

Global Game Localization and Translation Services Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global Game Localization and Translation Services market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

Game Localization and Translation is the process by which game manufacturers modify games to suit overseas markets, usually including game's name, art assets, packaging, manuals, and cultural and legal differences.

This report studies the global Game Localization and Translation Services demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Game Localization and Translation Services, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Game Localization and Translation Services that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Game Localization and Translation Services total market, 2018-2029, (USD Million)

Global Game Localization and Translation Services total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Game Localization and Translation Services total market, key domestic companies and share, (USD Million)

Global Game Localization and Translation Services revenue by player and market share 2018-2023, (USD Million)

Global Game Localization and Translation Services total market by Type, CAGR, 2018-2029, (USD Million)

Global Game Localization and Translation Services total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global Game Localization and Translation Services market based on the following parameters – company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Alconost, Level Up Translation, Pangea Translation Services, Tomedes Translation, Localize Direct, Ulatus, Day Translations, GameScribes and KiteTeam, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Game Localization and Translation Services market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Game Localization and Translation Services Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Game Localization and Translation Services Market, Segmentation by Type

Linguistic and Cultural

Hardware and Software

Legal

Graphics and Music

Global Game Localization and Translation Services Market, Segmentation by Application

Console Games

Mobile Games

PC Games

Web Games

Others

Companies Profiled:

Alconost

Level Up Translation

Pangea Translation Services

Tomedes Translation

Localize Direct

Ulatus

Day Translations

GameScribes

KiteTeam

Localize Lab

AD VERBUM

All Correct Group

Andovar

Applingua

Aspena

Babble-on

BLEND Localization

DYS Translations

Keywords Studios

Key Questions Answered

1. How big is the global Game Localization and Translation Services market?
2. What is the demand of the global Game Localization and Translation Services market?
3. What is the year over year growth of the global Game Localization and Translation Services market?
4. What is the total value of the global Game Localization and Translation Services market?
5. Who are the major players in the global Game Localization and Translation Services market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

1.1 Game Localization and Translation Services Introduction

1.2 World Game Localization and Translation Services Market Size & Forecast (2018 & 2022 & 2029)

1.3 World Game Localization and Translation Services Total Market by Region (by Headquarter Location)

1.3.1 World Game Localization and Translation Services Market Size by Region (2018-2029), (by Headquarter Location)

1.3.2 United States Game Localization and Translation Services Market Size (2018-2029)

1.3.3 China Game Localization and Translation Services Market Size (2018-2029)

1.3.4 Europe Game Localization and Translation Services Market Size (2018-2029)

1.3.5 Japan Game Localization and Translation Services Market Size (2018-2029)

1.3.6 South Korea Game Localization and Translation Services Market Size (2018-2029)

1.3.7 ASEAN Game Localization and Translation Services Market Size (2018-2029)

1.3.8 India Game Localization and Translation Services Market Size (2018-2029)

1.4 Market Drivers, Restraints and Trends

1.4.1 Game Localization and Translation Services Market Drivers

1.4.2 Factors Affecting Demand

1.4.3 Game Localization and Translation Services Major Market Trends

1.5 Influence of COVID-19 and Russia-Ukraine War

1.5.1 Influence of COVID-19

1.5.2 Influence of Russia-Ukraine War

2 DEMAND SUMMARY

2.1 World Game Localization and Translation Services Consumption Value (2018-2029)

2.2 World Game Localization and Translation Services Consumption Value by Region

2.2.1 World Game Localization and Translation Services Consumption Value by Region (2018-2023)

2.2.2 World Game Localization and Translation Services Consumption Value Forecast by Region (2024-2029)

2.3 United States Game Localization and Translation Services Consumption Value (2018-2029)

2.4 China Game Localization and Translation Services Consumption Value (2018-2029)

2.5 Europe Game Localization and Translation Services Consumption Value (2018-2029)

2.6 Japan Game Localization and Translation Services Consumption Value (2018-2029)

2.7 South Korea Game Localization and Translation Services Consumption Value (2018-2029)

2.8 ASEAN Game Localization and Translation Services Consumption Value (2018-2029)

2.9 India Game Localization and Translation Services Consumption Value (2018-2029)

3 WORLD GAME LOCALIZATION AND TRANSLATION SERVICES COMPANIES COMPETITIVE ANALYSIS

3.1 World Game Localization and Translation Services Revenue by Player (2018-2023)

3.2 Industry Rank and Concentration Rate (CR)

3.2.1 Global Game Localization and Translation Services Industry Rank of Major Players

3.2.2 Global Concentration Ratios (CR4) for Game Localization and Translation Services in 2022

3.2.3 Global Concentration Ratios (CR8) for Game Localization and Translation Services in 2022

3.3 Game Localization and Translation Services Company Evaluation Quadrant

3.4 Game Localization and Translation Services Market: Overall Company Footprint Analysis

3.4.1 Game Localization and Translation Services Market: Region Footprint

3.4.2 Game Localization and Translation Services Market: Company Product Type Footprint

3.4.3 Game Localization and Translation Services Market: Company Product Application Footprint

3.5 Competitive Environment

3.5.1 Historical Structure of the Industry

3.5.2 Barriers of Market Entry

3.5.3 Factors of Competition

3.6 Mergers, Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF THE WORLD (BY HEADQUARTER LOCATION)

4.1 United States VS China: Game Localization and Translation Services Revenue Comparison (by Headquarter Location)

4.1.1 United States VS China: Game Localization and Translation Services Market Size Comparison (2018 & 2022 & 2029) (by Headquarter Location)

4.1.2 United States VS China: Game Localization and Translation Services Revenue Market Share Comparison (2018 & 2022 & 2029)

4.2 United States Based Companies VS China Based Companies: Game Localization and Translation Services Consumption Value Comparison

4.2.1 United States VS China: Game Localization and Translation Services Consumption Value Comparison (2018 & 2022 & 2029)

4.2.2 United States VS China: Game Localization and Translation Services Consumption Value Market Share Comparison (2018 & 2022 & 2029)

4.3 United States Based Game Localization and Translation Services Companies and Market Share, 2018-2023

4.3.1 United States Based Game Localization and Translation Services Companies, Headquarters (States, Country)

4.3.2 United States Based Companies Game Localization and Translation Services Revenue, (2018-2023)

4.4 China Based Companies Game Localization and Translation Services Revenue and Market Share, 2018-2023

4.4.1 China Based Game Localization and Translation Services Companies, Company Headquarters (Province, Country)

4.4.2 China Based Companies Game Localization and Translation Services Revenue, (2018-2023)

4.5 Rest of World Based Game Localization and Translation Services Companies and Market Share, 2018-2023

4.5.1 Rest of World Based Game Localization and Translation Services Companies, Headquarters (States, Country)

4.5.2 Rest of World Based Companies Game Localization and Translation Services Revenue, (2018-2023)

5 MARKET ANALYSIS BY TYPE

5.1 World Game Localization and Translation Services Market Size Overview by Type: 2018 VS 2022 VS 2029

5.2 Segment Introduction by Type

5.2.1 Linguistic and Cultural

5.2.2 Hardware and Software

5.2.3 Legal

5.2.4 Graphics and Music

5.3 Market Segment by Type

5.3.1 World Game Localization and Translation Services Market Size by Type (2018-2023)

5.3.2 World Game Localization and Translation Services Market Size by Type (2024-2029)

5.3.3 World Game Localization and Translation Services Market Size Market Share by Type (2018-2029)

6 MARKET ANALYSIS BY APPLICATION

6.1 World Game Localization and Translation Services Market Size Overview by Application: 2018 VS 2022 VS 2029

6.2 Segment Introduction by Application

6.2.1 Console Games

6.2.2 Mobile Games

6.2.3 PC Games

6.2.4 Web Games

6.2.5 Web Games

6.3 Market Segment by Application

6.3.1 World Game Localization and Translation Services Market Size by Application (2018-2023)

6.3.2 World Game Localization and Translation Services Market Size by Application (2024-2029)

6.3.3 World Game Localization and Translation Services Market Size by Application (2018-2029)

7 COMPANY PROFILES

7.1 Alconost

7.1.1 Alconost Details

7.1.2 Alconost Major Business

7.1.3 Alconost Game Localization and Translation Services Product and Services

7.1.4 Alconost Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)

7.1.5 Alconost Recent Developments/Updates

7.1.6 Alconost Competitive Strengths & Weaknesses

7.2 Level Up Translation

7.2.1 Level Up Translation Details

7.2.2 Level Up Translation Major Business

7.2.3 Level Up Translation Game Localization and Translation Services Product and

Services

7.2.4 Level Up Translation Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)

7.2.5 Level Up Translation Recent Developments/Updates

7.2.6 Level Up Translation Competitive Strengths & Weaknesses

7.3 Pangea Translation Services

7.3.1 Pangea Translation Services Details

7.3.2 Pangea Translation Services Major Business

7.3.3 Pangea Translation Services Game Localization and Translation Services

Product and Services

7.3.4 Pangea Translation Services Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)

7.3.5 Pangea Translation Services Recent Developments/Updates

7.3.6 Pangea Translation Services Competitive Strengths & Weaknesses

7.4 Tomedes Translation

7.4.1 Tomedes Translation Details

7.4.2 Tomedes Translation Major Business

7.4.3 Tomedes Translation Game Localization and Translation Services Product and Services

7.4.4 Tomedes Translation Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)

7.4.5 Tomedes Translation Recent Developments/Updates

7.4.6 Tomedes Translation Competitive Strengths & Weaknesses

7.5 Localize Direct

7.5.1 Localize Direct Details

7.5.2 Localize Direct Major Business

7.5.3 Localize Direct Game Localization and Translation Services Product and Services

7.5.4 Localize Direct Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)

7.5.5 Localize Direct Recent Developments/Updates

7.5.6 Localize Direct Competitive Strengths & Weaknesses

7.6 Ulatus

7.6.1 Ulatus Details

7.6.2 Ulatus Major Business

7.6.3 Ulatus Game Localization and Translation Services Product and Services

7.6.4 Ulatus Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)

7.6.5 Ulatus Recent Developments/Updates

- 7.6.6 Ulatus Competitive Strengths & Weaknesses
- 7.7 Day Translations
 - 7.7.1 Day Translations Details
 - 7.7.2 Day Translations Major Business
 - 7.7.3 Day Translations Game Localization and Translation Services Product and Services
 - 7.7.4 Day Translations Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.7.5 Day Translations Recent Developments/Updates
 - 7.7.6 Day Translations Competitive Strengths & Weaknesses
- 7.8 GameScribes
 - 7.8.1 GameScribes Details
 - 7.8.2 GameScribes Major Business
 - 7.8.3 GameScribes Game Localization and Translation Services Product and Services
 - 7.8.4 GameScribes Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.8.5 GameScribes Recent Developments/Updates
 - 7.8.6 GameScribes Competitive Strengths & Weaknesses
- 7.9 KiteTeam
 - 7.9.1 KiteTeam Details
 - 7.9.2 KiteTeam Major Business
 - 7.9.3 KiteTeam Game Localization and Translation Services Product and Services
 - 7.9.4 KiteTeam Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.9.5 KiteTeam Recent Developments/Updates
 - 7.9.6 KiteTeam Competitive Strengths & Weaknesses
- 7.10 Localize Lab
 - 7.10.1 Localize Lab Details
 - 7.10.2 Localize Lab Major Business
 - 7.10.3 Localize Lab Game Localization and Translation Services Product and Services
 - 7.10.4 Localize Lab Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.10.5 Localize Lab Recent Developments/Updates
 - 7.10.6 Localize Lab Competitive Strengths & Weaknesses
- 7.11 AD VERBUM
 - 7.11.1 AD VERBUM Details
 - 7.11.2 AD VERBUM Major Business
 - 7.11.3 AD VERBUM Game Localization and Translation Services Product and Services

7.11.4 AD VERBUM Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)

7.11.5 AD VERBUM Recent Developments/Updates

7.11.6 AD VERBUM Competitive Strengths & Weaknesses

7.12 All Correct Group

7.12.1 All Correct Group Details

7.12.2 All Correct Group Major Business

7.12.3 All Correct Group Game Localization and Translation Services Product and Services

7.12.4 All Correct Group Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)

7.12.5 All Correct Group Recent Developments/Updates

7.12.6 All Correct Group Competitive Strengths & Weaknesses

7.13 Andovar

7.13.1 Andovar Details

7.13.2 Andovar Major Business

7.13.3 Andovar Game Localization and Translation Services Product and Services

7.13.4 Andovar Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)

7.13.5 Andovar Recent Developments/Updates

7.13.6 Andovar Competitive Strengths & Weaknesses

7.14 Applingua

7.14.1 Applingua Details

7.14.2 Applingua Major Business

7.14.3 Applingua Game Localization and Translation Services Product and Services

7.14.4 Applingua Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)

7.14.5 Applingua Recent Developments/Updates

7.14.6 Applingua Competitive Strengths & Weaknesses

7.15 Aspena

7.15.1 Aspena Details

7.15.2 Aspena Major Business

7.15.3 Aspena Game Localization and Translation Services Product and Services

7.15.4 Aspena Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)

7.15.5 Aspena Recent Developments/Updates

7.15.6 Aspena Competitive Strengths & Weaknesses

7.16 Babble-on

7.16.1 Babble-on Details

- 7.16.2 Babble-on Major Business
- 7.16.3 Babble-on Game Localization and Translation Services Product and Services
- 7.16.4 Babble-on Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)
- 7.16.5 Babble-on Recent Developments/Updates
- 7.16.6 Babble-on Competitive Strengths & Weaknesses
- 7.17 BLEND Localization
 - 7.17.1 BLEND Localization Details
 - 7.17.2 BLEND Localization Major Business
 - 7.17.3 BLEND Localization Game Localization and Translation Services Product and Services
 - 7.17.4 BLEND Localization Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.17.5 BLEND Localization Recent Developments/Updates
 - 7.17.6 BLEND Localization Competitive Strengths & Weaknesses
- 7.18 DYS Translations
 - 7.18.1 DYS Translations Details
 - 7.18.2 DYS Translations Major Business
 - 7.18.3 DYS Translations Game Localization and Translation Services Product and Services
 - 7.18.4 DYS Translations Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.18.5 DYS Translations Recent Developments/Updates
 - 7.18.6 DYS Translations Competitive Strengths & Weaknesses
- 7.19 Keywords Studios
 - 7.19.1 Keywords Studios Details
 - 7.19.2 Keywords Studios Major Business
 - 7.19.3 Keywords Studios Game Localization and Translation Services Product and Services
 - 7.19.4 Keywords Studios Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.19.5 Keywords Studios Recent Developments/Updates
 - 7.19.6 Keywords Studios Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

- 8.1 Game Localization and Translation Services Industry Chain
- 8.2 Game Localization and Translation Services Upstream Analysis
- 8.3 Game Localization and Translation Services Midstream Analysis

8.4 Game Localization and Translation Services Downstream Analysis

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

10.1 Methodology

10.2 Research Process and Data Source

10.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. World Game Localization and Translation Services Revenue by Region (2018, 2022 and 2029) & (USD Million), (by Headquarter Location)
- Table 2. World Game Localization and Translation Services Revenue by Region (2018-2023) & (USD Million), (by Headquarter Location)
- Table 3. World Game Localization and Translation Services Revenue by Region (2024-2029) & (USD Million), (by Headquarter Location)
- Table 4. World Game Localization and Translation Services Revenue Market Share by Region (2018-2023), (by Headquarter Location)
- Table 5. World Game Localization and Translation Services Revenue Market Share by Region (2024-2029), (by Headquarter Location)
- Table 6. Major Market Trends
- Table 7. World Game Localization and Translation Services Consumption Value Growth Rate Forecast by Region (2018 & 2022 & 2029) & (USD Million)
- Table 8. World Game Localization and Translation Services Consumption Value by Region (2018-2023) & (USD Million)
- Table 9. World Game Localization and Translation Services Consumption Value Forecast by Region (2024-2029) & (USD Million)
- Table 10. World Game Localization and Translation Services Revenue by Player (2018-2023) & (USD Million)
- Table 11. Revenue Market Share of Key Game Localization and Translation Services Players in 2022
- Table 12. World Game Localization and Translation Services Industry Rank of Major Player, Based on Revenue in 2022
- Table 13. Global Game Localization and Translation Services Company Evaluation Quadrant
- Table 14. Head Office of Key Game Localization and Translation Services Player
- Table 15. Game Localization and Translation Services Market: Company Product Type Footprint
- Table 16. Game Localization and Translation Services Market: Company Product Application Footprint
- Table 17. Game Localization and Translation Services Mergers & Acquisitions Activity
- Table 18. United States VS China Game Localization and Translation Services Market Size Comparison, (2018 & 2022 & 2029) & (USD Million)
- Table 19. United States VS China Game Localization and Translation Services Consumption Value Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 20. United States Based Game Localization and Translation Services Companies, Headquarters (States, Country)
Table 21. United States Based Companies Game Localization and Translation Services Revenue, (2018-2023) & (USD Million)
Table 22. United States Based Companies Game Localization and Translation Services Revenue Market Share (2018-2023)
Table 23. China Based Game Localization and Translation Services Companies, Headquarters (Province, Country)
Table 24. China Based Companies Game Localization and Translation Services Revenue, (2018-2023) & (USD Million)
Table 25. China Based Companies Game Localization and Translation Services Revenue Market Share (2018-2023)
Table 26. Rest of World Based Game Localization and Translation Services Companies, Headquarters (States, Country)
Table 27. Rest of World Based Companies Game Localization and Translation Services Revenue, (2018-2023) & (USD Million)
Table 28. Rest of World Based Companies Game Localization and Translation Services Revenue Market Share (2018-2023)
Table 29. World Game Localization and Translation Services Market Size by Type, (USD Million), 2018 & 2022 & 2029
Table 30. World Game Localization and Translation Services Market Size by Type (2018-2023) & (USD Million)
Table 31. World Game Localization and Translation Services Market Size by Type (2024-2029) & (USD Million)
Table 32. World Game Localization and Translation Services Market Size by Application, (USD Million), 2018 & 2022 & 2029
Table 33. World Game Localization and Translation Services Market Size by Application (2018-2023) & (USD Million)
Table 34. World Game Localization and Translation Services Market Size by Application (2024-2029) & (USD Million)
Table 35. Alconost Basic Information, Area Served and Competitors
Table 36. Alconost Major Business
Table 37. Alconost Game Localization and Translation Services Product and Services
Table 38. Alconost Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 39. Alconost Recent Developments/Updates
Table 40. Alconost Competitive Strengths & Weaknesses
Table 41. Level Up Translation Basic Information, Area Served and Competitors
Table 42. Level Up Translation Major Business

Table 43. Level Up Translation Game Localization and Translation Services Product and Services

Table 44. Level Up Translation Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 45. Level Up Translation Recent Developments/Updates

Table 46. Level Up Translation Competitive Strengths & Weaknesses

Table 47. Pangea Translation Services Basic Information, Area Served and Competitors

Table 48. Pangea Translation Services Major Business

Table 49. Pangea Translation Services Game Localization and Translation Services Product and Services

Table 50. Pangea Translation Services Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 51. Pangea Translation Services Recent Developments/Updates

Table 52. Pangea Translation Services Competitive Strengths & Weaknesses

Table 53. Tomedes Translation Basic Information, Area Served and Competitors

Table 54. Tomedes Translation Major Business

Table 55. Tomedes Translation Game Localization and Translation Services Product and Services

Table 56. Tomedes Translation Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 57. Tomedes Translation Recent Developments/Updates

Table 58. Tomedes Translation Competitive Strengths & Weaknesses

Table 59. Localize Direct Basic Information, Area Served and Competitors

Table 60. Localize Direct Major Business

Table 61. Localize Direct Game Localization and Translation Services Product and Services

Table 62. Localize Direct Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 63. Localize Direct Recent Developments/Updates

Table 64. Localize Direct Competitive Strengths & Weaknesses

Table 65. Ulatus Basic Information, Area Served and Competitors

Table 66. Ulatus Major Business

Table 67. Ulatus Game Localization and Translation Services Product and Services

Table 68. Ulatus Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 69. Ulatus Recent Developments/Updates

Table 70. Ulatus Competitive Strengths & Weaknesses

Table 71. Day Translations Basic Information, Area Served and Competitors

Table 72. Day Translations Major Business

Table 73. Day Translations Game Localization and Translation Services Product and Services

Table 74. Day Translations Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 75. Day Translations Recent Developments/Updates

Table 76. Day Translations Competitive Strengths & Weaknesses

Table 77. GameScribes Basic Information, Area Served and Competitors

Table 78. GameScribes Major Business

Table 79. GameScribes Game Localization and Translation Services Product and Services

Table 80. GameScribes Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 81. GameScribes Recent Developments/Updates

Table 82. GameScribes Competitive Strengths & Weaknesses

Table 83. KiteTeam Basic Information, Area Served and Competitors

Table 84. KiteTeam Major Business

Table 85. KiteTeam Game Localization and Translation Services Product and Services

Table 86. KiteTeam Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 87. KiteTeam Recent Developments/Updates

Table 88. KiteTeam Competitive Strengths & Weaknesses

Table 89. Localize Lab Basic Information, Area Served and Competitors

Table 90. Localize Lab Major Business

Table 91. Localize Lab Game Localization and Translation Services Product and Services

Table 92. Localize Lab Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 93. Localize Lab Recent Developments/Updates

Table 94. Localize Lab Competitive Strengths & Weaknesses

Table 95. AD VERBUM Basic Information, Area Served and Competitors

Table 96. AD VERBUM Major Business

Table 97. AD VERBUM Game Localization and Translation Services Product and Services

Table 98. AD VERBUM Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 99. AD VERBUM Recent Developments/Updates

Table 100. AD VERBUM Competitive Strengths & Weaknesses

Table 101. All Correct Group Basic Information, Area Served and Competitors

Table 102. All Correct Group Major Business

Table 103. All Correct Group Game Localization and Translation Services Product and Services

Table 104. All Correct Group Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 105. All Correct Group Recent Developments/Updates

Table 106. All Correct Group Competitive Strengths & Weaknesses

Table 107. Andovar Basic Information, Area Served and Competitors

Table 108. Andovar Major Business

Table 109. Andovar Game Localization and Translation Services Product and Services

Table 110. Andovar Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 111. Andovar Recent Developments/Updates

Table 112. Andovar Competitive Strengths & Weaknesses

Table 113. Applingua Basic Information, Area Served and Competitors

Table 114. Applingua Major Business

Table 115. Applingua Game Localization and Translation Services Product and Services

Table 116. Applingua Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 117. Applingua Recent Developments/Updates

Table 118. Applingua Competitive Strengths & Weaknesses

Table 119. Aspena Basic Information, Area Served and Competitors

Table 120. Aspena Major Business

Table 121. Aspena Game Localization and Translation Services Product and Services

Table 122. Aspena Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 123. Aspena Recent Developments/Updates

Table 124. Aspena Competitive Strengths & Weaknesses

Table 125. Babble-on Basic Information, Area Served and Competitors

Table 126. Babble-on Major Business

Table 127. Babble-on Game Localization and Translation Services Product and Services

Table 128. Babble-on Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 129. Babble-on Recent Developments/Updates

Table 130. Babble-on Competitive Strengths & Weaknesses

Table 131. BLEND Localization Basic Information, Area Served and Competitors

Table 132. BLEND Localization Major Business

Table 133. BLEND Localization Game Localization and Translation Services Product

and Services

Table 134. BLEND Localization Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 135. BLEND Localization Recent Developments/Updates

Table 136. BLEND Localization Competitive Strengths & Weaknesses

Table 137. DYS Translations Basic Information, Area Served and Competitors

Table 138. DYS Translations Major Business

Table 139. DYS Translations Game Localization and Translation Services Product and Services

Table 140. DYS Translations Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 141. DYS Translations Recent Developments/Updates

Table 142. Keywords Studios Basic Information, Area Served and Competitors

Table 143. Keywords Studios Major Business

Table 144. Keywords Studios Game Localization and Translation Services Product and Services

Table 145. Keywords Studios Game Localization and Translation Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 146. Global Key Players of Game Localization and Translation Services Upstream (Raw Materials)

Table 147. Game Localization and Translation Services Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Game Localization and Translation Services Picture

Figure 2. World Game Localization and Translation Services Total Market Size: 2018 & 2022 & 2029, (USD Million)

Figure 3. World Game Localization and Translation Services Total Market Size (2018-2029) & (USD Million)

Figure 4. World Game Localization and Translation Services Revenue Market Share by Region (2018, 2022 and 2029) & (USD Million) , (by Headquarter Location)

Figure 5. World Game Localization and Translation Services Revenue Market Share by Region (2018-2029), (by Headquarter Location)

Figure 6. United States Based Company Game Localization and Translation Services Revenue (2018-2029) & (USD Million)

Figure 7. China Based Company Game Localization and Translation Services Revenue (2018-2029) & (USD Million)

Figure 8. Europe Based Company Game Localization and Translation Services Revenue (2018-2029) & (USD Million)

Figure 9. Japan Based Company Game Localization and Translation Services Revenue (2018-2029) & (USD Million)

Figure 10. South Korea Based Company Game Localization and Translation Services Revenue (2018-2029) & (USD Million)

Figure 11. ASEAN Based Company Game Localization and Translation Services Revenue (2018-2029) & (USD Million)

Figure 12. India Based Company Game Localization and Translation Services Revenue (2018-2029) & (USD Million)

Figure 13. Game Localization and Translation Services Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World Game Localization and Translation Services Consumption Value (2018-2029) & (USD Million)

Figure 16. World Game Localization and Translation Services Consumption Value Market Share by Region (2018-2029)

Figure 17. United States Game Localization and Translation Services Consumption Value (2018-2029) & (USD Million)

Figure 18. China Game Localization and Translation Services Consumption Value (2018-2029) & (USD Million)

Figure 19. Europe Game Localization and Translation Services Consumption Value (2018-2029) & (USD Million)

Figure 20. Japan Game Localization and Translation Services Consumption Value (2018-2029) & (USD Million)

Figure 21. South Korea Game Localization and Translation Services Consumption Value (2018-2029) & (USD Million)

Figure 22. ASEAN Game Localization and Translation Services Consumption Value (2018-2029) & (USD Million)

Figure 23. India Game Localization and Translation Services Consumption Value (2018-2029) & (USD Million)

Figure 24. Producer Shipments of Game Localization and Translation Services by Player Revenue (\$MM) and Market Share (%): 2022

Figure 25. Global Four-firm Concentration Ratios (CR4) for Game Localization and Translation Services Markets in 2022

Figure 26. Global Four-firm Concentration Ratios (CR8) for Game Localization and Translation Services Markets in 2022

Figure 27. United States VS China: Game Localization and Translation Services Revenue Market Share Comparison (2018 & 2022 & 2029)

Figure 28. United States VS China: Game Localization and Translation Services Consumption Value Market Share Comparison (2018 & 2022 & 2029)

Figure 29. World Game Localization and Translation Services Market Size by Type, (USD Million), 2018 & 2022 & 2029

Figure 30. World Game Localization and Translation Services Market Size Market Share by Type in 2022

Figure 31. Linguistic and Cultural

Figure 32. Hardware and Software

Figure 33. Legal

Figure 34. Graphics and Music

Figure 35. World Game Localization and Translation Services Market Size Market Share by Type (2018-2029)

Figure 36. World Game Localization and Translation Services Market Size by Application, (USD Million), 2018 & 2022 & 2029

Figure 37. World Game Localization and Translation Services Market Size Market Share by Application in 2022

Figure 38. Console Games

Figure 39. Mobile Games

Figure 40. PC Games

Figure 41. Web Games

Figure 42. Others

Figure 43. Game Localization and Translation Services Industrial Chain

Figure 44. Methodology

Figure 45. Research Process and Data Source

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