

# **COVID-19 Outbreak-Global Game Localization Services Industry Market Report-Development Trends, Threats, Opportunities and Competitive Landscape in 2020**

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## **Abstracts**

The Game Localization Services market revenue was xx.xx Million USD in 2019, and will reach xx.xx Million USD in 2025, with a CAGR of x.x% during 2020-2025.

Under COVID-19 outbreak globally, this report provides 360 degrees of analysis from supply chain, import and export control to regional government policy and future influence on the industry. Detailed analysis about market status (2015-2020), enterprise competition pattern, advantages and disadvantages of enterprise products, industry development trends (2020-2025), regional industrial layout characteristics and macroeconomic policies, industrial policy has also been included. From raw materials to end users of this industry are analyzed scientifically, the trends of product circulation and sales channel will be presented as well. Considering COVID-19, this report provides comprehensive and in-depth analysis on how the epidemic push this industry transformation and reform.

In COVID-19 outbreak, Chapter 2.2 of this report provides an analysis of the impact of COVID-19 on the global economy and the Game Localization Services industry.

Chapter 3.7 covers the analysis of the impact of COVID-19 from the perspective of the industry chain.

In addition, chapters 7-11 consider the impact of COVID-19 on the regional economy.

The Game Localization Services market can be split based on product types, major applications, and important countries as follows:

Key players in the global Game Localization Services market covered in

Chapter 12:

Daytranslations

Altagram

Multiple Languages?

Level Up Translation

Tr?gora

Gengo?

Andovar

memoQ

In Chapter 4 and 14.1, on the basis of types, the Game Localization Services market from 2015 to 2025 is primarily split into:

Game Scripts

Voice-over

User Interfaces

In Chapter 5 and 14.2, on the basis of applications, the Game Localization Services market from 2015 to 2025 covers:

PC

Mac & Linux

Mobile

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 6, 7, 8, 9, 10, 11, 14:

North America (Covered in Chapter 7 and 14)

United States

Canada

Mexico

Europe (Covered in Chapter 8 and 14)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 9 and 14)

China  
Japan  
South Korea  
Australia  
India  
Southeast Asia  
Others  
Middle East and Africa (Covered in Chapter 10 and 14)  
Saudi Arabia  
UAE  
Egypt  
Nigeria  
South Africa  
Others  
South America (Covered in Chapter 11 and 14)  
Brazil  
Argentina  
Columbia  
Chile  
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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