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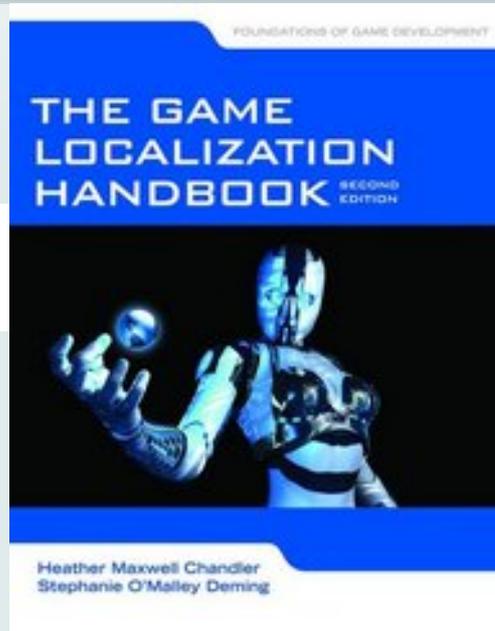
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The Game Localization Handbook

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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 quit their games in order to capitalize on these markets. Authored by two internationally known experts in game localization, ***Game Localization Handbook, Second Edition*** provides information on how to localize software for games, which are developed for the PC, console, or other platforms. It includes advice, interviews, and case studies from industry professionals, as well as practical information on preproduction, production, translation, and testing of localized

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

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