

Global Video Game Translation Services Market Growth (Status and Outlook) 2024-2030

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Abstracts

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Video game translation services refer to language conversion and cultural adaptation services specifically for video games. This service aims to translate text, voice, interface and other elements in video games from the source language to the target language, and ensure the accuracy and adaptability of the translated content in the cultural context of the target language. Video game translation services include, but are not limited to, translation of text content such as game dialogue, menu options, character introductions, game guides, mission descriptions, user agreements, etc., as well as dubbing and localization of in-game voice dialogue. In addition, the interface elements of the game also need to be localized to adapt to the habits and aesthetic standards of target language users. The goal of video game translation services is to ensure smooth operation and good user experience of games in different languages and cultural contexts.

The global Video Game Translation Services market size is projected to grow from US\$ 837 million in 2024 to US\$ 1275 million in 2030; it is expected to grow at a CAGR of 7.3% from 2024 to 2030.

LPI (LP Information)' newest research report, the "Video Game Translation Services Industry Forecast" looks at past sales and reviews total world Video Game Translation Services sales in 2022, providing a comprehensive analysis by region and market sector of projected Video Game Translation Services sales for 2023 through 2029. With Video Game Translation Services sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Video Game Translation Services industry.

This Insight Report provides a comprehensive analysis of the global Video Game Translation Services landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading global companies with a focus on Video Game Translation Services portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Video Game Translation Services market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Video Game Translation Services and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Video Game Translation Services.

With the continuous expansion of the global game market and the strengthening of globalization trends, the video game translation service market has also shown a steady growth trend. The video game translation services market is gradually expanding as demand for multilingual versions of games increases from game developers and publishers. In addition, with the continuous enrichment of game types and the diversification of player needs, the video game translation service market is also showing diversified needs. In addition to traditional text translation and voice dubbing, the demand for localization of game interfaces, images, animations and other elements is also gradually increasing. At the same time, players from different countries and regions have different requirements for the cultural background and language habits of games, which also requires video game translation services to provide more detailed and personalized services. In short, the video game translation service market is in a stage of rapid development and has broad market prospects and development potential.

This report presents a comprehensive overview, market shares, and growth opportunities of Video Game Translation Services market by product type, application, key players and key regions and countries.

Segmentation by Type:

Single Language Translation

Multilingual Translation

Segmentation by Application:

Game Development and Publishing

E-sports Events

Game Live Streaming and Content Creation

Gaming Platform

Other

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

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Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Alconost

Stepes

Tomedes

TranslationPartner

Ulatus

Mars Translation

Gengo

CCJK

Level Up Translation

Tr?gora

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

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