

Global Game Translation Service Supply, Demand and Key Producers, 2026-2032

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Abstracts

The global Game Translation Service market size is expected to reach \$ 6053 million by 2032, rising at a market growth of 5.3% CAGR during the forecast period (2026-2032).

To address the cultural barriers, terminology inconsistencies, character style distortions, and inefficient collaboration in multilingual versions inherent in traditional translation methods for game content, game translation and localization services have emerged. Since the acceleration of globalization in the video game industry at the end of the 20th century, the field of cross-cultural communication of game products has entered a new stage of professional and refined development. Currently, game translation services have developed into a comprehensive service system encompassing plot text translation, character voice acting, UI interface adaptation, cultural content localization, and multilingual project management. Widely applied in game development, international distribution, platform porting, and community operations, it provides a professional language service solution that significantly enhances the global market acceptance, player immersion experience, and cultural influence of games by deeply understanding the game's worldview, accurately conveying its cultural core, and ensuring consistency through the use of professional tools.

Game translation services, as a cultural bridge connecting global players, are shifting from being merely 'language conversion tools' to 'cross-cultural value creators.' Through technological iteration, ecosystem building, and policy coordination, its value lies not only in eliminating language barriers but also in promoting innovation in game narratives and cultural output, ultimately building a new ecosystem of 'accurate translation - deep localization - cultural resonance' in the game industry, providing core support for the diversified and inclusive development of the global game industry.

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

This report is a detailed and comprehensive analysis of the world market for Game Translation Service, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Game Translation Service that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Game Translation Service total market, 2021-2032, (USD Million)

Global Game Translation Service total market by region & country, CAGR, 2021-2032, (USD Million)

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

Global Game Translation Service revenue by player, revenue and market share 2021-2026, (USD Million)

Global Game Translation Service total market by Type, CAGR, 2021-2032, (USD Million)

Global Game Translation Service total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Game Translation Service 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 Keywords Studios, Lionbridge Games, TransPerfect Games, Side, RWS, Welocalize, Allcorrect Games, Localsoft Games, Alconost, Terra Localizations, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the world Game Translation Service 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

2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global Game Translation Service Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Game Translation Service Market, Segmentation by Type:

Machine Translation (MT) Driven

Human Translation (HT) Dominated

Global Game Translation Service Market, Segmentation by Content Type:

Text Translation

Multimedia Translation

Global Game Translation Service Market, Segmentation by Languages:

Single-language Translation

Multilingual Translation

Global Game Translation Service Market, Segmentation by Application:

Game Development

Game Localization

Esports Events

Game Audio

Other

Companies Profiled:

Keywords Studios

Lionbridge Games

TransPerfect Games

Side

RWS

Welocalize

Allcorrect Games

Localsoft Games

Alconost

Terra Localizations

Level Up Translation

GameScribes

DeafCat Studios

ECI Games

Glyph Language Services

CCJK

Stepes

Smartling

Tomedes

Ulatus

Mars Translation

Day Translations

Absolute Translations

Key Questions Answered

1. How big is the global Game Translation Service market?
2. What is the demand of the global Game Translation Service market?
3. What is the year over year growth of the global Game Translation Service market?
4. What is the total value of the global Game Translation Service market?
5. Who are the Major Players in the global Game Translation Service market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 Game Translation Service Introduction
- 1.2 World Game Translation Service Market Size & Forecast (2021 & 2025 & 2032)
- 1.3 World Game Translation Service Total Market by Region (by Headquarter Location)
 - 1.3.1 World Game Translation Service Market Size by Region (2021-2032), (by Headquarter Location)
 - 1.3.2 United States Based Company Game Translation Service Revenue (2021-2032)
 - 1.3.3 China Based Company Game Translation Service Revenue (2021-2032)
 - 1.3.4 Europe Based Company Game Translation Service Revenue (2021-2032)
 - 1.3.5 Japan Based Company Game Translation Service Revenue (2021-2032)
 - 1.3.6 South Korea Based Company Game Translation Service Revenue (2021-2032)
 - 1.3.7 ASEAN Based Company Game Translation Service Revenue (2021-2032)
 - 1.3.8 India Based Company Game Translation Service Revenue (2021-2032)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Game Translation Service Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Major Market Trends

2 DEMAND SUMMARY

- 2.1 World Game Translation Service Consumption Value (2021-2032)
- 2.2 World Game Translation Service Consumption Value by Region
 - 2.2.1 World Game Translation Service Consumption Value by Region (2021-2026)
 - 2.2.2 World Game Translation Service Consumption Value Forecast by Region (2027-2032)
- 2.3 United States Game Translation Service Consumption Value (2021-2032)
- 2.4 China Game Translation Service Consumption Value (2021-2032)
- 2.5 Europe Game Translation Service Consumption Value (2021-2032)
- 2.6 Japan Game Translation Service Consumption Value (2021-2032)
- 2.7 South Korea Game Translation Service Consumption Value (2021-2032)
- 2.8 ASEAN Game Translation Service Consumption Value (2021-2032)
- 2.9 India Game Translation Service Consumption Value (2021-2032)

3 WORLD GAME TRANSLATION SERVICE COMPANIES COMPETITIVE ANALYSIS

- 3.1 World Game Translation Service Revenue by Player (2021-2026)

3.2 Industry Rank and Concentration Rate (CR)

3.2.1 Global Game Translation Service Industry Rank of Major Players

3.2.2 Global Concentration Ratios (CR4) for Game Translation Service in 2025

3.2.3 Global Concentration Ratios (CR8) for Game Translation Service in 2025

3.3 Game Translation Service Company Evaluation Quadrant

3.4 Game Translation Service Market: Overall Company Footprint Analysis

3.4.1 Game Translation Service Market: Region Footprint

3.4.2 Game Translation Service Market: Company Product Type Footprint

3.4.3 Game Translation Service 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 WORLD (BY HEADQUARTER LOCATION)

4.1 United States VS China: Game Translation Service Revenue Comparison (by Headquarter Location)

4.1.1 United States VS China: Game Translation Service Revenue Comparison (2021 & 2025 & 2032) (by Headquarter Location)

4.1.2 United States VS China: Game Translation Service Revenue Market Share Comparison (2021 & 2025 & 2032)

4.2 United States Based Companies VS China Based Companies: Game Translation Service Consumption Value Comparison

4.2.1 United States VS China: Game Translation Service Consumption Value Comparison (2021 & 2025 & 2032)

4.2.2 United States VS China: Game Translation Service Consumption Value Market Share Comparison (2021 & 2025 & 2032)

4.3 United States Based Game Translation Service Companies and Market Share, 2021-2026

4.3.1 United States Based Game Translation Service Companies, Headquarters (States, Country)

4.3.2 United States Based Companies Game Translation Service Revenue, (2021-2026)

4.4 China Based Companies Game Translation Service Revenue and Market Share, 2021-2026

4.4.1 China Based Game Translation Service Companies, Company Headquarters

(Province, Country)

4.4.2 China Based Companies Game Translation Service Revenue, (2021-2026)

4.5 Rest of World Based Game Translation Service Companies and Market Share, 2021-2026

4.5.1 Rest of World Based Game Translation Service Companies, Headquarters (Province, Country)

4.5.2 Rest of World Based Companies Game Translation Service Revenue (2021-2026)

5 MARKET ANALYSIS BY TYPE

5.1 World Game Translation Service Market Size Overview by Type: 2021 VS 2025 VS 2032

5.2 Segment Introduction by Type

5.2.1 Machine Translation (MT) Driven

5.2.2 Human Translation (HT) Dominated

5.3 Market Segment by Type

5.3.1 World Game Translation Service Market Size by Type (2021-2026)

5.3.2 World Game Translation Service Market Size by Type (2027-2032)

5.3.3 World Game Translation Service Market Size Market Share by Type (2027-2032)

6 MARKET ANALYSIS BY CONTENT TYPE

6.1 World Game Translation Service Market Size Overview by Content Type: 2021 VS 2025 VS 2032

6.2 Segment Introduction by Content Type

6.2.1 Text Translation

6.2.2 Multimedia Translation

6.3 Market Segment by Content Type

6.3.1 World Game Translation Service Market Size by Content Type (2021-2026)

6.3.2 World Game Translation Service Market Size by Content Type (2027-2032)

6.3.3 World Game Translation Service Market Size Market Share by Content Type (2027-2032)

7 MARKET ANALYSIS BY LANGUAGES

7.1 World Game Translation Service Market Size Overview by Languages: 2021 VS 2025 VS 2032

7.2 Segment Introduction by Languages

7.2.1 Single-language Translation

7.2.2 Multilingual Translation

7.3 Market Segment by Languages

7.3.1 World Game Translation Service Market Size by Languages (2021-2026)

7.3.2 World Game Translation Service Market Size by Languages (2027-2032)

7.3.3 World Game Translation Service Market Size Market Share by Languages (2027-2032)

8 MARKET ANALYSIS BY APPLICATION

8.1 World Game Translation Service Market Size Overview by Application: 2021 VS 2025 VS 2032

8.2 Segment Introduction by Application

8.2.1 Game Development

8.2.2 Game Localization

8.2.3 Esports Events

8.2.4 Game Audio

8.2.5 Other

8.3 Market Segment by Application

8.3.1 World Game Translation Service Market Size by Application (2021-2026)

8.3.2 World Game Translation Service Market Size by Application (2027-2032)

8.3.3 World Game Translation Service Market Size Market Share by Application (2021-2032)

9 COMPANY PROFILES

9.1 Keywords Studios

9.1.1 Keywords Studios Details

9.1.2 Keywords Studios Major Business

9.1.3 Keywords Studios Game Translation Service Product and Services

9.1.4 Keywords Studios Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)

9.1.5 Keywords Studios Recent Developments/Updates

9.1.6 Keywords Studios Competitive Strengths & Weaknesses

9.2 Lionbridge Games

9.2.1 Lionbridge Games Details

9.2.2 Lionbridge Games Major Business

9.2.3 Lionbridge Games Game Translation Service Product and Services

9.2.4 Lionbridge Games Game Translation Service Revenue, Gross Margin and

Market Share (2021-2026)

9.2.5 Lionbridge Games Recent Developments/Updates

9.2.6 Lionbridge Games Competitive Strengths & Weaknesses

9.3 TransPerfect Games

9.3.1 TransPerfect Games Details

9.3.2 TransPerfect Games Major Business

9.3.3 TransPerfect Games Game Translation Service Product and Services

9.3.4 TransPerfect Games Game Translation Service Revenue, Gross Margin and

Market Share (2021-2026)

9.3.5 TransPerfect Games Recent Developments/Updates

9.3.6 TransPerfect Games Competitive Strengths & Weaknesses

9.4 Side

9.4.1 Side Details

9.4.2 Side Major Business

9.4.3 Side Game Translation Service Product and Services

9.4.4 Side Game Translation Service Revenue, Gross Margin and Market Share

(2021-2026)

9.4.5 Side Recent Developments/Updates

9.4.6 Side Competitive Strengths & Weaknesses

9.5 RWS

9.5.1 RWS Details

9.5.2 RWS Major Business

9.5.3 RWS Game Translation Service Product and Services

9.5.4 RWS Game Translation Service Revenue, Gross Margin and Market Share

(2021-2026)

9.5.5 RWS Recent Developments/Updates

9.5.6 RWS Competitive Strengths & Weaknesses

9.6 Welocalize

9.6.1 Welocalize Details

9.6.2 Welocalize Major Business

9.6.3 Welocalize Game Translation Service Product and Services

9.6.4 Welocalize Game Translation Service Revenue, Gross Margin and Market Share

(2021-2026)

9.6.5 Welocalize Recent Developments/Updates

9.6.6 Welocalize Competitive Strengths & Weaknesses

9.7 Allcorrect Games

9.7.1 Allcorrect Games Details

9.7.2 Allcorrect Games Major Business

9.7.3 Allcorrect Games Game Translation Service Product and Services

9.7.4 Allcorrect Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)

9.7.5 Allcorrect Games Recent Developments/Updates

9.7.6 Allcorrect Games Competitive Strengths & Weaknesses

9.8 Localsoft Games

9.8.1 Localsoft Games Details

9.8.2 Localsoft Games Major Business

9.8.3 Localsoft Games Game Translation Service Product and Services

9.8.4 Localsoft Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)

9.8.5 Localsoft Games Recent Developments/Updates

9.8.6 Localsoft Games Competitive Strengths & Weaknesses

9.9 Alconost

9.9.1 Alconost Details

9.9.2 Alconost Major Business

9.9.3 Alconost Game Translation Service Product and Services

9.9.4 Alconost Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)

9.9.5 Alconost Recent Developments/Updates

9.9.6 Alconost Competitive Strengths & Weaknesses

9.10 Terra Localizations

9.10.1 Terra Localizations Details

9.10.2 Terra Localizations Major Business

9.10.3 Terra Localizations Game Translation Service Product and Services

9.10.4 Terra Localizations Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)

9.10.5 Terra Localizations Recent Developments/Updates

9.10.6 Terra Localizations Competitive Strengths & Weaknesses

9.11 Level Up Translation

9.11.1 Level Up Translation Details

9.11.2 Level Up Translation Major Business

9.11.3 Level Up Translation Game Translation Service Product and Services

9.11.4 Level Up Translation Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)

9.11.5 Level Up Translation Recent Developments/Updates

9.11.6 Level Up Translation Competitive Strengths & Weaknesses

9.12 GameScribes

9.12.1 GameScribes Details

9.12.2 GameScribes Major Business

- 9.12.3 GameScribes Game Translation Service Product and Services
- 9.12.4 GameScribes Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
- 9.12.5 GameScribes Recent Developments/Updates
- 9.12.6 GameScribes Competitive Strengths & Weaknesses
- 9.13 DeafCat Studios
 - 9.13.1 DeafCat Studios Details
 - 9.13.2 DeafCat Studios Major Business
 - 9.13.3 DeafCat Studios Game Translation Service Product and Services
 - 9.13.4 DeafCat Studios Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 9.13.5 DeafCat Studios Recent Developments/Updates
 - 9.13.6 DeafCat Studios Competitive Strengths & Weaknesses
- 9.14 ECI Games
 - 9.14.1 ECI Games Details
 - 9.14.2 ECI Games Major Business
 - 9.14.3 ECI Games Game Translation Service Product and Services
 - 9.14.4 ECI Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 9.14.5 ECI Games Recent Developments/Updates
 - 9.14.6 ECI Games Competitive Strengths & Weaknesses
- 9.15 Glyph Language Services
 - 9.15.1 Glyph Language Services Details
 - 9.15.2 Glyph Language Services Major Business
 - 9.15.3 Glyph Language Services Game Translation Service Product and Services
 - 9.15.4 Glyph Language Services Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 9.15.5 Glyph Language Services Recent Developments/Updates
 - 9.15.6 Glyph Language Services Competitive Strengths & Weaknesses
- 9.16 CCJK
 - 9.16.1 CCJK Details
 - 9.16.2 CCJK Major Business
 - 9.16.3 CCJK Game Translation Service Product and Services
 - 9.16.4 CCJK Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 9.16.5 CCJK Recent Developments/Updates
 - 9.16.6 CCJK Competitive Strengths & Weaknesses
- 9.17 Stepes
 - 9.17.1 Stepes Details

- 9.17.2 Stepes Major Business
- 9.17.3 Stepes Game Translation Service Product and Services
- 9.17.4 Stepes Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
- 9.17.5 Stepes Recent Developments/Updates
- 9.17.6 Stepes Competitive Strengths & Weaknesses
- 9.18 Smartling
 - 9.18.1 Smartling Details
 - 9.18.2 Smartling Major Business
 - 9.18.3 Smartling Game Translation Service Product and Services
 - 9.18.4 Smartling Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 9.18.5 Smartling Recent Developments/Updates
 - 9.18.6 Smartling Competitive Strengths & Weaknesses
- 9.19 Tomedes
 - 9.19.1 Tomedes Details
 - 9.19.2 Tomedes Major Business
 - 9.19.3 Tomedes Game Translation Service Product and Services
 - 9.19.4 Tomedes Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 9.19.5 Tomedes Recent Developments/Updates
 - 9.19.6 Tomedes Competitive Strengths & Weaknesses
- 9.20 Ulatus
 - 9.20.1 Ulatus Details
 - 9.20.2 Ulatus Major Business
 - 9.20.3 Ulatus Game Translation Service Product and Services
 - 9.20.4 Ulatus Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 9.20.5 Ulatus Recent Developments/Updates
 - 9.20.6 Ulatus Competitive Strengths & Weaknesses
- 9.21 Mars Translation
 - 9.21.1 Mars Translation Details
 - 9.21.2 Mars Translation Major Business
 - 9.21.3 Mars Translation Game Translation Service Product and Services
 - 9.21.4 Mars Translation Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 9.21.5 Mars Translation Recent Developments/Updates
 - 9.21.6 Mars Translation Competitive Strengths & Weaknesses
- 9.22 Day Translations

- 9.22.1 Day Translations Details
- 9.22.2 Day Translations Major Business
- 9.22.3 Day Translations Game Translation Service Product and Services
- 9.22.4 Day Translations Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
- 9.22.5 Day Translations Recent Developments/Updates
- 9.22.6 Day Translations Competitive Strengths & Weaknesses
- 9.23 Absolute Translations
 - 9.23.1 Absolute Translations Details
 - 9.23.2 Absolute Translations Major Business
 - 9.23.3 Absolute Translations Game Translation Service Product and Services
 - 9.23.4 Absolute Translations Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 9.23.5 Absolute Translations Recent Developments/Updates
 - 9.23.6 Absolute Translations Competitive Strengths & Weaknesses

10 INDUSTRY CHAIN ANALYSIS

- 10.1 Game Translation Service Industry Chain
- 10.2 Game Translation Service Upstream Analysis
- 10.3 Game Translation Service Midstream Analysis
- 10.4 Game Translation Service Downstream Analysis

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

- 12.1 Methodology
- 12.2 Research Process and Data Source
- 12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World Game Translation Service Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Table 2. World Game Translation Service Revenue by Region (2021-2026) & (USD Million), (by Headquarter Location)

Table 3. World Game Translation Service Revenue by Region (2027-2032) & (USD Million), (by Headquarter Location)

Table 4. World Game Translation Service Revenue Market Share by Region (2021-2026), (by Headquarter Location)

Table 5. World Game Translation Service Revenue Market Share by Region (2027-2032), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World Game Translation Service Consumption Value Growth Rate Forecast by Region (2021 & 2025 & 2032) & (USD Million)

Table 8. World Game Translation Service Consumption Value by Region (2021-2026) & (USD Million)

Table 9. World Game Translation Service Consumption Value Forecast by Region (2027-2032) & (USD Million)

Table 10. World Game Translation Service Revenue by Player (2021-2026) & (USD Million)

Table 11. Revenue Market Share of Key Game Translation Service Players in 2025

Table 12. World Game Translation Service Industry Rank of Major Player, Based on Revenue in 2025

Table 13. Global Game Translation Service Company Evaluation Quadrant

Table 14. Head Office of Key Game Translation Service Players

Table 15. Game Translation Service Market: Company Product Type Footprint

Table 16. Game Translation Service Market: Company Product Application Footprint

Table 17. Game Translation Service Mergers & Acquisitions Activity

Table 18. United States VS China Game Translation Service Revenue Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 19. United States VS China Game Translation Service Consumption Value Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 20. United States Based Game Translation Service Companies, Headquarters (States, Country)

Table 21. United States Based Companies Game Translation Service Revenue, (2021-2026) & (USD Million)

- Table 22. United States Based Companies Game Translation Service Revenue Market Share (2021-2026)
- Table 23. China Based Game Translation Service Companies, Headquarters (Province, Country)
- Table 24. China Based Companies Game Translation Service Revenue, (2021-2026) & (USD Million)
- Table 25. China Based Companies Game Translation Service Revenue Market Share (2021-2026)
- Table 26. Rest of World Based Game Translation Service Companies, Headquarters (Province, Country)
- Table 27. Rest of World Based Companies Game Translation Service Revenue (2021-2026) & (USD Million)
- Table 28. Rest of World Based Companies Game Translation Service Revenue Market Share (2021-2026)
- Table 29. World Game Translation Service Market Size by Type, (USD Million), 2021 & 2025 & 2032
- Table 30. World Game Translation Service Market Size Value by Type (2021-2026) & (USD Million)
- Table 31. World Game Translation Service Market Size by Type (2027-2032) & (USD Million)
- Table 32. World Game Translation Service Market Size by Content Type, (USD Million), 2021 & 2025 & 2032
- Table 33. World Game Translation Service Market Size Value by Content Type (2021-2026) & (USD Million)
- Table 34. World Game Translation Service Market Size by Content Type (2027-2032) & (USD Million)
- Table 35. World Game Translation Service Market Size by Languages, (USD Million), 2021 & 2025 & 2032
- Table 36. World Game Translation Service Market Size Value by Languages (2021-2026) & (USD Million)
- Table 37. World Game Translation Service Market Size by Languages (2027-2032) & (USD Million)
- Table 38. World Game Translation Service Market Size by Application, (USD Million), 2021 & 2025 & 2032
- Table 39. World Game Translation Service Market Size by Application (2021-2026) & (USD Million)
- Table 40. World Game Translation Service Market Size by Application (2027-2032) & (USD Million)
- Table 41. Keywords Studios Basic Information, Manufacturing Base and Competitors

- Table 42. Keywords Studios Major Business
- Table 43. Keywords Studios Game Translation Service Product and Services
- Table 44. Keywords Studios Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 45. Keywords Studios Recent Developments/Updates
- Table 46. Keywords Studios Competitive Strengths & Weaknesses
- Table 47. Lionbridge Games Basic Information, Manufacturing Base and Competitors
- Table 48. Lionbridge Games Major Business
- Table 49. Lionbridge Games Game Translation Service Product and Services
- Table 50. Lionbridge Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 51. Lionbridge Games Recent Developments/Updates
- Table 52. Lionbridge Games Competitive Strengths & Weaknesses
- Table 53. TransPerfect Games Basic Information, Manufacturing Base and Competitors
- Table 54. TransPerfect Games Major Business
- Table 55. TransPerfect Games Game Translation Service Product and Services
- Table 56. TransPerfect Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 57. TransPerfect Games Recent Developments/Updates
- Table 58. TransPerfect Games Competitive Strengths & Weaknesses
- Table 59. Side Basic Information, Manufacturing Base and Competitors
- Table 60. Side Major Business
- Table 61. Side Game Translation Service Product and Services
- Table 62. Side Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 63. Side Recent Developments/Updates
- Table 64. Side Competitive Strengths & Weaknesses
- Table 65. RWS Basic Information, Manufacturing Base and Competitors
- Table 66. RWS Major Business
- Table 67. RWS Game Translation Service Product and Services
- Table 68. RWS Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 69. RWS Recent Developments/Updates
- Table 70. RWS Competitive Strengths & Weaknesses
- Table 71. Welocalize Basic Information, Manufacturing Base and Competitors
- Table 72. Welocalize Major Business
- Table 73. Welocalize Game Translation Service Product and Services
- Table 74. Welocalize Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

- Table 75. Welocalize Recent Developments/Updates
- Table 76. Welocalize Competitive Strengths & Weaknesses
- Table 77. Allcorrect Games Basic Information, Manufacturing Base and Competitors
- Table 78. Allcorrect Games Major Business
- Table 79. Allcorrect Games Game Translation Service Product and Services
- Table 80. Allcorrect Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 81. Allcorrect Games Recent Developments/Updates
- Table 82. Allcorrect Games Competitive Strengths & Weaknesses
- Table 83. Localsoft Games Basic Information, Manufacturing Base and Competitors
- Table 84. Localsoft Games Major Business
- Table 85. Localsoft Games Game Translation Service Product and Services
- Table 86. Localsoft Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 87. Localsoft Games Recent Developments/Updates
- Table 88. Localsoft Games Competitive Strengths & Weaknesses
- Table 89. Alconost Basic Information, Manufacturing Base and Competitors
- Table 90. Alconost Major Business
- Table 91. Alconost Game Translation Service Product and Services
- Table 92. Alconost Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 93. Alconost Recent Developments/Updates
- Table 94. Alconost Competitive Strengths & Weaknesses
- Table 95. Terra Localizations Basic Information, Manufacturing Base and Competitors
- Table 96. Terra Localizations Major Business
- Table 97. Terra Localizations Game Translation Service Product and Services
- Table 98. Terra Localizations Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 99. Terra Localizations Recent Developments/Updates
- Table 100. Terra Localizations Competitive Strengths & Weaknesses
- Table 101. Level Up Translation Basic Information, Manufacturing Base and Competitors
- Table 102. Level Up Translation Major Business
- Table 103. Level Up Translation Game Translation Service Product and Services
- Table 104. Level Up Translation Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 105. Level Up Translation Recent Developments/Updates
- Table 106. Level Up Translation Competitive Strengths & Weaknesses
- Table 107. GameScribes Basic Information, Manufacturing Base and Competitors

- Table 108. GameScribes Major Business
- Table 109. GameScribes Game Translation Service Product and Services
- Table 110. GameScribes Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 111. GameScribes Recent Developments/Updates
- Table 112. GameScribes Competitive Strengths & Weaknesses
- Table 113. DeafCat Studios Basic Information, Manufacturing Base and Competitors
- Table 114. DeafCat Studios Major Business
- Table 115. DeafCat Studios Game Translation Service Product and Services
- Table 116. DeafCat Studios Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 117. DeafCat Studios Recent Developments/Updates
- Table 118. DeafCat Studios Competitive Strengths & Weaknesses
- Table 119. ECI Games Basic Information, Manufacturing Base and Competitors
- Table 120. ECI Games Major Business
- Table 121. ECI Games Game Translation Service Product and Services
- Table 122. ECI Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 123. ECI Games Recent Developments/Updates
- Table 124. ECI Games Competitive Strengths & Weaknesses
- Table 125. Glyph Language Services Basic Information, Manufacturing Base and Competitors
- Table 126. Glyph Language Services Major Business
- Table 127. Glyph Language Services Game Translation Service Product and Services
- Table 128. Glyph Language Services Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 129. Glyph Language Services Recent Developments/Updates
- Table 130. Glyph Language Services Competitive Strengths & Weaknesses
- Table 131. CCJK Basic Information, Manufacturing Base and Competitors
- Table 132. CCJK Major Business
- Table 133. CCJK Game Translation Service Product and Services
- Table 134. CCJK Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 135. CCJK Recent Developments/Updates
- Table 136. CCJK Competitive Strengths & Weaknesses
- Table 137. Stepes Basic Information, Manufacturing Base and Competitors
- Table 138. Stepes Major Business
- Table 139. Stepes Game Translation Service Product and Services
- Table 140. Stepes Game Translation Service Revenue, Gross Margin and Market

Share (2021-2026) & (USD Million)

Table 141. Stepes Recent Developments/Updates

Table 142. Stepes Competitive Strengths & Weaknesses

Table 143. Smartling Basic Information, Manufacturing Base and Competitors

Table 144. Smartling Major Business

Table 145. Smartling Game Translation Service Product and Services

Table 146. Smartling Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 147. Smartling Recent Developments/Updates

Table 148. Smartling Competitive Strengths & Weaknesses

Table 149. Tomedes Basic Information, Manufacturing Base and Competitors

Table 150. Tomedes Major Business

Table 151. Tomedes Game Translation Service Product and Services

Table 152. Tomedes Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 153. Tomedes Recent Developments/Updates

Table 154. Tomedes Competitive Strengths & Weaknesses

Table 155. Ulatus Basic Information, Manufacturing Base and Competitors

Table 156. Ulatus Major Business

Table 157. Ulatus Game Translation Service Product and Services

Table 158. Ulatus Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 159. Ulatus Recent Developments/Updates

Table 160. Ulatus Competitive Strengths & Weaknesses

Table 161. Mars Translation Basic Information, Manufacturing Base and Competitors

Table 162. Mars Translation Major Business

Table 163. Mars Translation Game Translation Service Product and Services

Table 164. Mars Translation Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 165. Mars Translation Recent Developments/Updates

Table 166. Mars Translation Competitive Strengths & Weaknesses

Table 167. Day Translations Basic Information, Manufacturing Base and Competitors

Table 168. Day Translations Major Business

Table 169. Day Translations Game Translation Service Product and Services

Table 170. Day Translations Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 171. Day Translations Recent Developments/Updates

Table 172. Day Translations Competitive Strengths & Weaknesses

Table 173. Absolute Translations Basic Information, Manufacturing Base and

Competitors

Table 174. Absolute Translations Major Business

Table 175. Absolute Translations Game Translation Service Product and Services

Table 176. Absolute Translations Game Translation Service Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 177. Absolute Translations Recent Developments/Updates

Table 178. Absolute Translations Competitive Strengths & Weaknesses

Table 179. Global Key Players of Game Translation Service Upstream (Raw Materials)

Table 180. Global Game Translation Service Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Game Translation Service Picture

Figure 2. World Game Translation Service Total Revenue: 2021 & 2025 & 2032, (USD Million)

Figure 3. World Game Translation Service Total Revenue (2021-2032) & (USD Million)

Figure 4. World Game Translation Service Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Figure 5. World Game Translation Service Revenue Market Share by Region (2021-2032), (by Headquarter Location)

Figure 6. United States Based Company Game Translation Service Revenue (2021-2032) & (USD Million)

Figure 7. China Based Company Game Translation Service Revenue (2021-2032) & (USD Million)

Figure 8. Europe Based Company Game Translation Service Revenue (2021-2032) & (USD Million)

Figure 9. Japan Based Company Game Translation Service Revenue (2021-2032) & (USD Million)

Figure 10. South Korea Based Company Game Translation Service Revenue (2021-2032) & (USD Million)

Figure 11. ASEAN Based Company Game Translation Service Revenue (2021-2032) & (USD Million)

Figure 12. India Based Company Game Translation Service Revenue (2021-2032) & (USD Million)

Figure 13. Game Translation Service Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 16. World Game Translation Service Consumption Value Market Share by Region (2021-2032)

Figure 17. United States Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 18. China Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 19. Europe Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 20. Japan Game Translation Service Consumption Value (2021-2032) & (USD Million)

Million)

Figure 21. South Korea Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 22. ASEAN Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 23. India Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 24. Producer Shipments of Game Translation Service by Player Revenue (\$MM) and Market Share (%): 2025

Figure 25. Global Four-firm Concentration Ratios (CR4) for Game Translation Service Markets in 2025

Figure 26. Global Four-firm Concentration Ratios (CR8) for Game Translation Service Markets in 2025

Figure 27. United States VS China: Game Translation Service Revenue Market Share Comparison (2021 & 2025 & 2032)

Figure 28. United States VS China: Game Translation Service Consumption Value Market Share Comparison (2021 & 2025 & 2032)

Figure 29. World Game Translation Service Market Size by Type, (USD Million), 2021 & 2025 & 2032

Figure 30. World Game Translation Service Market Size Market Share by Type in 2025

Figure 31. Machine Translation (MT) Driven

Figure 32. Human Translation (HT) Dominated

Figure 33. World Game Translation Service Market Size Market Share by Type (2021-2032)

Figure 34. World Game Translation Service Market Size by Content Type, (USD Million), 2021 & 2025 & 2032

Figure 35. World Game Translation Service Market Size Market Share by Content Type in 2025

Figure 36. Text Translation

Figure 37. Multimedia Translation

Figure 38. World Game Translation Service Market Size Market Share by Content Type (2021-2032)

Figure 39. World Game Translation Service Market Size by Languages, (USD Million), 2021 & 2025 & 2032

Figure 40. World Game Translation Service Market Size Market Share by Languages in 2025

Figure 41. Single-language Translation

Figure 42. Multilingual Translation

Figure 43. World Game Translation Service Market Size Market Share by Languages

(2021-2032)

Figure 44. World Game Translation Service Market Size by Application, (USD Million), 2021 & 2025 & 2032

Figure 45. World Game Translation Service Market Size Market Share by Application in 2025

Figure 46. Game Development

Figure 47. Game Localization

Figure 48. Esports Events

Figure 49. Game Audio

Figure 50. Other

Figure 51. World Game Translation Service Market Size Market Share by Application (2021-2032)

Figure 52. Game Translation Service Industrial Chain

Figure 53. Methodology

Figure 54. Research Process and Data Source

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