

Global Video Game Translation Services 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 Video Game Translation Services market size was valued at US\$ 1696 million in 2025 and is forecast to a readjusted size of US\$ 2503 million by 2032 with a CAGR of 5.7% during review period.

To address the problems of cultural context loss, chaotic terminology, character style distortion, and inefficient collaborative development of multilingual versions inherent in traditional translation methods for video game content, video game translation services (also known as game localization) have emerged. From the late 1980s to the early 1990s, with the acceleration of the globalization of the video game industry, a specialized field of cross-cultural content conversion for games gradually formed. Currently, video game translation services have developed into a comprehensive professional service system integrating script localization, character voice acting, user interface adaptation, cultural element transformation, multilingual quality control, and cloud-based collaborative management. It is widely used in game development, international distribution, platform porting, operation and promotion, and community maintenance. By deeply understanding the game's worldview, accurately reconstructing cultural expressions, and utilizing professional toolchains to ensure multilingual consistency, it significantly enhances the global market acceptance, player immersion experience, and cultural influence of game products, serving as a key localization solution.

Video game translation services, as a cultural bridge connecting global players, are shifting from a 'language conversion tool' to a 'cross-cultural value creator.' Through technological iteration, ecosystem building, and policy coordination, its value lies not only in eliminating language barriers but also in promoting game narrative innovation

and cultural output, ultimately building a new game industry ecosystem of 'accurate translation - deep localization - cultural resonance,' providing core support for the diversified and inclusive development of the global game industry, and assisting in the implementation of China's 'going global' strategy, achieving a leapfrog upgrade from 'Made in China' to 'Created in China.'

This report is a detailed and comprehensive analysis for global Video Game Translation Services 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 Video Game Translation Services market size and forecasts, in consumption value (\$ Million), 2021-2032

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

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

Global Video Game Translation Services 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 Video Game Translation Services

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 Video Game 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 Keywords Studios, Lionbridge Games, TransPerfect Games, Side, RWS, Allcorrect, Localsoft, Alconost, Terra Localizations, GameScribes, etc.

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

Market segmentation

Video Game Translation Services 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

Allcorrect

Localsoft

Alconost

Terra Localizations

GameScribes

Level Up Translation

ECI Games

DeafCat Studios

Glyph Language Services

CCJK

Stepes

Smartling

Tomedes

Ulatus

Mars Translation

Day Translations

Absolute Translations

TranslationPartner

TransGlobe International

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 Video Game Translation Services product scope, market

overview, market estimation caveats and base year.

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

Chapter 3, the Video Game Translation Services 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 Video Game Translation Services 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 Video Game Translation Services.

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

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