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Game Localization Handbook Second Edition - TruyenYY

She has contributed to the production of Apocalypse, Civilization: Call to Power, Heavy Gear 2, Sacred 2: Fallen Angel, and eight games in the Ghost Recon series. She's the author of The Game Production Handbook, Second Edition and Fundamentals of Game Development, also part of the Foundations of Game Development Series.

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Video game localization is the preparation of video game software and hardware for sale in a new region or country. Although translating the text is a large part of localization, the process includes any changes made to a game, including altering art assets, creating new packaging and manuals, recording new audio, transforming hardware, cutting out whole portions of the game due to differing ...

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