

Global Game Translation Service Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Game Translation Service market size was valued at US\$ 4222 million in 2025 and is forecast to a readjusted size of US\$ 6053 million by 2032 with a CAGR of 5.3% during review period.

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 is a detailed and comprehensive analysis for global Game Translation Service market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Game Translation Service market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Game Translation Service market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Game Translation Service market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Game Translation Service market shares of main players, in revenue (\$ Million), 2021-2026

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Game Translation Service

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key 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.

Market segmentation

Game Translation Service market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Machine Translation (MT) Driven

Human Translation (HT) Dominated

Market segment by Content Type

Text Translation

Multimedia Translation

Market segment by Languages

Single-language Translation

Multilingual Translation

Market segment by Application

Game Development

Game Localization

Esports Events

Game Audio

Other

Market segment by players, this report covers

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

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Game Translation Service product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Game Translation Service, with revenue, gross margin, and global market share of Game Translation Service from 2021 to 2026.

Chapter 3, the Game Translation Service competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and Game Translation Service market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Game Translation Service.

Chapter 13, to describe Game Translation Service research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Classification of Game Translation Service by Type

1.3.1 Overview: Global Game Translation Service Market Size by Type: 2021 Versus 2025 Versus 2032

1.3.2 Global Game Translation Service Consumption Value Market Share by Type in 2025

1.3.3 Machine Translation (MT) Driven

1.3.4 Human Translation (HT) Dominated

1.4 Classification of Game Translation Service by Content Type

1.4.1 Overview: Global Game Translation Service Market Size by Content Type: 2021 Versus 2025 Versus 2032

1.4.2 Global Game Translation Service Consumption Value Market Share by Content Type in 2025

1.4.3 Text Translation

1.4.4 Multimedia Translation

1.5 Classification of Game Translation Service by Languages

1.5.1 Overview: Global Game Translation Service Market Size by Languages: 2021 Versus 2025 Versus 2032

1.5.2 Global Game Translation Service Consumption Value Market Share by Languages in 2025

1.5.3 Single-language Translation

1.5.4 Multilingual Translation

1.6 Global Game Translation Service Market by Application

1.6.1 Overview: Global Game Translation Service Market Size by Application: 2021 Versus 2025 Versus 2032

1.6.2 Game Development

1.6.3 Game Localization

1.6.4 Esports Events

1.6.5 Game Audio

1.6.6 Other

1.7 Global Game Translation Service Market Size & Forecast

1.8 Global Game Translation Service Market Size and Forecast by Region

1.8.1 Global Game Translation Service Market Size by Region: 2021 VS 2025 VS 2032

- 1.8.2 Global Game Translation Service Market Size by Region, (2021-2032)
- 1.8.3 North America Game Translation Service Market Size and Prospect (2021-2032)
- 1.8.4 Europe Game Translation Service Market Size and Prospect (2021-2032)
- 1.8.5 Asia-Pacific Game Translation Service Market Size and Prospect (2021-2032)
- 1.8.6 South America Game Translation Service Market Size and Prospect (2021-2032)
- 1.8.7 Middle East & Africa Game Translation Service Market Size and Prospect (2021-2032)

2 COMPANY PROFILES

2.1 Keywords Studios

- 2.1.1 Keywords Studios Details
- 2.1.2 Keywords Studios Major Business
- 2.1.3 Keywords Studios Game Translation Service Product and Solutions
- 2.1.4 Keywords Studios Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
- 2.1.5 Keywords Studios Recent Developments and Future Plans

2.2 Lionbridge Games

- 2.2.1 Lionbridge Games Details
- 2.2.2 Lionbridge Games Major Business
- 2.2.3 Lionbridge Games Game Translation Service Product and Solutions
- 2.2.4 Lionbridge Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
- 2.2.5 Lionbridge Games Recent Developments and Future Plans

2.3 TransPerfect Games

- 2.3.1 TransPerfect Games Details
- 2.3.2 TransPerfect Games Major Business
- 2.3.3 TransPerfect Games Game Translation Service Product and Solutions
- 2.3.4 TransPerfect Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
- 2.3.5 TransPerfect Games Recent Developments and Future Plans

2.4 Side

- 2.4.1 Side Details
- 2.4.2 Side Major Business
- 2.4.3 Side Game Translation Service Product and Solutions
- 2.4.4 Side Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
- 2.4.5 Side Recent Developments and Future Plans

2.5 RWS

- 2.5.1 RWS Details
- 2.5.2 RWS Major Business
- 2.5.3 RWS Game Translation Service Product and Solutions
- 2.5.4 RWS Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
- 2.5.5 RWS Recent Developments and Future Plans
- 2.6 Welocalize
 - 2.6.1 Welocalize Details
 - 2.6.2 Welocalize Major Business
 - 2.6.3 Welocalize Game Translation Service Product and Solutions
 - 2.6.4 Welocalize Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 2.6.5 Welocalize Recent Developments and Future Plans
- 2.7 Allcorrect Games
 - 2.7.1 Allcorrect Games Details
 - 2.7.2 Allcorrect Games Major Business
 - 2.7.3 Allcorrect Games Game Translation Service Product and Solutions
 - 2.7.4 Allcorrect Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 2.7.5 Allcorrect Games Recent Developments and Future Plans
- 2.8 Localsoft Games
 - 2.8.1 Localsoft Games Details
 - 2.8.2 Localsoft Games Major Business
 - 2.8.3 Localsoft Games Game Translation Service Product and Solutions
 - 2.8.4 Localsoft Games Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 2.8.5 Localsoft Games Recent Developments and Future Plans
- 2.9 Alconost
 - 2.9.1 Alconost Details
 - 2.9.2 Alconost Major Business
 - 2.9.3 Alconost Game Translation Service Product and Solutions
 - 2.9.4 Alconost Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 2.9.5 Alconost Recent Developments and Future Plans
- 2.10 Terra Localizations
 - 2.10.1 Terra Localizations Details
 - 2.10.2 Terra Localizations Major Business
 - 2.10.3 Terra Localizations Game Translation Service Product and Solutions
 - 2.10.4 Terra Localizations Game Translation Service Revenue, Gross Margin and

Market Share (2021-2026)

2.10.5 Terra Localizations Recent Developments and Future Plans

2.11 Level Up Translation

2.11.1 Level Up Translation Details

2.11.2 Level Up Translation Major Business

2.11.3 Level Up Translation Game Translation Service Product and Solutions

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

2.11.5 Level Up Translation Recent Developments and Future Plans

2.12 GameScribes

2.12.1 GameScribes Details

2.12.2 GameScribes Major Business

2.12.3 GameScribes Game Translation Service Product and Solutions

2.12.4 GameScribes Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)

2.12.5 GameScribes Recent Developments and Future Plans

2.13 DeafCat Studios

2.13.1 DeafCat Studios Details

2.13.2 DeafCat Studios Major Business

2.13.3 DeafCat Studios Game Translation Service Product and Solutions

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

2.13.5 DeafCat Studios Recent Developments and Future Plans

2.14 ECI Games

2.14.1 ECI Games Details

2.14.2 ECI Games Major Business

2.14.3 ECI Games Game Translation Service Product and Solutions

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

2.14.5 ECI Games Recent Developments and Future Plans

2.15 Glyph Language Services

2.15.1 Glyph Language Services Details

2.15.2 Glyph Language Services Major Business

2.15.3 Glyph Language Services Game Translation Service Product and Solutions

2.15.4 Glyph Language Services Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)

2.15.5 Glyph Language Services Recent Developments and Future Plans

2.16 CCJK

2.16.1 CCJK Details

- 2.16.2 CCJK Major Business
- 2.16.3 CCJK Game Translation Service Product and Solutions
- 2.16.4 CCJK Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
- 2.16.5 CCJK Recent Developments and Future Plans
- 2.17 Stepes
 - 2.17.1 Stepes Details
 - 2.17.2 Stepes Major Business
 - 2.17.3 Stepes Game Translation Service Product and Solutions
 - 2.17.4 Stepes Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 2.17.5 Stepes Recent Developments and Future Plans
- 2.18 Smartling
 - 2.18.1 Smartling Details
 - 2.18.2 Smartling Major Business
 - 2.18.3 Smartling Game Translation Service Product and Solutions
 - 2.18.4 Smartling Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 2.18.5 Smartling Recent Developments and Future Plans
- 2.19 Tomedes
 - 2.19.1 Tomedes Details
 - 2.19.2 Tomedes Major Business
 - 2.19.3 Tomedes Game Translation Service Product and Solutions
 - 2.19.4 Tomedes Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 2.19.5 Tomedes Recent Developments and Future Plans
- 2.20 Ulatus
 - 2.20.1 Ulatus Details
 - 2.20.2 Ulatus Major Business
 - 2.20.3 Ulatus Game Translation Service Product and Solutions
 - 2.20.4 Ulatus Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 2.20.5 Ulatus Recent Developments and Future Plans
- 2.21 Mars Translation
 - 2.21.1 Mars Translation Details
 - 2.21.2 Mars Translation Major Business
 - 2.21.3 Mars Translation Game Translation Service Product and Solutions
 - 2.21.4 Mars Translation Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)

- 2.21.5 Mars Translation Recent Developments and Future Plans
- 2.22 Day Translations
 - 2.22.1 Day Translations Details
 - 2.22.2 Day Translations Major Business
 - 2.22.3 Day Translations Game Translation Service Product and Solutions
 - 2.22.4 Day Translations Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 2.22.5 Day Translations Recent Developments and Future Plans
- 2.23 Absolute Translations
 - 2.23.1 Absolute Translations Details
 - 2.23.2 Absolute Translations Major Business
 - 2.23.3 Absolute Translations Game Translation Service Product and Solutions
 - 2.23.4 Absolute Translations Game Translation Service Revenue, Gross Margin and Market Share (2021-2026)
 - 2.23.5 Absolute Translations Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global Game Translation Service Revenue and Share by Players (2021-2026)
- 3.2 Market Share Analysis (2025)
 - 3.2.1 Market Share of Game Translation Service by Company Revenue
 - 3.2.2 Top 3 Game Translation Service Players Market Share in 2025
 - 3.2.3 Top 6 Game Translation Service Players Market Share in 2025
- 3.3 Game Translation Service Market: Overall Company Footprint Analysis
 - 3.3.1 Game Translation Service Market: Region Footprint
 - 3.3.2 Game Translation Service Market: Company Product Type Footprint
 - 3.3.3 Game Translation Service Market: Company Product Application Footprint
- 3.4 New Market Entrants and Barriers to Market Entry
- 3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

- 4.1 Global Game Translation Service Consumption Value and Market Share by Type (2021-2026)
- 4.2 Global Game Translation Service Market Forecast by Type (2027-2032)

5 MARKET SIZE SEGMENT BY APPLICATION

- 5.1 Global Game Translation Service Consumption Value Market Share by Application

(2021-2026)

5.2 Global Game Translation Service Market Forecast by Application (2027-2032)

6 NORTH AMERICA

6.1 North America Game Translation Service Consumption Value by Type (2021-2032)

6.2 North America Game Translation Service Market Size by Application (2021-2032)

6.3 North America Game Translation Service Market Size by Country

6.3.1 North America Game Translation Service Consumption Value by Country
(2021-2032)

6.3.2 United States Game Translation Service Market Size and Forecast (2021-2032)

6.3.3 Canada Game Translation Service Market Size and Forecast (2021-2032)

6.3.4 Mexico Game Translation Service Market Size and Forecast (2021-2032)

7 EUROPE

7.1 Europe Game Translation Service Consumption Value by Type (2021-2032)

7.2 Europe Game Translation Service Consumption Value by Application (2021-2032)

7.3 Europe Game Translation Service Market Size by Country

7.3.1 Europe Game Translation Service Consumption Value by Country (2021-2032)

7.3.2 Germany Game Translation Service Market Size and Forecast (2021-2032)

7.3.3 France Game Translation Service Market Size and Forecast (2021-2032)

7.3.4 United Kingdom Game Translation Service Market Size and Forecast
(2021-2032)

7.3.5 Russia Game Translation Service Market Size and Forecast (2021-2032)

7.3.6 Italy Game Translation Service Market Size and Forecast (2021-2032)

8 ASIA-PACIFIC

8.1 Asia-Pacific Game Translation Service Consumption Value by Type (2021-2032)

8.2 Asia-Pacific Game Translation Service Consumption Value by Application
(2021-2032)

8.3 Asia-Pacific Game Translation Service Market Size by Region

8.3.1 Asia-Pacific Game Translation Service Consumption Value by Region
(2021-2032)

8.3.2 China Game Translation Service Market Size and Forecast (2021-2032)

8.3.3 Japan Game Translation Service Market Size and Forecast (2021-2032)

8.3.4 South Korea Game Translation Service Market Size and Forecast (2021-2032)

8.3.5 India Game Translation Service Market Size and Forecast (2021-2032)

8.3.6 Southeast Asia Game Translation Service Market Size and Forecast
(2021-2032)

8.3.7 Australia Game Translation Service Market Size and Forecast (2021-2032)

9 SOUTH AMERICA

9.1 South America Game Translation Service Consumption Value by Type (2021-2032)

9.2 South America Game Translation Service Consumption Value by Application
(2021-2032)

9.3 South America Game Translation Service Market Size by Country

9.3.1 South America Game Translation Service Consumption Value by Country
(2021-2032)

9.3.2 Brazil Game Translation Service Market Size and Forecast (2021-2032)

9.3.3 Argentina Game Translation Service Market Size and Forecast (2021-2032)

10 MIDDLE EAST & AFRICA

10.1 Middle East & Africa Game Translation Service Consumption Value by Type
(2021-2032)

10.2 Middle East & Africa Game Translation Service Consumption Value by Application
(2021-2032)

10.3 Middle East & Africa Game Translation Service Market Size by Country

10.3.1 Middle East & Africa Game Translation Service Consumption Value by Country
(2021-2032)

10.3.2 Turkey Game Translation Service Market Size and Forecast (2021-2032)

10.3.3 Saudi Arabia Game Translation Service Market Size and Forecast (2021-2032)

10.3.4 UAE Game Translation Service Market Size and Forecast (2021-2032)

11 MARKET DYNAMICS

11.1 Game Translation Service Market Drivers

11.2 Game Translation Service Market Restraints

11.3 Game Translation Service Trends Analysis

11.4 Porters Five Forces Analysis

11.4.1 Threat of New Entrants

11.4.2 Bargaining Power of Suppliers

11.4.3 Bargaining Power of Buyers

11.4.4 Threat of Substitutes

11.4.5 Competitive Rivalry

12 INDUSTRY CHAIN ANALYSIS

12.1 Game Translation Service Industry Chain

12.2 Game Translation Service Upstream Analysis

12.3 Game Translation Service Midstream Analysis

12.4 Game Translation Service Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology

14.2 Research Process and Data Source

14.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. Global Game Translation Service Consumption Value by Type, (USD Million), 2021 & 2025 & 2032
- Table 2. Global Game Translation Service Consumption Value by Content Type, (USD Million), 2021 & 2025 & 2032
- Table 3. Global Game Translation Service Consumption Value by Languages, (USD Million), 2021 & 2025 & 2032
- Table 4. Global Game Translation Service Consumption Value by Application, (USD Million), 2021 & 2025 & 2032
- Table 5. Global Game Translation Service Consumption Value by Region (2021-2026) & (USD Million)
- Table 6. Global Game Translation Service Consumption Value by Region (2027-2032) & (USD Million)
- Table 7. Keywords Studios Company Information, Head Office, and Major Competitors
- Table 8. Keywords Studios Major Business
- Table 9. Keywords Studios Game Translation Service Product and Solutions
- Table 10. Keywords Studios Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 11. Keywords Studios Recent Developments and Future Plans
- Table 12. Lionbridge Games Company Information, Head Office, and Major Competitors
- Table 13. Lionbridge Games Major Business
- Table 14. Lionbridge Games Game Translation Service Product and Solutions
- Table 15. Lionbridge Games Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 16. Lionbridge Games Recent Developments and Future Plans
- Table 17. TransPerfect Games Company Information, Head Office, and Major Competitors
- Table 18. TransPerfect Games Major Business
- Table 19. TransPerfect Games Game Translation Service Product and Solutions
- Table 20. TransPerfect Games Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 21. Side Company Information, Head Office, and Major Competitors
- Table 22. Side Major Business
- Table 23. Side Game Translation Service Product and Solutions
- Table 24. Side Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 25. Side Recent Developments and Future Plans

Table 26. RWS Company Information, Head Office, and Major Competitors

Table 27. RWS Major Business

Table 28. RWS Game Translation Service Product and Solutions

Table 29. RWS Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 30. RWS Recent Developments and Future Plans

Table 31. Welocalize Company Information, Head Office, and Major Competitors

Table 32. Welocalize Major Business

Table 33. Welocalize Game Translation Service Product and Solutions

Table 34. Welocalize Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 35. Welocalize Recent Developments and Future Plans

Table 36. Allcorrect Games Company Information, Head Office, and Major Competitors

Table 37. Allcorrect Games Major Business

Table 38. Allcorrect Games Game Translation Service Product and Solutions

Table 39. Allcorrect Games Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 40. Allcorrect Games Recent Developments and Future Plans

Table 41. Localsoft Games Company Information, Head Office, and Major Competitors

Table 42. Localsoft Games Major Business

Table 43. Localsoft Games Game Translation Service Product and Solutions

Table 44. Localsoft Games Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 45. Localsoft Games Recent Developments and Future Plans

Table 46. Alconost Company Information, Head Office, and Major Competitors

Table 47. Alconost Major Business

Table 48. Alconost Game Translation Service Product and Solutions

Table 49. Alconost Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 50. Alconost Recent Developments and Future Plans

Table 51. Terra Localizations Company Information, Head Office, and Major Competitors

Table 52. Terra Localizations Major Business

Table 53. Terra Localizations Game Translation Service Product and Solutions

Table 54. Terra Localizations Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 55. Terra Localizations Recent Developments and Future Plans

Table 56. Level Up Translation Company Information, Head Office, and Major

Competitors

Table 57. Level Up Translation Major Business

Table 58. Level Up Translation Game Translation Service Product and Solutions

Table 59. Level Up Translation Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 60. Level Up Translation Recent Developments and Future Plans

Table 61. GameScribes Company Information, Head Office, and Major Competitors

Table 62. GameScribes Major Business

Table 63. GameScribes Game Translation Service Product and Solutions

Table 64. GameScribes Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 65. GameScribes Recent Developments and Future Plans

Table 66. DeafCat Studios Company Information, Head Office, and Major Competitors

Table 67. DeafCat Studios Major Business

Table 68. DeafCat Studios Game Translation Service Product and Solutions

Table 69. DeafCat Studios Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 70. DeafCat Studios Recent Developments and Future Plans

Table 71. ECI Games Company Information, Head Office, and Major Competitors

Table 72. ECI Games Major Business

Table 73. ECI Games Game Translation Service Product and Solutions

Table 74. ECI Games Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 75. ECI Games Recent Developments and Future Plans

Table 76. Glyph Language Services Company Information, Head Office, and Major Competitors

Table 77. Glyph Language Services Major Business

Table 78. Glyph Language Services Game Translation Service Product and Solutions

Table 79. Glyph Language Services Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 80. Glyph Language Services Recent Developments and Future Plans

Table 81. CCJK Company Information, Head Office, and Major Competitors

Table 82. CCJK Major Business

Table 83. CCJK Game Translation Service Product and Solutions

Table 84. CCJK Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 85. CCJK Recent Developments and Future Plans

Table 86. Stepes Company Information, Head Office, and Major Competitors

Table 87. Stepes Major Business

- Table 88. Stepes Game Translation Service Product and Solutions
- Table 89. Stepes Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 90. Stepes Recent Developments and Future Plans
- Table 91. Smartling Company Information, Head Office, and Major Competitors
- Table 92. Smartling Major Business
- Table 93. Smartling Game Translation Service Product and Solutions
- Table 94. Smartling Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 95. Smartling Recent Developments and Future Plans
- Table 96. Tomedes Company Information, Head Office, and Major Competitors
- Table 97. Tomedes Major Business
- Table 98. Tomedes Game Translation Service Product and Solutions
- Table 99. Tomedes Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 100. Tomedes Recent Developments and Future Plans
- Table 101. Ulatus Company Information, Head Office, and Major Competitors
- Table 102. Ulatus Major Business
- Table 103. Ulatus Game Translation Service Product and Solutions
- Table 104. Ulatus Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 105. Ulatus Recent Developments and Future Plans
- Table 106. Mars Translation Company Information, Head Office, and Major Competitors
- Table 107. Mars Translation Major Business
- Table 108. Mars Translation Game Translation Service Product and Solutions
- Table 109. Mars Translation Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 110. Mars Translation Recent Developments and Future Plans
- Table 111. Day Translations Company Information, Head Office, and Major Competitors
- Table 112. Day Translations Major Business
- Table 113. Day Translations Game Translation Service Product and Solutions
- Table 114. Day Translations Game Translation Service Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 115. Day Translations Recent Developments and Future Plans
- Table 116. Absolute Translations Company Information, Head Office, and Major Competitors
- Table 117. Absolute Translations Major Business
- Table 118. Absolute Translations Game Translation Service Product and Solutions
- Table 119. Absolute Translations Game Translation Service Revenue (USD Million),

Gross Margin and Market Share (2021-2026)

Table 120. Absolute Translations Recent Developments and Future Plans

Table 121. Global Game Translation Service Revenue (USD Million) by Players (2021-2026)

Table 122. Global Game Translation Service Revenue Share by Players (2021-2026)

Table 123. Breakdown of Game Translation Service by Company Type (Tier 1, Tier 2, and Tier 3)

Table 124. Market Position of Players in Game Translation Service, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2025

Table 125. Head Office of Key Game Translation Service Players

Table 126. Game Translation Service Market: Company Product Type Footprint

Table 127. Game Translation Service Market: Company Product Application Footprint

Table 128. Game Translation Service New Market Entrants and Barriers to Market Entry

Table 129. Game Translation Service Mergers, Acquisition, Agreements, and Collaborations

Table 130. Global Game Translation Service Consumption Value (USD Million) by Type (2021-2026)

Table 131. Global Game Translation Service Consumption Value Share by Type (2021-2026)

Table 132. Global Game Translation Service Consumption Value Forecast by Type (2027-2032)

Table 133. Global Game Translation Service Consumption Value by Application (2021-2026)

Table 134. Global Game Translation Service Consumption Value Forecast by Application (2027-2032)

Table 135. North America Game Translation Service Consumption Value by Type (2021-2026) & (USD Million)

Table 136. North America Game Translation Service Consumption Value by Type (2027-2032) & (USD Million)

Table 137. North America Game Translation Service Consumption Value by Application (2021-2026) & (USD Million)

Table 138. North America Game Translation Service Consumption Value by Application (2027-2032) & (USD Million)

Table 139. North America Game Translation Service Consumption Value by Country (2021-2026) & (USD Million)

Table 140. North America Game Translation Service Consumption Value by Country (2027-2032) & (USD Million)

Table 141. Europe Game Translation Service Consumption Value by Type (2021-2026) & (USD Million)

Table 142. Europe Game Translation Service Consumption Value by Type (2027-2032) & (USD Million)

Table 143. Europe Game Translation Service Consumption Value by Application (2021-2026) & (USD Million)

Table 144. Europe Game Translation Service Consumption Value by Application (2027-2032) & (USD Million)

Table 145. Europe Game Translation Service Consumption Value by Country (2021-2026) & (USD Million)

Table 146. Europe Game Translation Service Consumption Value by Country (2027-2032) & (USD Million)

Table 147. Asia-Pacific Game Translation Service Consumption Value by Type (2021-2026) & (USD Million)

Table 148. Asia-Pacific Game Translation Service Consumption Value by Type (2027-2032) & (USD Million)

Table 149. Asia-Pacific Game Translation Service Consumption Value by Application (2021-2026) & (USD Million)

Table 150. Asia-Pacific Game Translation Service Consumption Value by Application (2027-2032) & (USD Million)

Table 151. Asia-Pacific Game Translation Service Consumption Value by Region (2021-2026) & (USD Million)

Table 152. Asia-Pacific Game Translation Service Consumption Value by Region (2027-2032) & (USD Million)

Table 153. South America Game Translation Service Consumption Value by Type (2021-2026) & (USD Million)

Table 154. South America Game Translation Service Consumption Value by Type (2027-2032) & (USD Million)

Table 155. South America Game Translation Service Consumption Value by Application (2021-2026) & (USD Million)

Table 156. South America Game Translation Service Consumption Value by Application (2027-2032) & (USD Million)

Table 157. South America Game Translation Service Consumption Value by Country (2021-2026) & (USD Million)

Table 158. South America Game Translation Service Consumption Value by Country (2027-2032) & (USD Million)

Table 159. Middle East & Africa Game Translation Service Consumption Value by Type (2021-2026) & (USD Million)

Table 160. Middle East & Africa Game Translation Service Consumption Value by Type (2027-2032) & (USD Million)

Table 161. Middle East & Africa Game Translation Service Consumption Value by

Application (2021-2026) & (USD Million)

Table 162. Middle East & Africa Game Translation Service Consumption Value by Application (2027-2032) & (USD Million)

Table 163. Middle East & Africa Game Translation Service Consumption Value by Country (2021-2026) & (USD Million)

Table 164. Middle East & Africa Game Translation Service Consumption Value by Country (2027-2032) & (USD Million)

Table 165. Global Key Players of Game Translation Service Upstream (Raw Materials)

Table 166. Global Game Translation Service Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Game Translation Service Picture

Figure 2. Global Game Translation Service Consumption Value by Type, (USD Million), 2021 & 2025 & 2032

Figure 3. Global Game Translation Service Consumption Value Market Share by Type in 2025

Figure 4. Machine Translation (MT) Driven

Figure 5. Human Translation (HT) Dominated

Figure 6. Global Game Translation Service Consumption Value by Content Type, (USD Million), 2021 & 2025 & 2032

Figure 7. Global Game Translation Service Consumption Value Market Share by Content Type in 2025

Figure 8. Text Translation

Figure 9. Multimedia Translation

Figure 10. Global Game Translation Service Consumption Value by Languages, (USD Million), 2021 & 2025 & 2032

Figure 11. Global Game Translation Service Consumption Value Market Share by Languages in 2025

Figure 12. Single-language Translation

Figure 13. Multilingual Translation

Figure 14. Global Game Translation Service Consumption Value by Application, (USD Million), 2021 & 2025 & 2032

Figure 15. Game Translation Service Consumption Value Market Share by Application in 2025

Figure 16. Game Development Picture

Figure 17. Game Localization Picture

Figure 18. Esports Events Picture

Figure 19. Game Audio Picture

Figure 20. Other Picture

Figure 21. Global Game Translation Service Consumption Value, (USD Million): 2021 & 2025 & 2032

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

Figure 23. Global Market Game Translation Service Consumption Value (USD Million) Comparison by Region (2021 VS 2025 VS 2032)

Figure 24. Global Game Translation Service Consumption Value Market Share by

Region (2021-2032)

Figure 25. Global Game Translation Service Consumption Value Market Share by Region in 2025

Figure 26. North America Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 27. Europe Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 28. Asia-Pacific Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 29. South America Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 30. Middle East & Africa Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 31. Company Three Recent Developments and Future Plans

Figure 32. Global Game Translation Service Revenue Share by Players in 2025

Figure 33. Game Translation Service Market Share by Company Type (Tier 1, Tier 2, and Tier 3) in 2025

Figure 34. Market Share of Game Translation Service by Player Revenue in 2025

Figure 35. Top 3 Game Translation Service Players Market Share in 2025

Figure 36. Top 6 Game Translation Service Players Market Share in 2025

Figure 37. Global Game Translation Service Consumption Value Share by Type (2021-2026)

Figure 38. Global Game Translation Service Market Share Forecast by Type (2027-2032)

Figure 39. Global Game Translation Service Consumption Value Share by Application (2021-2026)

Figure 40. Global Game Translation Service Market Share Forecast by Application (2027-2032)

Figure 41. North America Game Translation Service Consumption Value Market Share by Type (2021-2032)

Figure 42. North America Game Translation Service Consumption Value Market Share by Application (2021-2032)

Figure 43. North America Game Translation Service Consumption Value Market Share by Country (2021-2032)

Figure 44. United States Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 45. Canada Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 46. Mexico Game Translation Service Consumption Value (2021-2032) & (USD

Million)

Figure 47. Europe Game Translation Service Consumption Value Market Share by Type (2021-2032)

Figure 48. Europe Game Translation Service Consumption Value Market Share by Application (2021-2032)

Figure 49. Europe Game Translation Service Consumption Value Market Share by Country (2021-2032)

Figure 50. Germany Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 51. France Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 52. United Kingdom Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 53. Russia Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 54. Italy Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 55. Asia-Pacific Game Translation Service Consumption Value Market Share by Type (2021-2032)

Figure 56. Asia-Pacific Game Translation Service Consumption Value Market Share by Application (2021-2032)

Figure 57. Asia-Pacific Game Translation Service Consumption Value Market Share by Region (2021-2032)

Figure 58. China Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 59. Japan Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 60. South Korea Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 61. India Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 62. Southeast Asia Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 63. Australia Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 64. South America Game Translation Service Consumption Value Market Share by Type (2021-2032)

Figure 65. South America Game Translation Service Consumption Value Market Share by Application (2021-2032)

Figure 66. South America Game Translation Service Consumption Value Market Share by Country (2021-2032)

Figure 67. Brazil Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 68. Argentina Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 69. Middle East & Africa Game Translation Service Consumption Value Market Share by Type (2021-2032)

Figure 70. Middle East & Africa Game Translation Service Consumption Value Market Share by Application (2021-2032)

Figure 71. Middle East & Africa Game Translation Service Consumption Value Market Share by Country (2021-2032)

Figure 72. Turkey Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 73. Saudi Arabia Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 74. UAE Game Translation Service Consumption Value (2021-2032) & (USD Million)

Figure 75. Game Translation Service Market Drivers

Figure 76. Game Translation Service Market Restraints

Figure 77. Game Translation Service Market Trends

Figure 78. Porters Five Forces Analysis

Figure 79. Game Translation Service Industrial Chain

Figure 80. Methodology

Figure 81. Research Process and Data Source

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