

Global Video Game Localization Services Market 2025 by Company, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/VBD1C09C0B0AEN.html>

Date: December 2025

Pages: 199

Price: US\$ 3,480.00 (Single User License)

ID: VBD1C09C0B0AEN

Abstracts

According to our latest research, the global Video Game Localization Services market size will reach USD million in 2031, growing at a CAGR of %over the analysis period.

This report is a detailed and comprehensive analysis for global Video Game Localization 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 Localization Services market size and forecasts, in consumption value (\$ Million), 2020-2031

Global Video Game Localization Services market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Video Game Localization Services market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Video Game Localization Services market shares of main players, in revenue (\$ Million), 2020-2025

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 Localization 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 Localization 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, Stepes, Tomedes, TranslationPartner, Ulatus, Mars Translation, Gengo, CCJK, Level Up Translation, Tragora, etc.

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

Market segmentation

Video Game Localization Services market is split by Type and by Application. For the period 2020-2031, 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

Game Translation

Cultural Localization

Others

Market segment by Application

Game Development and Publishing

E-sports Events

Game Live Streaming and Content Creation

Other

Market segment by players, this report covers

Alconost

Stepes

Tomedes

TranslationPartner

Ulatus

Mars Translation

Gengo

CCJK

Level Up Translation

Tragora

Columbus Lang

ECI Games

DeafCat Studios

Localsoft

TransGlobe International

Europe Localize

Absolute Translations

GameScribes

Terra Localizations

Glyph Language Services

LocalizeDirect

Day Translations

Smartling

MK translations

Mirora

ActiveLoc

Gettranslation

Fidus Translations

TRUSTLATE

Lingohaus

Seamless Events

LeadMuster

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 Localization Services product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Video Game Localization Services, with revenue, gross margin, and global market share of Video Game Localization Services from 2020 to 2025.

Chapter 3, the Video Game Localization 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 2020 to 2031

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 2020 to 2025. and Video Game Localization Services market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

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 Localization Services.

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

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