 Global Market Size by Region

3 VIDEO GAME DUBBING SERVICE MARKET COMPETITIVE LANDSCAPE

3.1 Global Video Game Dubbing Service Revenue Market Share by Company (2019-2024)

3.2 Video Game Dubbing Service Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.3 Company Video Game Dubbing Service Market Size Sites, Area Served, Product Type

3.4 Video Game Dubbing Service Market Competitive Situation and Trends

3.4.1 Video Game Dubbing Service Market Concentration Rate

3.4.2 Global 5 and 10 Largest Video Game Dubbing Service Players Market Share by Revenue

3.4.3 Mergers & Acquisitions, Expansion

4 VIDEO GAME DUBBING SERVICE VALUE CHAIN ANALYSIS

4.1 Video Game Dubbing Service Value Chain Analysis

4.2 Midstream Market Analysis

4.3 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF VIDEO GAME DUBBING SERVICE MARKET

5.1 Key Development Trends

5.2 Driving Factors

5.3 Market Challenges

5.4 Market Restraints

5.5 Industry News

5.5.1 Mergers & Acquisitions

5.5.2 Expansions

5.5.3 Collaboration/Supply Contracts

5.6 Industry Policies

6 VIDEO GAME DUBBING SERVICE MARKET SEGMENTATION BY TYPE

6.1 Evaluation Matrix of Segment Market Development Potential (Type)

6.2 Global Video Game Dubbing Service Market Size Market Share by Type (2019-2024)

6.3 Global Video Game Dubbing Service Market Size Growth Rate by Type (2019-2024)

7 VIDEO GAME DUBBING SERVICE MARKET SEGMENTATION BY APPLICATION

7.1 Evaluation Matrix of Segment Market Development Potential (Application)

7.2 Global Video Game Dubbing Service Market Size (M USD) by Application (2019-2024)

7.3 Global Video Game Dubbing Service Market Size Growth Rate by Application (2019-2024)

8 VIDEO GAME DUBBING SERVICE MARKET SEGMENTATION BY REGION

8.1 Global Video Game Dubbing Service Market Size by Region

8.1.1 Global Video Game Dubbing Service Market Size by Region

8.1.2 Global Video Game Dubbing Service Market Size Market Share by Region

8.2 North America

8.2.1 North America Video Game Dubbing Service Market Size by Country

8.2.2 U.S.

8.2.3 Canada

8.2.4 Mexico

8.3 Europe

8.3.1 Europe Video Game Dubbing Service Market Size by Country

8.3.2 Germany

8.3.3 France

8.3.4 U.K.

8.3.5 Italy

8.3.6 Russia

8.4 Asia Pacific

8.4.1 Asia Pacific Video Game Dubbing Service Market Size by Region

8.4.2 China

8.4.3 Japan

8.4.4 South Korea

8.4.5 India

8.4.6 Southeast Asia

8.5 South America

8.5.1 South America Video Game Dubbing Service Market Size by Country

8.5.2 Brazil

8.5.3 Argentina

8.5.4 Columbia

8.6 Middle East and Africa

8.6.1 Middle East and Africa Video Game Dubbing Service Market Size by Region

8.6.2 Saudi Arabia

8.6.3 UAE

8.6.4 Egypt

8.6.5 Nigeria

8.6.6 South Africa

9 KEY COMPANIES PROFILE

9.1 Voquent

9.1.1 Voquent Video Game Dubbing Service Basic Information

9.1.2 Voquent Video Game Dubbing Service Product Overview

9.1.3 Voquent Video Game Dubbing Service Product Market Performance

9.1.4 Voquent Video Game Dubbing Service SWOT Analysis

9.1.5 Voquent Business Overview

9.1.6 Voquent Recent Developments

9.2 TragoraTranslations

- 9.2.1 TragoraTranslations Video Game Dubbing Service Basic Information
- 9.2.2 TragoraTranslations Video Game Dubbing Service Product Overview
- 9.2.3 TragoraTranslations Video Game Dubbing Service Product Market Performance
- 9.2.4 Voquent Video Game Dubbing Service SWOT Analysis
- 9.2.5 TragoraTranslations Business Overview
- 9.2.6 TragoraTranslations Recent Developments
- 9.3 SPG Studios
 - 9.3.1 SPG Studios Video Game Dubbing Service Basic Information
 - 9.3.2 SPG Studios Video Game Dubbing Service Product Overview
 - 9.3.3 SPG Studios Video Game Dubbing Service Product Market Performance
 - 9.3.4 Voquent Video Game Dubbing Service SWOT Analysis
 - 9.3.5 SPG Studios Business Overview
 - 9.3.6 SPG Studios Recent Developments
- 9.4 PRL Studio
 - 9.4.1 PRL Studio Video Game Dubbing Service Basic Information
 - 9.4.2 PRL Studio Video Game Dubbing Service Product Overview
 - 9.4.3 PRL Studio Video Game Dubbing Service Product Market Performance
 - 9.4.4 PRL Studio Business Overview
 - 9.4.5 PRL Studio Recent Developments
- 9.5 Linguaserve
 - 9.5.1 Linguaserve Video Game Dubbing Service Basic Information
 - 9.5.2 Linguaserve Video Game Dubbing Service Product Overview
 - 9.5.3 Linguaserve Video Game Dubbing Service Product Market Performance
 - 9.5.4 Linguaserve Business Overview
 - 9.5.5 Linguaserve Recent Developments
- 9.6 Graffitti Studio
 - 9.6.1 Graffitti Studio Video Game Dubbing Service Basic Information
 - 9.6.2 Graffitti Studio Video Game Dubbing Service Product Overview
 - 9.6.3 Graffitti Studio Video Game Dubbing Service Product Market Performance
 - 9.6.4 Graffitti Studio Business Overview
 - 9.6.5 Graffitti Studio Recent Developments
- 9.7 BLEND
 - 9.7.1 BLEND Video Game Dubbing Service Basic Information
 - 9.7.2 BLEND Video Game Dubbing Service Product Overview
 - 9.7.3 BLEND Video Game Dubbing Service Product Market Performance
 - 9.7.4 BLEND Business Overview
 - 9.7.5 BLEND Recent Developments
- 9.8 Voyzapp
 - 9.8.1 Voyzapp Video Game Dubbing Service Basic Information

- 9.8.2 Voyzapp Video Game Dubbing Service Product Overview
- 9.8.3 Voyzapp Video Game Dubbing Service Product Market Performance
- 9.8.4 Voyzapp Business Overview
- 9.8.5 Voyzapp Recent Developments
- 9.9 Orkestra
 - 9.9.1 Orkestra Video Game Dubbing Service Basic Information
 - 9.9.2 Orkestra Video Game Dubbing Service Product Overview
 - 9.9.3 Orkestra Video Game Dubbing Service Product Market Performance
 - 9.9.4 Orkestra Business Overview
 - 9.9.5 Orkestra Recent Developments
- 9.10 Accredited
 - 9.10.1 Accredited Video Game Dubbing Service Basic Information
 - 9.10.2 Accredited Video Game Dubbing Service Product Overview
 - 9.10.3 Accredited Video Game Dubbing Service Product Market Performance
 - 9.10.4 Accredited Business Overview
 - 9.10.5 Accredited Recent Developments
- 9.11 Produksiyon
 - 9.11.1 Produksiyon Video Game Dubbing Service Basic Information
 - 9.11.2 Produksiyon Video Game Dubbing Service Product Overview
 - 9.11.3 Produksiyon Video Game Dubbing Service Product Market Performance
 - 9.11.4 Produksiyon Business Overview
 - 9.11.5 Produksiyon Recent Developments
- 9.12 Lionbridge
 - 9.12.1 Lionbridge Video Game Dubbing Service Basic Information
 - 9.12.2 Lionbridge Video Game Dubbing Service Product Overview
 - 9.12.3 Lionbridge Video Game Dubbing Service Product Market Performance
 - 9.12.4 Lionbridge Business Overview
 - 9.12.5 Lionbridge Recent Developments
- 9.13 Localsoft
 - 9.13.1 Localsoft Video Game Dubbing Service Basic Information
 - 9.13.2 Localsoft Video Game Dubbing Service Product Overview
 - 9.13.3 Localsoft Video Game Dubbing Service Product Market Performance
 - 9.13.4 Localsoft Business Overview
 - 9.13.5 Localsoft Recent Developments
- 9.14 Milk Studios
 - 9.14.1 Milk Studios Video Game Dubbing Service Basic Information
 - 9.14.2 Milk Studios Video Game Dubbing Service Product Overview
 - 9.14.3 Milk Studios Video Game Dubbing Service Product Market Performance
 - 9.14.4 Milk Studios Business Overview

9.14.5 Milk Studios Recent Developments

9.15 Farsivoices

9.15.1 Farsivoices Video Game Dubbing Service Basic Information

9.15.2 Farsivoices Video Game Dubbing Service Product Overview

9.15.3 Farsivoices Video Game Dubbing Service Product Market Performance

9.15.4 Farsivoices Business Overview

9.15.5 Farsivoices Recent Developments

9.16 DRV Studio

9.16.1 DRV Studio Video Game Dubbing Service Basic Information

9.16.2 DRV Studio Video Game Dubbing Service Product Overview

9.16.3 DRV Studio Video Game Dubbing Service Product Market Performance

9.16.4 DRV Studio Business Overview

9.16.5 DRV Studio Recent Developments

9.17 Masreya Media

9.17.1 Masreya Media Video Game Dubbing Service Basic Information

9.17.2 Masreya Media Video Game Dubbing Service Product Overview

9.17.3 Masreya Media Video Game Dubbing Service Product Market Performance

9.17.4 Masreya Media Business Overview

9.17.5 Masreya Media Recent Developments

9.18 VNVO Studio

9.18.1 VNVO Studio Video Game Dubbing Service Basic Information

9.18.2 VNVO Studio Video Game Dubbing Service Product Overview

9.18.3 VNVO Studio Video Game Dubbing Service Product Market Performance

9.18.4 VNVO Studio Business Overview

9.18.5 VNVO Studio Recent Developments

9.19 CTS

9.19.1 CTS Video Game Dubbing Service Basic Information

9.19.2 CTS Video Game Dubbing Service Product Overview

9.19.3 CTS Video Game Dubbing Service Product Market Performance

9.19.4 CTS Business Overview

9.19.5 CTS Recent Developments

9.20 Janus

9.20.1 Janus Video Game Dubbing Service Basic Information

9.20.2 Janus Video Game Dubbing Service Product Overview

9.20.3 Janus Video Game Dubbing Service Product Market Performance

9.20.4 Janus Business Overview

9.20.5 Janus Recent Developments

9.21 toneworx

9.21.1 toneworx Video Game Dubbing Service Basic Information

- 9.21.2 toneworx Video Game Dubbing Service Product Overview
- 9.21.3 toneworx Video Game Dubbing Service Product Market Performance
- 9.21.4 toneworx Business Overview
- 9.21.5 toneworx Recent Developments
- 9.22 MoGi Group
 - 9.22.1 MoGi Group Video Game Dubbing Service Basic Information
 - 9.22.2 MoGi Group Video Game Dubbing Service Product Overview
 - 9.22.3 MoGi Group Video Game Dubbing Service Product Market Performance
 - 9.22.4 MoGi Group Business Overview
 - 9.22.5 MoGi Group Recent Developments
- 9.23 Ekitai
 - 9.23.1 Ekitai Video Game Dubbing Service Basic Information
 - 9.23.2 Ekitai Video Game Dubbing Service Product Overview
 - 9.23.3 Ekitai Video Game Dubbing Service Product Market Performance
 - 9.23.4 Ekitai Business Overview
 - 9.23.5 Ekitai Recent Developments
- 9.24 Escena Digital
 - 9.24.1 Escena Digital Video Game Dubbing Service Basic Information
 - 9.24.2 Escena Digital Video Game Dubbing Service Product Overview
 - 9.24.3 Escena Digital Video Game Dubbing Service Product Market Performance
 - 9.24.4 Escena Digital Business Overview
 - 9.24.5 Escena Digital Recent Developments
- 9.25 ITC Translations
 - 9.25.1 ITC Translations Video Game Dubbing Service Basic Information
 - 9.25.2 ITC Translations Video Game Dubbing Service Product Overview
 - 9.25.3 ITC Translations Video Game Dubbing Service Product Market Performance
 - 9.25.4 ITC Translations Business Overview
 - 9.25.5 ITC Translations Recent Developments
- 9.26 Perfect Sound
 - 9.26.1 Perfect Sound Video Game Dubbing Service Basic Information
 - 9.26.2 Perfect Sound Video Game Dubbing Service Product Overview
 - 9.26.3 Perfect Sound Video Game Dubbing Service Product Market Performance
 - 9.26.4 Perfect Sound Business Overview
 - 9.26.5 Perfect Sound Recent Developments
- 9.27 Bunny Studio
 - 9.27.1 Bunny Studio Video Game Dubbing Service Basic Information
 - 9.27.2 Bunny Studio Video Game Dubbing Service Product Overview
 - 9.27.3 Bunny Studio Video Game Dubbing Service Product Market Performance
 - 9.27.4 Bunny Studio Business Overview

9.27.5 Bunny Studio Recent Developments

9.28 GameScribes

9.28.1 GameScribes Video Game Dubbing Service Basic Information

9.28.2 GameScribes Video Game Dubbing Service Product Overview

9.28.3 GameScribes Video Game Dubbing Service Product Market Performance

9.28.4 GameScribes Business Overview

9.28.5 GameScribes Recent Developments

9.29 VoiceArchive

9.29.1 VoiceArchive Video Game Dubbing Service Basic Information

9.29.2 VoiceArchive Video Game Dubbing Service Product Overview

9.29.3 VoiceArchive Video Game Dubbing Service Product Market Performance

9.29.4 VoiceArchive Business Overview

9.29.5 VoiceArchive Recent Developments

9.30 Soundfirm

9.30.1 Soundfirm Video Game Dubbing Service Basic Information

9.30.2 Soundfirm Video Game Dubbing Service Product Overview

9.30.3 Soundfirm Video Game Dubbing Service Product Market Performance

9.30.4 Soundfirm Business Overview

9.30.5 Soundfirm Recent Developments

10 VIDEO GAME DUBBING SERVICE REGIONAL MARKET FORECAST

10.1 Global Video Game Dubbing Service Market Size Forecast

10.2 Global Video Game Dubbing Service Market Forecast by Region

10.2.1 North America Market Size Forecast by Country

10.2.2 Europe Video Game Dubbing Service Market Size Forecast by Country

10.2.3 Asia Pacific Video Game Dubbing Service Market Size Forecast by Region

10.2.4 South America Video Game Dubbing Service Market Size Forecast by Country

10.2.5 Middle East and Africa Forecasted Consumption of Video Game Dubbing Service by Country

11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)

11.1 Global Video Game Dubbing Service Market Forecast by Type (2025-2030)

11.2 Global Video Game Dubbing Service Market Forecast by Application (2025-2030)

12 CONCLUSION AND KEY FINDINGS

List Of Tables

LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Market Size (M USD) Segment Executive Summary

Table 4. Video Game Dubbing Service Market Size Comparison by Region (M USD)

Table 5. Global Video Game Dubbing Service Revenue (M USD) by Company
(2019-2024)

Table 6. Global Video Game Dubbing Service Revenue Share by Company
(2019-2024)

Table 7. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Video Game Dubbing Service as of 2022)

Table 8. Company Video Game Dubbing Service Market Size Sites and Area Served

Table 9. Company Video Game Dubbing Service Product Type

Table 10. Global Video Game Dubbing Service Company Market Concentration Ratio
(CR5 and HHI)

Table 11. Mergers & Acquisitions, Expansion Plans

Table 12. Value Chain Map of Video Game Dubbing Service

Table 13. Midstream Market Analysis

Table 14. Downstream Customer Analysis

Table 15. Key Development Trends

Table 16. Driving Factors

Table 17. Video Game Dubbing Service Market Challenges

Table 18. Global Video Game Dubbing Service Market Size by Type (M USD)

Table 19. Global Video Game Dubbing Service Market Size (M USD) by Type
(2019-2024)

Table 20. Global Video Game Dubbing Service Market Size Share by Type (2019-2024)

Table 21. Global Video Game Dubbing Service Market Size Growth Rate by Type
(2019-2024)

Table 22. Global Video Game Dubbing Service Market Size by Application

Table 23. Global Video Game Dubbing Service Market Size by Application (2019-2024)
& (M USD)

Table 24. Global Video Game Dubbing Service Market Share by Application
(2019-2024)

Table 25. Global Video Game Dubbing Service Market Size Growth Rate by Application
(2019-2024)

Table 26. Global Video Game Dubbing Service Market Size by Region (2019-2024) &

(M USD)

Table 27. Global Video Game Dubbing Service Market Size Market Share by Region (2019-2024)

Table 28. North America Video Game Dubbing Service Market Size by Country (2019-2024) & (M USD)

Table 29. Europe Video Game Dubbing Service Market Size by Country (2019-2024) & (M USD)

Table 30. Asia Pacific Video Game Dubbing Service Market Size by Region (2019-2024) & (M USD)

Table 31. South America Video Game Dubbing Service Market Size by Country (2019-2024) & (M USD)

Table 32. Middle East and Africa Video Game Dubbing Service Market Size by Region (2019-2024) & (M USD)

Table 33. Voquent Video Game Dubbing Service Basic Information

Table 34. Voquent Video Game Dubbing Service Product Overview

Table 35. Voquent Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 36. Voquent Video Game Dubbing Service SWOT Analysis

Table 37. Voquent Business Overview

Table 38. Voquent Recent Developments

Table 39. TragoraTranslations Video Game Dubbing Service Basic Information

Table 40. TragoraTranslations Video Game Dubbing Service Product Overview

Table 41. TragoraTranslations Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 42. Voquent Video Game Dubbing Service SWOT Analysis

Table 43. TragoraTranslations Business Overview

Table 44. TragoraTranslations Recent Developments

Table 45. SPG Studios Video Game Dubbing Service Basic Information

Table 46. SPG Studios Video Game Dubbing Service Product Overview

Table 47. SPG Studios Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 48. Voquent Video Game Dubbing Service SWOT Analysis

Table 49. SPG Studios Business Overview

Table 50. SPG Studios Recent Developments

Table 51. PRL Studio Video Game Dubbing Service Basic Information

Table 52. PRL Studio Video Game Dubbing Service Product Overview

Table 53. PRL Studio Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 54. PRL Studio Business Overview

Table 55. PRL Studio Recent Developments
Table 56. Linguaserve Video Game Dubbing Service Basic Information
Table 57. Linguaserve Video Game Dubbing Service Product Overview
Table 58. Linguaserve Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 59. Linguaserve Business Overview
Table 60. Linguaserve Recent Developments
Table 61. Graffiti Studio Video Game Dubbing Service Basic Information
Table 62. Graffiti Studio Video Game Dubbing Service Product Overview
Table 63. Graffiti Studio Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 64. Graffiti Studio Business Overview
Table 65. Graffiti Studio Recent Developments
Table 66. BLEND Video Game Dubbing Service Basic Information
Table 67. BLEND Video Game Dubbing Service Product Overview
Table 68. BLEND Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 69. BLEND Business Overview
Table 70. BLEND Recent Developments
Table 71. Voyzapp Video Game Dubbing Service Basic Information
Table 72. Voyzapp Video Game Dubbing Service Product Overview
Table 73. Voyzapp Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 74. Voyzapp Business Overview
Table 75. Voyzapp Recent Developments
Table 76. Orkestra Video Game Dubbing Service Basic Information
Table 77. Orkestra Video Game Dubbing Service Product Overview
Table 78. Orkestra Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 79. Orkestra Business Overview
Table 80. Orkestra Recent Developments
Table 81. Accredited Video Game Dubbing Service Basic Information
Table 82. Accredited Video Game Dubbing Service Product Overview
Table 83. Accredited Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 84. Accredited Business Overview
Table 85. Accredited Recent Developments
Table 86. Produksiyon Video Game Dubbing Service Basic Information
Table 87. Produksiyon Video Game Dubbing Service Product Overview

Table 88. Produksiyon Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 89. Produksiyon Business Overview

Table 90. Produksiyon Recent Developments

Table 91. Lionbridge Video Game Dubbing Service Basic Information

Table 92. Lionbridge Video Game Dubbing Service Product Overview

Table 93. Lionbridge Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 94. Lionbridge Business Overview

Table 95. Lionbridge Recent Developments

Table 96. Localsoft Video Game Dubbing Service Basic Information

Table 97. Localsoft Video Game Dubbing Service Product Overview

Table 98. Localsoft Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 99. Localsoft Business Overview

Table 100. Localsoft Recent Developments

Table 101. Milk Studios Video Game Dubbing Service Basic Information

Table 102. Milk Studios Video Game Dubbing Service Product Overview

Table 103. Milk Studios Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 104. Milk Studios Business Overview

Table 105. Milk Studios Recent Developments

Table 106. Farsivoices Video Game Dubbing Service Basic Information

Table 107. Farsivoices Video Game Dubbing Service Product Overview

Table 108. Farsivoices Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 109. Farsivoices Business Overview

Table 110. Farsivoices Recent Developments

Table 111. DRV Studio Video Game Dubbing Service Basic Information

Table 112. DRV Studio Video Game Dubbing Service Product Overview

Table 113. DRV Studio Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 114. DRV Studio Business Overview

Table 115. DRV Studio Recent Developments

Table 116. Masreya Media Video Game Dubbing Service Basic Information

Table 117. Masreya Media Video Game Dubbing Service Product Overview

Table 118. Masreya Media Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 119. Masreya Media Business Overview

Table 120. Masreya Media Recent Developments
Table 121. VNVO Studio Video Game Dubbing Service Basic Information
Table 122. VNVO Studio Video Game Dubbing Service Product Overview
Table 123. VNVO Studio Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 124. VNVO Studio Business Overview
Table 125. VNVO Studio Recent Developments
Table 126. CTS Video Game Dubbing Service Basic Information
Table 127. CTS Video Game Dubbing Service Product Overview
Table 128. CTS Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 129. CTS Business Overview
Table 130. CTS Recent Developments
Table 131. Janus Video Game Dubbing Service Basic Information
Table 132. Janus Video Game Dubbing Service Product Overview
Table 133. Janus Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 134. Janus Business Overview
Table 135. Janus Recent Developments
Table 136. toneworx Video Game Dubbing Service Basic Information
Table 137. toneworx Video Game Dubbing Service Product Overview
Table 138. toneworx Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 139. toneworx Business Overview
Table 140. toneworx Recent Developments
Table 141. MoGi Group Video Game Dubbing Service Basic Information
Table 142. MoGi Group Video Game Dubbing Service Product Overview
Table 143. MoGi Group Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 144. MoGi Group Business Overview
Table 145. MoGi Group Recent Developments
Table 146. Ekitai Video Game Dubbing Service Basic Information
Table 147. Ekitai Video Game Dubbing Service Product Overview
Table 148. Ekitai Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)
Table 149. Ekitai Business Overview
Table 150. Ekitai Recent Developments
Table 151. Escena Digital Video Game Dubbing Service Basic Information
Table 152. Escena Digital Video Game Dubbing Service Product Overview

Table 153. Escena Digital Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 154. Escena Digital Business Overview

Table 155. Escena Digital Recent Developments

Table 156. ITC Translations Video Game Dubbing Service Basic Information

Table 157. ITC Translations Video Game Dubbing Service Product Overview

Table 158. ITC Translations Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 159. ITC Translations Business Overview

Table 160. ITC Translations Recent Developments

Table 161. Perfect Sound Video Game Dubbing Service Basic Information

Table 162. Perfect Sound Video Game Dubbing Service Product Overview

Table 163. Perfect Sound Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 164. Perfect Sound Business Overview

Table 165. Perfect Sound Recent Developments

Table 166. Bunny Studio Video Game Dubbing Service Basic Information

Table 167. Bunny Studio Video Game Dubbing Service Product Overview

Table 168. Bunny Studio Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 169. Bunny Studio Business Overview

Table 170. Bunny Studio Recent Developments

Table 171. GameScribes Video Game Dubbing Service Basic Information

Table 172. GameScribes Video Game Dubbing Service Product Overview

Table 173. GameScribes Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 174. GameScribes Business Overview

Table 175. GameScribes Recent Developments

Table 176. VoiceArchive Video Game Dubbing Service Basic Information

Table 177. VoiceArchive Video Game Dubbing Service Product Overview

Table 178. VoiceArchive Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 179. VoiceArchive Business Overview

Table 180. VoiceArchive Recent Developments

Table 181. Soundfirm Video Game Dubbing Service Basic Information

Table 182. Soundfirm Video Game Dubbing Service Product Overview

Table 183. Soundfirm Video Game Dubbing Service Revenue (M USD) and Gross Margin (2019-2024)

Table 184. Soundfirm Business Overview

Table 185. Soundfirm Recent Developments

Table 186. Global Video Game Dubbing Service Market Size Forecast by Region (2025-2030) & (M USD)

Table 187. North America Video Game Dubbing Service Market Size Forecast by Country (2025-2030) & (M USD)

Table 188. Europe Video Game Dubbing Service Market Size Forecast by Country (2025-2030) & (M USD)

Table 189. Asia Pacific Video Game Dubbing Service Market Size Forecast by Region (2025-2030) & (M USD)

Table 190. South America Video Game Dubbing Service Market Size Forecast by Country (2025-2030) & (M USD)

Table 191. Middle East and Africa Video Game Dubbing Service Market Size Forecast by Country (2025-2030) & (M USD)

Table 192. Global Video Game Dubbing Service Market Size Forecast by Type (2025-2030) & (M USD)

Table 193. Global Video Game Dubbing Service Market Size Forecast by Application (2025-2030) & (M USD)

List Of Figures

LIST OF FIGURES

Figure 1. Industrial Chain of Video Game Dubbing Service

Figure 2. Data Triangulation

Figure 3. Key Caveats

Figure 4. Global Video Game Dubbing Service Market Size (M USD), 2019-2030

Figure 5. Global Video Game Dubbing Service Market Size (M USD) (2019-2030)

Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 8. Evaluation Matrix of Regional Market Development Potential

Figure 9. Video Game Dubbing Service Market Size by Country (M USD)

Figure 10. Global Video Game Dubbing Service Revenue Share by Company in 2023

Figure 11. Video Game Dubbing Service Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023

Figure 12. The Global 5 and 10 Largest Players: Market Share by Video Game Dubbing Service Revenue in 2023

Figure 13. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 14. Global Video Game Dubbing Service Market Share by Type

Figure 15. Market Size Share of Video Game Dubbing Service by Type (2019-2024)

Figure 16. Market Size Market Share of Video Game Dubbing Service by Type in 2022

Figure 17. Global Video Game Dubbing Service Market Size Growth Rate by Type (2019-2024)

Figure 18. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 19. Global Video Game Dubbing Service Market Share by Application

Figure 20. Global Video Game Dubbing Service Market Share by Application (2019-2024)

Figure 21. Global Video Game Dubbing Service Market Share by Application in 2022

Figure 22. Global Video Game Dubbing Service Market Size Growth Rate by Application (2019-2024)

Figure 23. Global Video Game Dubbing Service Market Size Market Share by Region (2019-2024)

Figure 24. North America Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 25. North America Video Game Dubbing Service Market Size Market Share by Country in 2023

Figure 26. U.S. Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 27. Canada Video Game Dubbing Service Market Size (M USD) and Growth Rate (2019-2024)

Figure 28. Mexico Video Game Dubbing Service Market Size (Units) and Growth Rate (2019-2024)

Figure 29. Europe Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 30. Europe Video Game Dubbing Service Market Size Market Share by Country in 2023

Figure 31. Germany Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 32. France Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 33. U.K. Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 34. Italy Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 35. Russia Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 36. Asia Pacific Video Game Dubbing Service Market Size and Growth Rate (M USD)

Figure 37. Asia Pacific Video Game Dubbing Service Market Size Market Share by Region in 2023

Figure 38. China Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 39. Japan Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 40. South Korea Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 41. India Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 42. Southeast Asia Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 43. South America Video Game Dubbing Service Market Size and Growth Rate (M USD)

Figure 44. South America Video Game Dubbing Service Market Size Market Share by Country in 2023

Figure 45. Brazil Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 46. Argentina Video Game Dubbing Service Market Size and Growth Rate

(2019-2024) & (M USD)

Figure 47. Columbia Video Game Dubbing Service Market Size and Growth Rate

(2019-2024) & (M USD)

Figure 48. Middle East and Africa Video Game Dubbing Service Market Size and Growth Rate (M USD)

Figure 49. Middle East and Africa Video Game Dubbing Service Market Size Market Share by Region in 2023

Figure 50. Saudi Arabia Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 51. UAE Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 52. Egypt Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 53. Nigeria Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 54. South Africa Video Game Dubbing Service Market Size and Growth Rate (2019-2024) & (M USD)

Figure 55. Global Video Game Dubbing Service Market Size Forecast by Value (2019-2030) & (M USD)

Figure 56. Global Video Game Dubbing Service Market Share Forecast by Type (2025-2030)

Figure 57. Global Video Game Dubbing Service Market Share Forecast by Application (2025-2030)

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