The game localization handbook.

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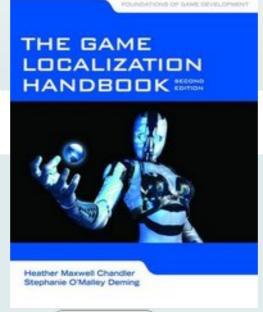
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<u>Home</u>

Computing > Game Design/Development The Game Localization Handbook, S

The Game Localization Handbook







Author(s):

<u>Heather Maxwell Chandler</u>, Founder and Executive Pro

Sunshine, Inc.

**Stephanie O'Malley Deming** 

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## Part of the New Foundations of Game Development Series!

As games become more popular in international markets, developers and publishers are looking for ways to qui their games in order to capitalize on these markets. Authored by two internationally known experts in game local action and to localize software for games, we are developed for the PC, console, or other platforms. It includes advice, interviews, and case studies from industrionals, as well as practical information on preproduction, production, translation, and testing of localized

Written for producers, translators, development personnel, studio management, publishers, students, and anyour directly or indirectly with the production of localized games, this single-reference handbook provides insightful all the tasks involved in planning and executing successful localizations.

Preview sample chapters now! Look under the Samples tab below to preview chapter 1 and chapter 4.

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## **Features & Benefits**

- Authored by two internationally recognized experts in the field of game localization
- Concentrates on software localization specifically for all major platforms in the game industry
- Provides a detailed plan for developing and executing localized game SKUs
- Emphasizes localizations for European and Asian languages
- Offers advice from industry professionals on how to achieve localization-friendly development and uses rea
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