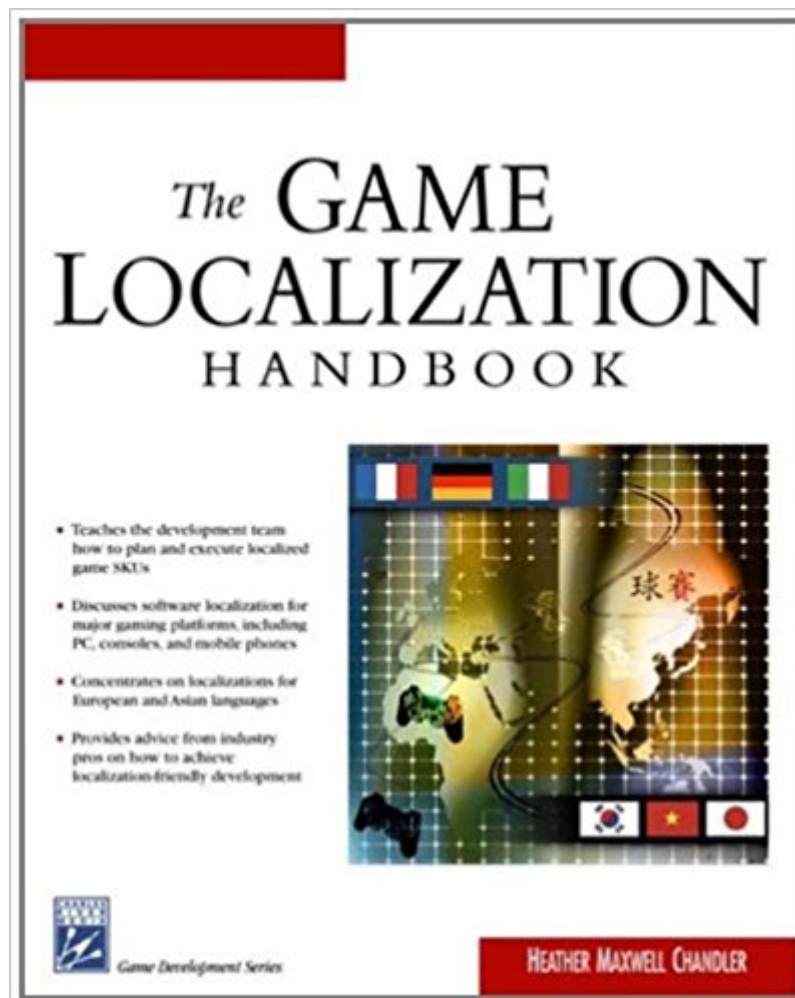




The book was found

The Game Localization Handbook (Charles River Media Game Development)



DOWNLOAD EBOOK

Synopsis

As games become more popular in international markets, developers and publishers need to know how to capitalize on these opportunities quickly. The Game Localization Handbook is a comprehensive guide to producing localized games for any platform. Written for producers, translators, development personnel, studio management, publishers, and anyone involved directly or indirectly with the production of localized games, the book provides insightful guidelines to all the tasks involved. The topics covered are divided into five main areas that provide details on the major aspects of game localization. The first part defines localizations and discusses how to start thinking in a global mindset. It provides a general overview of each phase of the localization process, including localization, internationalization, and software age ratings requirements. The next section discusses how to plan your localizations. You'll also find details on what pre-production tasks are required, along with specifics on creating localization-friendly code, working with third-party vendors, console submissions processes, and determining budgets, schedules, and staffing needs. Part three delves into the core of the production process and discusses what is involved in producing final, code-released localized versions. Practical information is also presented on organizing assets for translations, asset integration, and testing. The next section focuses on the tasks that happen after the bulk of the games localization is finished, including marketing, creating localized demos, and assembling localization kits. In the final part, you'll explore common localization pitfalls and ways to avoid them, including a case study of the localization of the Xbox version of Tom Clancy's Ghost Recon Island Thunder. If you're part of the development team tasked with localizing your games, this is a must-have resource!

Book Information

Series: Charles River Media Game Development

Paperback: 338 pages

Publisher: Charles River Media; 001 edition (October 2004)

Language: English

ISBN-10: 1584503432

ISBN-13: 978-1584503439

Product Dimensions: 9.2 x 7.3 x 1 inches

Shipping Weight: 1.5 pounds

Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #4,050,249 in Books (See Top 100 in Books) #25 in [Books > Computers &](#)

Technology > Programming > Software Design, Testing & Engineering > Localization #404
inÂ Books > Arts & Photography > Other Media > Video Games #2443 inÂ Books > Computers &
Technology > Games & Strategy Guides > Game Programming

Customer Reviews

I have now been on the production side of the game industry for about a year and a half now. Bought this book prior to starting my job. It is one of the very few books out there on the topic however, based on my current experiences I can say it's a tad out of date. If you just want to get an idea of what it's all about it's great for the building blocks. Many companies have their own terminology and methods so I feel it would be hard to spearhead details without breaking some sort of non-disclosure agreement but this book does a good job of explaining the bare bones and also supplying some helpful stories and illustrations. If you just got a job and are thinking: "HOLY MOLEY I know nothing of localization"-- don't worry about it. You probably won't until you're actually in the job (and it will be pain and agony for a bit), but if you want an idea of it all, this is a nice reference.

This book is very detailed and most topics you need to know to localize a game is explained here. Good investment to me!

Very clear. A must-have book if you work (or if you want to work) in the game industry.

a lot of management, less translation. planning, planning, legal field and planning again. good enough for me. also for romscene.

[Download to continue reading...](#)

The Game Localization Handbook (Charles River Media Game Development) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Macromedia Flash Professional 8 Game Development (Charles River Media Game Development) Game Developer's Open Source Handbook (Charles River Media Game Development) Game Writing: Narrative Skills for Videogames (Charles River Media Game Development) Social Media: Master, Manipulate, and Dominate Social Media Marketing With Facebook, Twitter, YouTube, Instagram and LinkedIn (Social Media, Social Media ... Twitter, Youtube, Instagram, Pinterest) Social Media: Master Strategies For Social Media Marketing - Facebook, Instagram, Twitter, YouTube & LinkedIn (Social Media, Social Media Marketing, Facebook, ... Instagram, Internet Marketing Book 3) ShaderX3: Advanced Rendering with DirectX and OpenGL (Charles River Media Graphics) Delphi

Programming with COM and ActiveX (Programming Series) (Charles River Media Programming)
GNU/Linux Application Programming (Charles River Media Programming) Illustrating with
Macromedia Flash Professional 8 (Charles River Media Graphics) Enhancing Indoor Localization
with Proximity Information in WSN: A novel way of enhancing indoor localization in wireless sensor
networks Localization in Wireless Sensor Network: An enhanced composite approach with mobile
beacon shortest path to solve localization problem in wireless sensor network RF-based Indoor
Localization in Sensor Networks: Localization Using Signal Fingerprinting Protocol for Wireless
Localization Systems: Communications Protocol for RF-based Wireless Indoor Localization
Networks Danielle Steel - 44 Charles Street and First Sight 2-in-1 Collection: 44 Charles Street, First
Sight Social Media: Dominating Strategies for Social Media Marketing with Twitter, Facebook,
Youtube, LinkedIn and Instagram: Social Media, Network Marketing, Book 1 Social Media:
Strategies To Mastering Your Brand- Facebook, Instagram, Twitter and Snapchat (Social Media,
Social Media Marketing) Social Media: Dominating Strategies for Social Media Marketing with
Twitter, Facebook, Youtube, LinkedIn and Instagram (social media, instagram, twitter, ... marketing,
youtube, twitter advertising) Multifamily Housing Development Handbook (Development Handbook
series)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)