

Game Localization Services Market - Global Outlook and Forecast 2022-2028

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Abstracts

Game localization is the process of modifying a video, computer, or mobile game to adapt to the needs and preferences of players in a different geographic region.

This report contains market size and forecasts of Game Localization Services in Global, including the following market information:

Global Game Localization Services Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Game Localization Services market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

On-premise Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Game Localization Services include ABBYY, Localize Direct, AD VERBUM, Alconost, All Correct Group, Andovar, Aspenna, Day Translations and DYS Translations, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Game Localization Services companies, and industry experts on this industry, involving the revenue,

demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Game Localization Services Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Game Localization Services Market Segment Percentages, by Type, 2021 (%)

On-premise

Cloud-based

Global Game Localization Services Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Game Localization Services Market Segment Percentages, by Application, 2021 (%)

Individual

Enterprise

Others

Global Game Localization Services Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Game Localization Services Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Game Localization Services revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Game Localization Services revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

ABBYY

Localize Direct

AD VERBUM

Alconost

All Correct Group

Andovar

Aspena

Day Translations

DYS Translations

Game Localization Network

Keywords Studios

Level Up Translation

JBI Studios

Morningside Translations

Pangea Translation Services

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