11th Annual Glendon Graduate Student Conference in Translation Studies

TOOLS FOR VIDEO GAME LOCALISATION: A USER SURVEY

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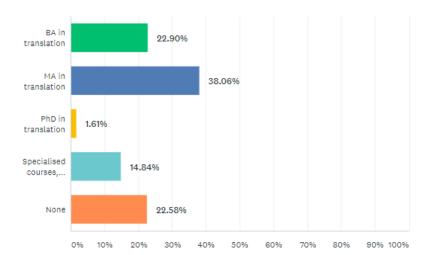
THE SURVEY

- Published the 10th of April and closed the 3rd of August 2020
- 620 complete answers out of 1000
- 46 questions, 19 pages
- 9 minutes & 62% completion rate
- Average age: between 25 and 34
- 113 different countries
- 16 main source languages
- 33 main target languages

PARTICIPANTS' PROFILES

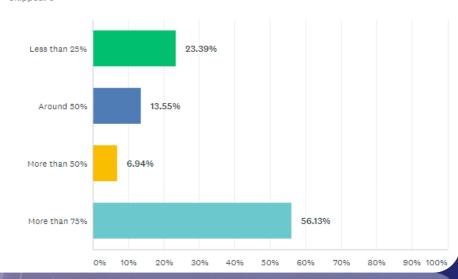
Have you received any formal education or training in translation?



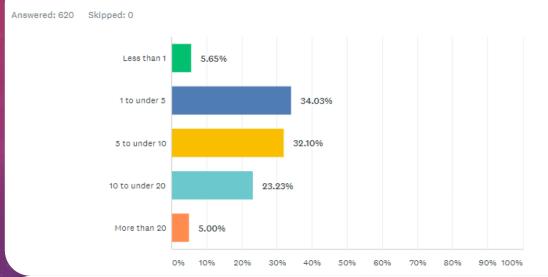


How much of your activity is in game localisation?

Answered: 620 Skipped: 0

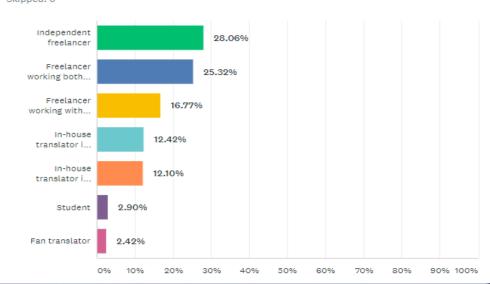


How many years of professional experience in translation do you have?



What is your type of employment as a video game translator?

Answered: 620 Skipped: 0

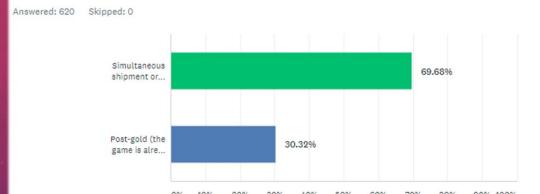


BUSINESS PRACTICES

	Access to reference material	Access to video files	Visual environment and maximum amount of characters
All types of contracts	76.61%	55%	29.68%
Independent freelancer	77.59%	48.28%	24.71%
Freelancer working with an agency	71.15%	45.19%	19.23%
Freelancer working both independently and with an agency	76.43%	41.40%	21.02%
In-house in a non- translation company	92.02%	89.33%	72.00%
In-house in a translation company	84.42%	81.82%	28.57%

BUSINESS PRACTICES

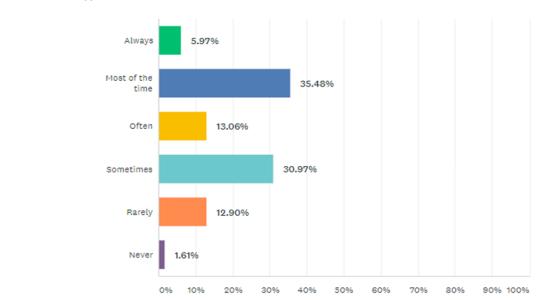


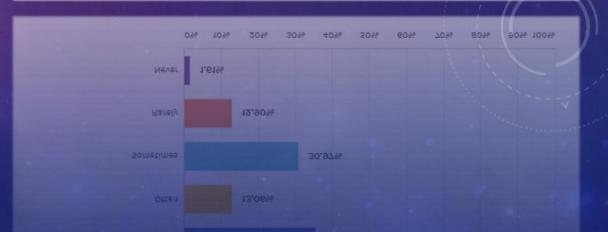




Do dialogues appear in order in the files you receive?







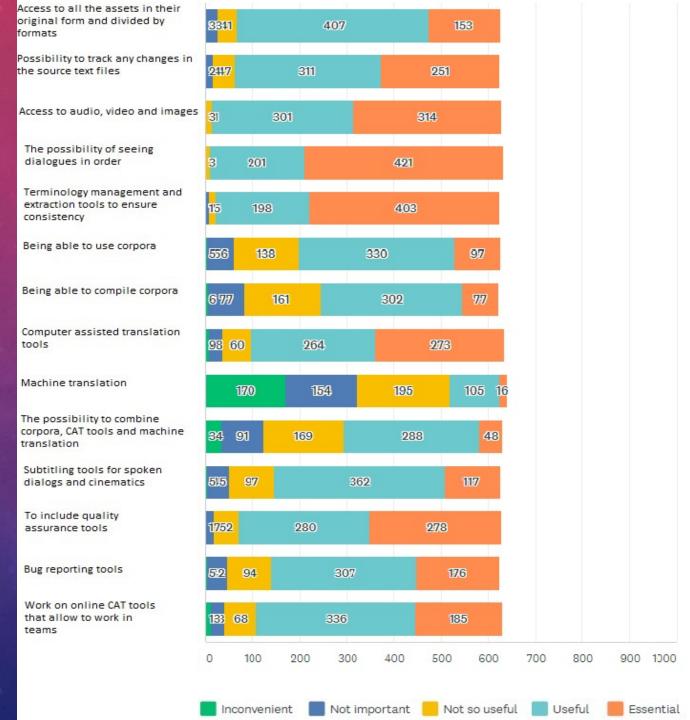
LOCALISERS' NEEDS AND ATTITUDES

Please evaluate the degree of usefulness of the following features and functionalities, which might be included in a comprehensive tool for video game localisation.

Answered 620 Skipped: 0

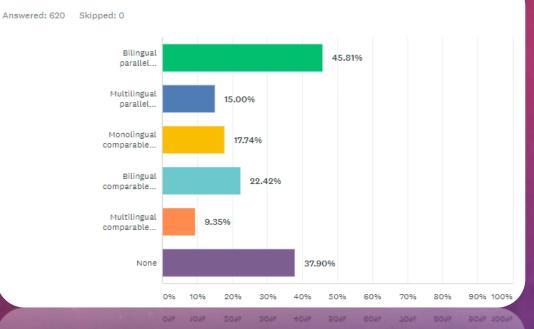
Answered 620 Skipped: 0

nd functionalities, which might be included in a comprehensive tool for video game localisation.

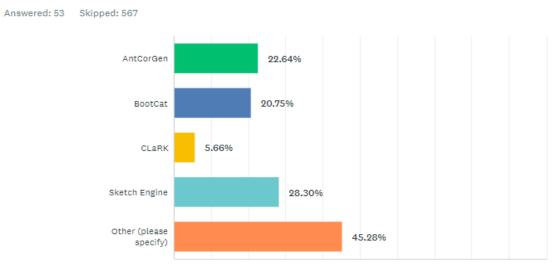


CORPUS

Which of the following types of corpora do you use?

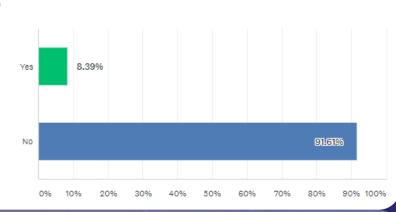


Which of the following corpus compilation tools do you use?



Do you use a tool for corpus compilation?

Answered: 620 Skipped: 0



AntConc (2)

MemoQ (10)

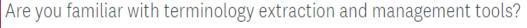
Equivalent in MemoQ or similar tools, and construction of TM Integrated in CAT tool

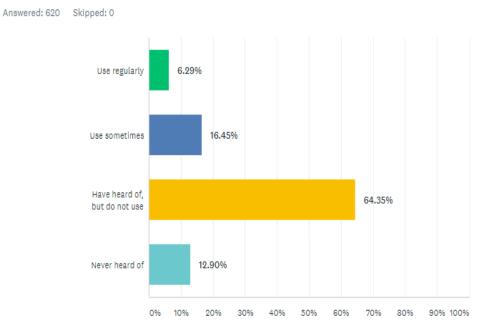
Generally built into the CAT tool being used on a given project. The game's translation memory as a corpus.

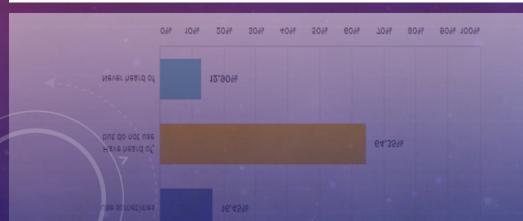
LiveDocs (2)

Python

TERMINOLOGY EXTRACTION AND MANAGEMENT TOOLS







Standalone terminology extraction and management tools

None: 86.77%

"Other": 5.97% (feature integrated in the CAT tool)

LogiTerm: 3.87%

Terminology extraction and management tools for corpora

None: 94.19%

"Other": 2.74% (feature integrated in CAT tool)

Intragloss: 1.61%

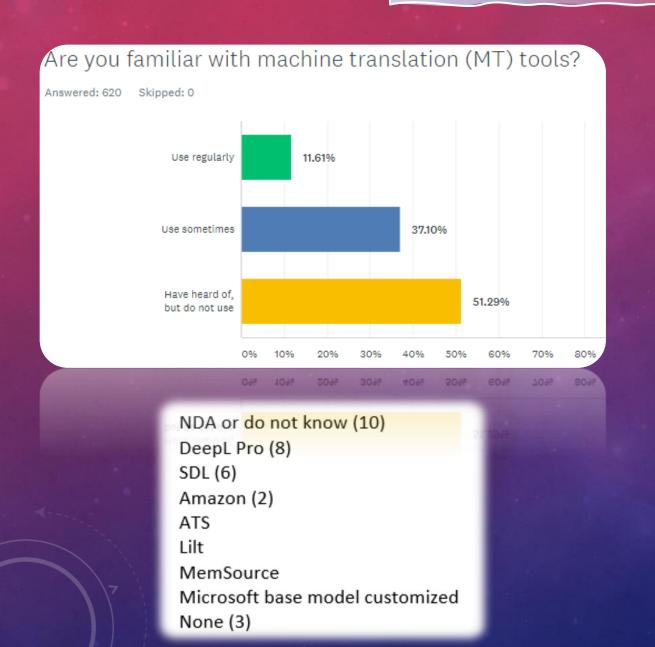
Terminology extraction and management tools for CAT tools

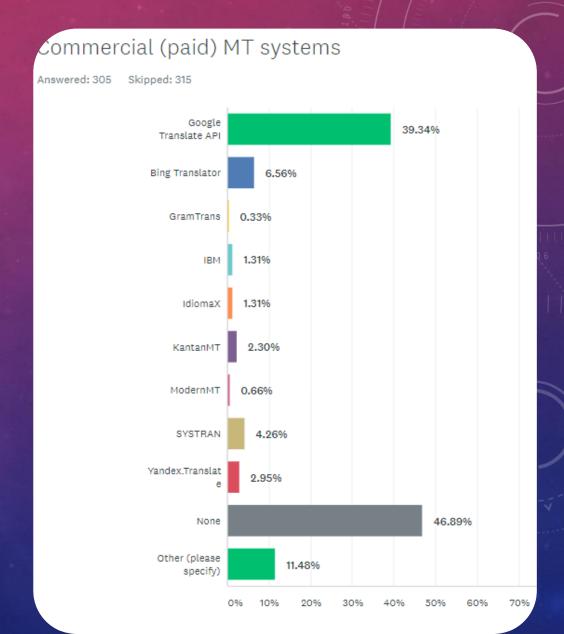
None: 63.39%

SDL MultiTerm Extract: 27.42%

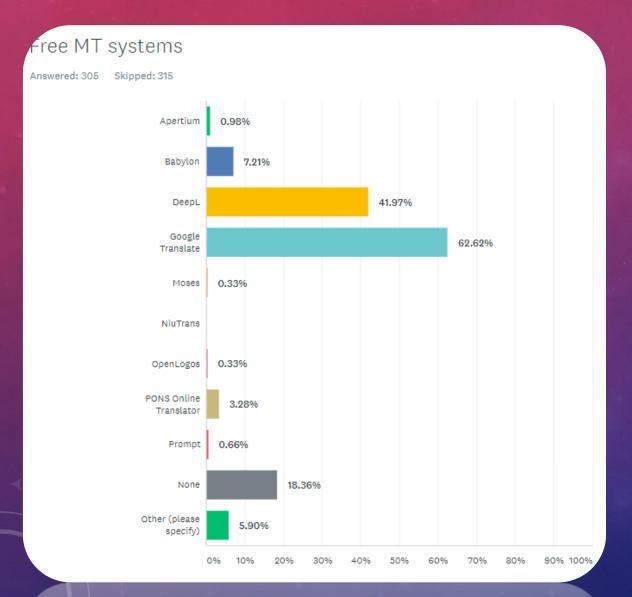
QTerm: 3.87%

MACHINE TRANSLATION





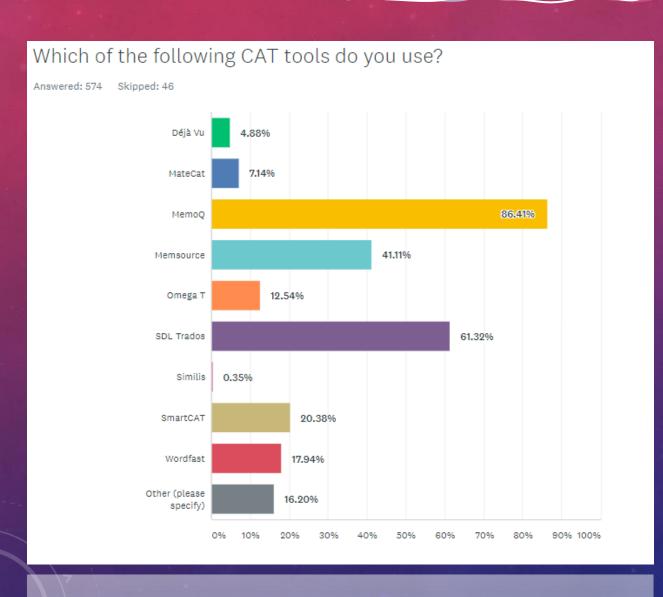
MACHINE TRANSLATION



NDA or do not know (2)
Crowdin MT (3)
Reverso (3)
Katò
MyMemory
Naver translation app
ReversoContext
SmartCAT MT
Lokalise MT
Lingohub MT
Weblio
Yandex

SmartCAT MT
Lokalise MT
Lingohub MT
Weblio
Yandex

CAT TOOLS



30% 40% 50% 60%

specify)

70% 80%

XTM (21) Wordbee (16) Crowdin (15) Smartling (8) LEAF (8) CafeTran (6) Across (4) Lingotek (3) Sisulizer (2) TWS (2) Transtool (2) Lokalise (2) Transifex (2) Translation Workspace Idiom **HMI Linguist** Lingohub Polyglot Lionbridge Cloud Translation Environment Message Studio (Nintendo) PhraseApp Weblate Transit **ATMS**

Lilt

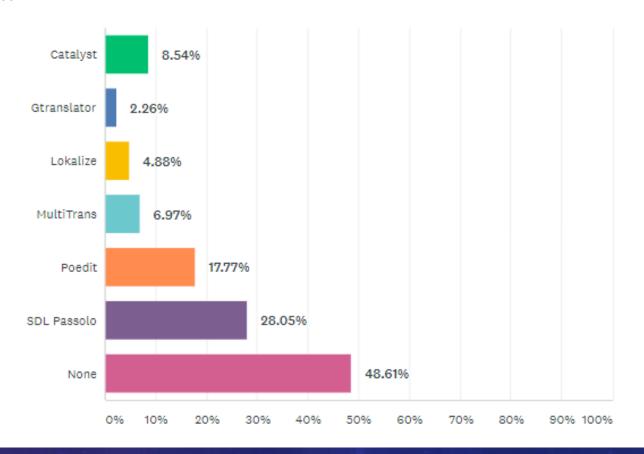
Additional Key features of the XLOC 6.5 update include:

- Enhancement of the QA "Suggested Translation" feature, allowing for quicker edits and helping prevent copy and paste errors
- A more user-friendly experience with new advanced search features, file dragand-drop functionality and 'upload image' capability
- Additional end user autonomy thanks to new 'Supervisor' user permissions
- Increased support for String IDs (RSID), filenames and usernames containing multibyte characters. Working around multibyte IDs will no longer be necessary and this will allow for even more seamless integrations of source files without additional customer work.

LOCALISATION TOOLS

Which of the following localisation tools do you use?

Answered: 574 Skipped: 46



90% 100%

BIBLIOGRAPHY

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