

Global Videogame and Software Localization Service Market Growth (Status and Outlook) 2026-2032

<https://marketpublishers.com/r/GCE7F3523FEEEN.html>

Date: July 2026

Pages: 133

Price: US\$ 3,660.00 (Single User License)

ID: GCE7F3523FEEEN

Abstracts

The global Videogame and Software Localization Service market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of % from 2026 to 2032.

United States market for Videogame and Software Localization Service is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Videogame and Software Localization Service is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Videogame and Software Localization Service is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Videogame and Software Localization Service players cover Straker Translations, Stepes, Ulatus, PTW, Milengo, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the "Videogame and Software Localization Service Industry Forecast" looks at past sales and reviews total world Videogame and Software Localization Service sales in 2025, providing a comprehensive analysis by region and market sector of projected Videogame and Software Localization Service sales for 2026 through 2032. With Videogame and Software Localization Service sales broken down by region, market sector and sub-

sector, this report provides a detailed analysis in US\$ millions of the world Videogame and Software Localization Service industry.

This Insight Report provides a comprehensive analysis of the global Videogame and Software Localization Service 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 Videogame and Software Localization Service portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Videogame and Software Localization Service market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Videogame and Software Localization Service 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 Videogame and Software Localization Service.

This report presents a comprehensive overview, market shares, and growth opportunities of Videogame and Software Localization Service market by product type, application, key players and key regions and countries.

Segmentation by Type:

Videogame Localization Service

Software Localization Service

Segmentation by Application:

Games

Software

Others

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

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.

Straker Translations

Stepes

Ulatus

PTW

Milengo

Tomedes

Level Up Translation

TranslationPartner

Language Scientific

Localsoft Games

Altagram

Questel

Terra Localizations

GameScribes

Transistent

Rubric

Linguidoor

Glyph Language Services

PoliLingua

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Videogame and Software Localization Service Market Size (2021-2032)
 - 2.1.2 Videogame and Software Localization Service Market Size CAGR by Region (2021 VS 2025 VS 2032)
 - 2.1.3 World Current & Future Analysis for Videogame and Software Localization Service by Country/Region (2021, 2025 & 2032)
- 2.2 Videogame and Software Localization Service Segment by Type
 - 2.2.1 Videogame Localization Service
 - 2.2.2 Software Localization Service
 - 2.2.3 Videogame and Software Localization Service Market Size by Type
 - 2.2.3.1 Videogame and Software Localization Service Market Size CAGR by Type (2021 VS 2025 VS 2032)
 - 2.2.3.2 Global Videogame and Software Localization Service Market Size Market Share by Type (2021-2026)
- 2.3 Videogame and Software Localization Service Segment by Application
 - 2.3.1 Games
 - 2.3.2 Software
 - 2.3.3 Others
 - 2.3.4 Videogame and Software Localization Service Market Size by Application
 - 2.3.4.1 Videogame and Software Localization Service Market Size CAGR by Application (2021 VS 2025 VS 2032)
 - 2.3.4.2 Global Videogame and Software Localization Service Market Size Market Share by Application (2021-2026)

3 VIDEOGAME AND SOFTWARE LOCALIZATION SERVICE MARKET SIZE BY PLAYER

3.1 Videogame and Software Localization Service Market Size Market Share by Player

3.1.1 Global Videogame and Software Localization Service Revenue by Player (2021-2026)

3.1.2 Global Videogame and Software Localization Service Revenue Market Share by Player (2021-2026)

3.2 Global Videogame and Software Localization Service Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 VIDEOGAME AND SOFTWARE LOCALIZATION SERVICE BY REGION

4.1 Videogame and Software Localization Service Market Size by Region (2021-2026)

4.2 Global Videogame and Software Localization Service Annual Revenue by Country/Region (2021-2026)

4.3 Americas Videogame and Software Localization Service Market Size Growth (2021-2026)

4.4 APAC Videogame and Software Localization Service Market Size Growth (2021-2026)

4.5 Europe Videogame and Software Localization Service Market Size Growth (2021-2026)

4.6 Middle East & Africa Videogame and Software Localization Service Market Size Growth (2021-2026)

5 AMERICAS

5.1 Americas Videogame and Software Localization Service Market Size by Country (2021-2026)

5.2 Americas Videogame and Software Localization Service Market Size by Type (2021-2026)

5.3 Americas Videogame and Software Localization Service Market Size by Application (2021-2026)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Videogame and Software Localization Service Market Size by Region
(2021-2026)

6.2 APAC Videogame and Software Localization Service Market Size by Type
(2021-2026)

6.3 APAC Videogame and Software Localization Service Market Size by Application
(2021-2026)

6.4 China

6.5 Japan

6.6 South Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

7 EUROPE

7.1 Europe Videogame and Software Localization Service Market Size by Country
(2021-2026)

7.2 Europe Videogame and Software Localization Service Market Size by Type
(2021-2026)

7.3 Europe Videogame and Software Localization Service Market Size by Application
(2021-2026)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Videogame and Software Localization Service by Region
(2021-2026)

8.2 Middle East & Africa Videogame and Software Localization Service Market Size by
Type (2021-2026)

8.3 Middle East & Africa Videogame and Software Localization Service Market Size by Application (2021-2026)

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 GLOBAL VIDEOGAME AND SOFTWARE LOCALIZATION SERVICE MARKET FORECAST

10.1 Global Videogame and Software Localization Service Forecast by Region (2027-2032)

10.1.1 Global Videogame and Software Localization Service Forecast by Region (2027-2032)

10.1.2 Americas Videogame and Software Localization Service Forecast

10.1.3 APAC Videogame and Software Localization Service Forecast

10.1.4 Europe Videogame and Software Localization Service Forecast

10.1.5 Middle East & Africa Videogame and Software Localization Service Forecast

10.2 Americas Videogame and Software Localization Service Forecast by Country (2027-2032)

10.2.1 United States Market Videogame and Software Localization Service Forecast

10.2.2 Canada Market Videogame and Software Localization Service Forecast

10.2.3 Mexico Market Videogame and Software Localization Service Forecast

10.2.4 Brazil Market Videogame and Software Localization Service Forecast

10.3 APAC Videogame and Software Localization Service Forecast by Region (2027-2032)

10.3.1 China Videogame and Software Localization Service Market Forecast

10.3.2 Japan Market Videogame and Software Localization Service Forecast

10.3.3 Korea Market Videogame and Software Localization Service Forecast

10.3.4 Southeast Asia Market Videogame and Software Localization Service Forecast

10.3.5 India Market Videogame and Software Localization Service Forecast

10.3.6 Australia Market Videogame and Software Localization Service Forecast

10.4 Europe Videogame and Software Localization Service Forecast by Country (2027-2032)

10.4.1 Germany Market Videogame and Software Localization Service Forecast

10.4.2 France Market Videogame and Software Localization Service Forecast

10.4.3 UK Market Videogame and Software Localization Service Forecast

10.4.4 Italy Market Videogame and Software Localization Service Forecast

10.4.5 Russia Market Videogame and Software Localization Service Forecast

10.5 Middle East & Africa Videogame and Software Localization Service Forecast by Region (2027-2032)

10.5.1 Egypt Market Videogame and Software Localization Service Forecast

10.5.2 South Africa Market Videogame and Software Localization Service Forecast

10.5.3 Israel Market Videogame and Software Localization Service Forecast

10.5.4 Turkey Market Videogame and Software Localization Service Forecast

10.6 Global Videogame and Software Localization Service Forecast by Type (2027-2032)

10.7 Global Videogame and Software Localization Service Forecast by Application (2027-2032)

10.7.1 GCC Countries Market Videogame and Software Localization Service Forecast

11 KEY PLAYERS ANALYSIS

11.1 Straker Translations

11.1.1 Straker Translations Company Information

11.1.2 Straker Translations Videogame and Software Localization Service Product Offered

11.1.3 Straker Translations Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)

11.1.4 Straker Translations Main Business Overview

11.1.5 Straker Translations Latest Developments

11.2 Stepes

11.2.1 Stepes Company Information

11.2.2 Stepes Videogame and Software Localization Service Product Offered

11.2.3 Stepes Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)

11.2.4 Stepes Main Business Overview

11.2.5 Stepes Latest Developments

11.3 Ulatus

11.3.1 Ulatus Company Information

11.3.2 Ulatus Videogame and Software Localization Service Product Offered

11.3.3 Ulatus Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)

11.3.4 Ulatus Main Business Overview

11.3.5 Ulatus Latest Developments

11.4 PTW

11.4.1 PTW Company Information

11.4.2 PTW Videogame and Software Localization Service Product Offered

11.4.3 PTW Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)

11.4.4 PTW Main Business Overview

11.4.5 PTW Latest Developments

11.5 Milengo

11.5.1 Milengo Company Information

11.5.2 Milengo Videogame and Software Localization Service Product Offered

11.5.3 Milengo Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)

11.5.4 Milengo Main Business Overview

11.5.5 Milengo Latest Developments

11.6 Tomedes

11.6.1 Tomedes Company Information

11.6.2 Tomedes Videogame and Software Localization Service Product Offered

11.6.3 Tomedes Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)

11.6.4 Tomedes Main Business Overview

11.6.5 Tomedes Latest Developments

11.7 Level Up Translation

11.7.1 Level Up Translation Company Information

11.7.2 Level Up Translation Videogame and Software Localization Service Product Offered

11.7.3 Level Up Translation Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)

11.7.4 Level Up Translation Main Business Overview

11.7.5 Level Up Translation Latest Developments

11.8 TranslationPartner

11.8.1 TranslationPartner Company Information

11.8.2 TranslationPartner Videogame and Software Localization Service Product Offered

11.8.3 TranslationPartner Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)

- 11.8.4 TranslationPartner Main Business Overview
- 11.8.5 TranslationPartner Latest Developments
- 11.9 Language Scientific
 - 11.9.1 Language Scientific Company Information
 - 11.9.2 Language Scientific Videogame and Software Localization Service Product Offered
 - 11.9.3 Language Scientific Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)
 - 11.9.4 Language Scientific Main Business Overview
 - 11.9.5 Language Scientific Latest Developments
- 11.10 Localsoft Games
 - 11.10.1 Localsoft Games Company Information
 - 11.10.2 Localsoft Games Videogame and Software Localization Service Product Offered
 - 11.10.3 Localsoft Games Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)
 - 11.10.4 Localsoft Games Main Business Overview
 - 11.10.5 Localsoft Games Latest Developments
- 11.11 Altagram
 - 11.11.1 Altagram Company Information
 - 11.11.2 Altagram Videogame and Software Localization Service Product Offered
 - 11.11.3 Altagram Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)
 - 11.11.4 Altagram Main Business Overview
 - 11.11.5 Altagram Latest Developments
- 11.12 Questel
 - 11.12.1 Questel Company Information
 - 11.12.2 Questel Videogame and Software Localization Service Product Offered
 - 11.12.3 Questel Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)
 - 11.12.4 Questel Main Business Overview
 - 11.12.5 Questel Latest Developments
- 11.13 Terra Localizations
 - 11.13.1 Terra Localizations Company Information
 - 11.13.2 Terra Localizations Videogame and Software Localization Service Product Offered
 - 11.13.3 Terra Localizations Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)
 - 11.13.4 Terra Localizations Main Business Overview

- 11.13.5 Terra Localizations Latest Developments
- 11.14 GameScribes
 - 11.14.1 GameScribes Company Information
 - 11.14.2 GameScribes Videogame and Software Localization Service Product Offered
 - 11.14.3 GameScribes Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)
 - 11.14.4 GameScribes Main Business Overview
 - 11.14.5 GameScribes Latest Developments
- 11.15 Transistent
 - 11.15.1 Transistent Company Information
 - 11.15.2 Transistent Videogame and Software Localization Service Product Offered
 - 11.15.3 Transistent Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)
 - 11.15.4 Transistent Main Business Overview
 - 11.15.5 Transistent Latest Developments
- 11.16 Rubric
 - 11.16.1 Rubric Company Information
 - 11.16.2 Rubric Videogame and Software Localization Service Product Offered
 - 11.16.3 Rubric Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)
 - 11.16.4 Rubric Main Business Overview
 - 11.16.5 Rubric Latest Developments
- 11.17 Linguidoor
 - 11.17.1 Linguidoor Company Information
 - 11.17.2 Linguidoor Videogame and Software Localization Service Product Offered
 - 11.17.3 Linguidoor Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)
 - 11.17.4 Linguidoor Main Business Overview
 - 11.17.5 Linguidoor Latest Developments
- 11.18 Glyph Language Services
 - 11.18.1 Glyph Language Services Company Information
 - 11.18.2 Glyph Language Services Videogame and Software Localization Service Product Offered
 - 11.18.3 Glyph Language Services Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)
 - 11.18.4 Glyph Language Services Main Business Overview
 - 11.18.5 Glyph Language Services Latest Developments
- 11.19 PoliLingua
 - 11.19.1 PoliLingua Company Information

- 11.19.2 PoliLingua Videogame and Software Localization Service Product Offered
- 11.19.3 PoliLingua Videogame and Software Localization Service Revenue, Gross Margin and Market Share (2021-2026)
- 11.19.4 PoliLingua Main Business Overview
- 11.19.5 PoliLingua Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Videogame and Software Localization Service Market Size CAGR by Region (2021 VS 2025 VS 2032) & (\$ millions)

Table 2. Videogame and Software Localization Service Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)

Table 3. Major Players of Videogame Localization Service

Table 4. Major Players of Software Localization Service

Table 5. Videogame and Software Localization Service Market Size CAGR by Type (2021 VS 2025 VS 2032) & (\$ millions)

Table 6. Global Videogame and Software Localization Service Market Size by Type (2021-2026) & (\$ millions)

Table 7. Global Videogame and Software Localization Service Market Size Market Share by Type (2021-2026)

Table 8. Videogame and Software Localization Service Market Size CAGR by Application (2021 VS 2025 VS 2032) & (\$ millions)

Table 9. Global Videogame and Software Localization Service Market Size by Application (2021-2026) & (\$ millions)

Table 10. Global Videogame and Software Localization Service Market Size Market Share by Application (2021-2026)

Table 11. Global Videogame and Software Localization Service Revenue by Player (2021-2026) & (\$ millions)

Table 12. Global Videogame and Software Localization Service Revenue Market Share by Player (2021-2026)

Table 13. Videogame and Software Localization Service Key Players Head office and Products Offered

Table 14. Videogame and Software Localization Service Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

Table 15. New Products and Potential Entrants

Table 16. Mergers & Acquisitions, Expansion

Table 17. Global Videogame and Software Localization Service Market Size by Region (2021-2026) & (\$ millions)

Table 18. Global Videogame and Software Localization Service Market Size Market Share by Region (2021-2026)

Table 19. Global Videogame and Software Localization Service Revenue by Country/Region (2021-2026) & (\$ millions)

Table 20. Global Videogame and Software Localization Service Revenue Market Share

by Country/Region (2021-2026)

Table 21. Americas Videogame and Software Localization Service Market Size by Country (2021-2026) & (\$ millions)

Table 22. Americas Videogame and Software Localization Service Market Size Market Share by Country (2021-2026)

Table 23. Americas Videogame and Software Localization Service Market Size by Type (2021-2026) & (\$ millions)

Table 24. Americas Videogame and Software Localization Service Market Size Market Share by Type (2021-2026)

Table 25. Americas Videogame and Software Localization Service Market Size by Application (2021-2026) & (\$ millions)

Table 26. Americas Videogame and Software Localization Service Market Size Market Share by Application (2021-2026)

Table 27. APAC Videogame and Software Localization Service Market Size by Region (2021-2026) & (\$ millions)

Table 28. APAC Videogame and Software Localization Service Market Size Market Share by Region (2021-2026)

Table 29. APAC Videogame and Software Localization Service Market Size by Type (2021-2026) & (\$ millions)

Table 30. APAC Videogame and Software Localization Service Market Size by Application (2021-2026) & (\$ millions)

Table 31. Europe Videogame and Software Localization Service Market Size by Country (2021-2026) & (\$ millions)

Table 32. Europe Videogame and Software Localization Service Market Size Market Share by Country (2021-2026)

Table 33. Europe Videogame and Software Localization Service Market Size by Type (2021-2026) & (\$ millions)

Table 34. Europe Videogame and Software Localization Service Market Size by Application (2021-2026) & (\$ millions)

Table 35. Middle East & Africa Videogame and Software Localization Service Market Size by Region (2021-2026) & (\$ millions)

Table 36. Middle East & Africa Videogame and Software Localization Service Market Size by Type (2021-2026) & (\$ millions)

Table 37. Middle East & Africa Videogame and Software Localization Service Market Size by Application (2021-2026) & (\$ millions)

Table 38. Key Market Drivers & Growth Opportunities of Videogame and Software Localization Service

Table 39. Key Market Challenges & Risks of Videogame and Software Localization Service

Table 40. Key Industry Trends of Videogame and Software Localization Service
Table 41. Global Videogame and Software Localization Service Market Size Forecast by Region (2027-2032) & (\$ millions)
Table 42. Global Videogame and Software Localization Service Market Size Market Share Forecast by Region (2027-2032)
Table 43. Global Videogame and Software Localization Service Market Size Forecast by Type (2027-2032) & (\$ millions)
Table 44. Global Videogame and Software Localization Service Market Size Forecast by Application (2027-2032) & (\$ millions)
Table 45. Straker Translations Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors
Table 46. Straker Translations Videogame and Software Localization Service Product Offered
Table 47. Straker Translations Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)
Table 48. Straker Translations Main Business
Table 49. Straker Translations Latest Developments
Table 50. Stepes Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors
Table 51. Stepes Videogame and Software Localization Service Product Offered
Table 52. Stepes Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)
Table 53. Stepes Main Business
Table 54. Stepes Latest Developments
Table 55. Ulatus Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors
Table 56. Ulatus Videogame and Software Localization Service Product Offered
Table 57. Ulatus Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)
Table 58. Ulatus Main Business
Table 59. Ulatus Latest Developments
Table 60. PTW Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors
Table 61. PTW Videogame and Software Localization Service Product Offered
Table 62. PTW Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)
Table 63. PTW Main Business
Table 64. PTW Latest Developments
Table 65. Milengo Details, Company Type, Videogame and Software Localization

Service Area Served and Its Competitors

Table 66. Milengo Videogame and Software Localization Service Product Offered

Table 67. Milengo Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 68. Milengo Main Business

Table 69. Milengo Latest Developments

Table 70. Tomedes Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 71. Tomedes Videogame and Software Localization Service Product Offered

Table 72. Tomedes Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 73. Tomedes Main Business

Table 74. Tomedes Latest Developments

Table 75. Level Up Translation Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 76. Level Up Translation Videogame and Software Localization Service Product Offered

Table 77. Level Up Translation Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 78. Level Up Translation Main Business

Table 79. Level Up Translation Latest Developments

Table 80. TranslationPartner Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 81. TranslationPartner Videogame and Software Localization Service Product Offered

Table 82. TranslationPartner Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 83. TranslationPartner Main Business

Table 84. TranslationPartner Latest Developments

Table 85. Language Scientific Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 86. Language Scientific Videogame and Software Localization Service Product Offered

Table 87. Language Scientific Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 88. Language Scientific Main Business

Table 89. Language Scientific Latest Developments

Table 90. Localsoft Games Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 91. Localsoft Games Videogame and Software Localization Service Product Offered

Table 92. Localsoft Games Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 93. Localsoft Games Main Business

Table 94. Localsoft Games Latest Developments

Table 95. Altagram Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 96. Altagram Videogame and Software Localization Service Product Offered

Table 97. Altagram Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 98. Altagram Main Business

Table 99. Altagram Latest Developments

Table 100. Questel Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 101. Questel Videogame and Software Localization Service Product Offered

Table 102. Questel Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 103. Questel Main Business

Table 104. Questel Latest Developments

Table 105. Terra Localizations Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 106. Terra Localizations Videogame and Software Localization Service Product Offered

Table 107. Terra Localizations Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 108. Terra Localizations Main Business

Table 109. Terra Localizations Latest Developments

Table 110. GameScribes Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 111. GameScribes Videogame and Software Localization Service Product Offered

Table 112. GameScribes Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 113. GameScribes Main Business

Table 114. GameScribes Latest Developments

Table 115. Transistent Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 116. Transistent Videogame and Software Localization Service Product Offered

Table 117. Transistent Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 118. Transistent Main Business

Table 119. Transistent Latest Developments

Table 120. Rubric Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 121. Rubric Videogame and Software Localization Service Product Offered

Table 122. Rubric Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 123. Rubric Main Business

Table 124. Rubric Latest Developments

Table 125. Linguidoor Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 126. Linguidoor Videogame and Software Localization Service Product Offered

Table 127. Linguidoor Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 128. Linguidoor Main Business

Table 129. Linguidoor Latest Developments

Table 130. Glyph Language Services Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 131. Glyph Language Services Videogame and Software Localization Service Product Offered

Table 132. Glyph Language Services Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 133. Glyph Language Services Main Business

Table 134. Glyph Language Services Latest Developments

Table 135. PoliLingua Details, Company Type, Videogame and Software Localization Service Area Served and Its Competitors

Table 136. PoliLingua Videogame and Software Localization Service Product Offered

Table 137. PoliLingua Videogame and Software Localization Service Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 138. PoliLingua Main Business

Table 139. PoliLingua Latest Developments

List Of Figures

LIST OF FIGURES

Figure 1. Videogame and Software Localization Service Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global Videogame and Software Localization Service Market Size Growth Rate (2021-2032) (\$ millions)

Figure 6. Videogame and Software Localization Service Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)

Figure 7. Videogame and Software Localization Service Sales Market Share by Country/Region (2025)

Figure 8. Videogame and Software Localization Service Sales Market Share by Country/Region (2021, 2025 & 2032)

Figure 9. Global Videogame and Software Localization Service Market Size Market Share by Type in 2025

Figure 10. Videogame and Software Localization Service in Games

Figure 11. Global Videogame and Software Localization Service Market: Games (2021-2026) & (\$ millions)

Figure 12. Videogame and Software Localization Service in Software

Figure 13. Global Videogame and Software Localization Service Market: Software (2021-2026) & (\$ millions)

Figure 14. Videogame and Software Localization Service in Others

Figure 15. Global Videogame and Software Localization Service Market: Others (2021-2026) & (\$ millions)

Figure 16. Global Videogame and Software Localization Service Market Size Market Share by Application in 2025

Figure 17. Global Videogame and Software Localization Service Revenue Market Share by Player in 2025

Figure 18. Global Videogame and Software Localization Service Market Size Market Share by Region (2021-2026)

Figure 19. Americas Videogame and Software Localization Service Market Size 2021-2026 (\$ millions)

Figure 20. APAC Videogame and Software Localization Service Market Size 2021-2026 (\$ millions)

Figure 21. Europe Videogame and Software Localization Service Market Size 2021-2026 (\$ millions)

Figure 22. Middle East & Africa Videogame and Software Localization Service Market Size 2021-2026 (\$ millions)

Figure 23. Americas Videogame and Software Localization Service Value Market Share by Country in 2025

Figure 24. United States Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 25. Canada Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 26. Mexico Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 27. Brazil Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 28. APAC Videogame and Software Localization Service Market Size Market Share by Region in 2025

Figure 29. APAC Videogame and Software Localization Service Market Size Market Share by Type (2021-2026)

Figure 30. APAC Videogame and Software Localization Service Market Size Market Share by Application (2021-2026)

Figure 31. China Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 32. Japan Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 33. South Korea Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 34. Southeast Asia Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 35. India Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 36. Australia Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 37. Europe Videogame and Software Localization Service Market Size Market Share by Country in 2025

Figure 38. Europe Videogame and Software Localization Service Market Size Market Share by Type (2021-2026)

Figure 39. Europe Videogame and Software Localization Service Market Size Market Share by Application (2021-2026)

Figure 40. Germany Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 41. France Videogame and Software Localization Service Market Size Growth

2021-2026 (\$ millions)

Figure 42. UK Videogame and Software Localization Service Market Size Growth

2021-2026 (\$ millions)

Figure 43. Italy Videogame and Software Localization Service Market Size Growth

2021-2026 (\$ millions)

Figure 44. Russia Videogame and Software Localization Service Market Size Growth

2021-2026 (\$ millions)

Figure 45. Middle East & Africa Videogame and Software Localization Service Market Size Market Share by Region (2021-2026)

Figure 46. Middle East & Africa Videogame and Software Localization Service Market Size Market Share by Type (2021-2026)

Figure 47. Middle East & Africa Videogame and Software Localization Service Market Size Market Share by Application (2021-2026)

Figure 48. Egypt Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 49. South Africa Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 50. Israel Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 51. Turkey Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 52. GCC Countries Videogame and Software Localization Service Market Size Growth 2021-2026 (\$ millions)

Figure 53. Americas Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 54. APAC Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 55. Europe Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 56. Middle East & Africa Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 57. United States Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 58. Canada Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 59. Mexico Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 60. Brazil Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 61. China Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 62. Japan Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 63. Korea Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 64. Southeast Asia Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 65. India Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 66. Australia Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 67. Germany Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 68. France Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 69. UK Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 70. Italy Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 71. Russia Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 72. Egypt Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 73. South Africa Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 74. Israel Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 75. Turkey Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

Figure 76. Global Videogame and Software Localization Service Market Size Market Share Forecast by Type (2027-2032)

Figure 77. Global Videogame and Software Localization Service Market Size Market Share Forecast by Application (2027-2032)

Figure 78. GCC Countries Videogame and Software Localization Service Market Size 2027-2032 (\$ millions)

I would like to order

Product name: Global Videogame and Software Localization Service Market Growth (Status and Outlook) 2026-2032

Product link: <https://marketpublishers.com/r/GCE7F3523FEEEN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GCE7F3523FEEEN.html>