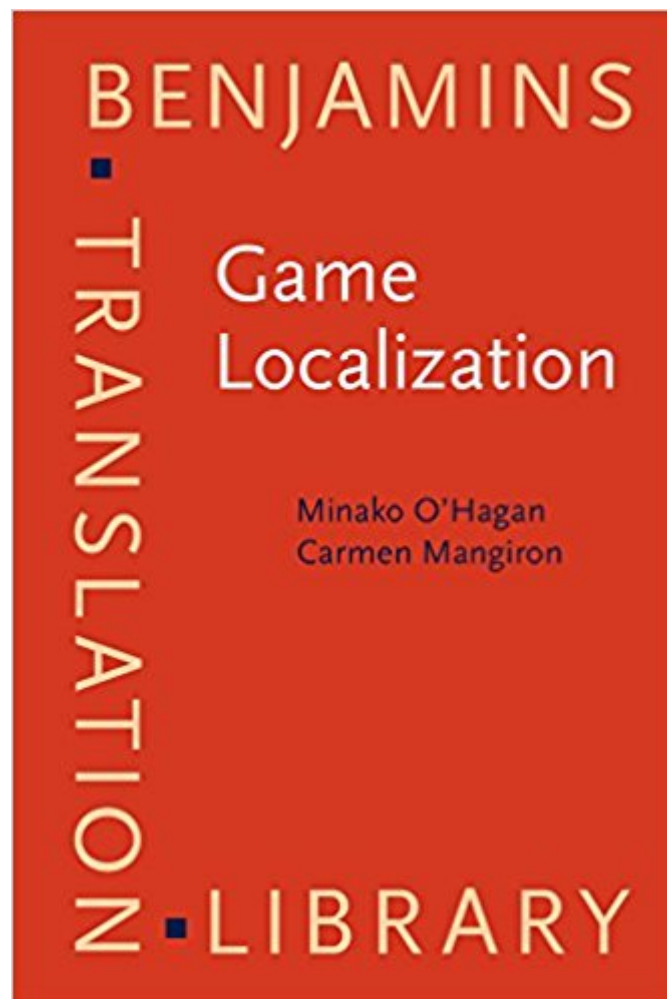


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# Game Localization: Translating For The Global Digital Entertainment Industry (Benjamins Translation Library)



## Synopsis

Video games are part of the growing digital entertainment industry for which game localization has become pivotal in serving international markets. As well as addressing the practical needs of the industry to facilitate translator and localizer training, this book seeks to conceptualize game localization in an attempt to locate it in Translation Studies in the context of the technologization of contemporary translation practices. Designed to provide a comprehensive introduction to the topic of game localization the book draws on the literature in Game Studies as well as Translation Studies. The book's readership is intended to be translation scholars, game localization practitioners and those in Game Studies developing research interest in the international dimensions of the digital entertainment industry. The book aims to provide a road map for the dynamic professional practices of game localization and to help readers visualize the expanding role of translation in one of the 21st century's key global industries.

## Book Information

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## Customer Reviews

Very informative read, but skip the e-book if you're considering this. Most of the images used as examples by the book's narrative are stripped out. If you don't mind missing out on visual context whenever the book uses it, and just want the raw text, it's probably okay. The huge reduction in cost might make that pretty compelling, but I personally kept feeling like I was reading an unofficial or draft copy whenever a page with an illustration came along.

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