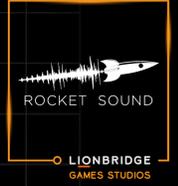




Multilingual Localization, LQA & English Audio Production

FOR
KOCCA





ABOUT LIONBRIDGE GAMES



LIONBRIDGE GAMES **FAST FACTS**

2,000+
Employees

21
Studios & Labs

32
Core Games
Languages

2,300+
Games Linguists
& Global Experts

3,000+
Games projects

150M+
Words localized
across 90 languages
(2021)

Lionbridge (est. 1996) created Lionbridge Games in 2013

Today, Lionbridge Games has offices, labs & studios across the globe, and is one of the fastest growing divisions of Lionbridge. We offer our range of services to game developers, publishers, platform owners, engine developers, and hardware manufacturers globally and at scale.

We Help the Industry Bring Games to Life

You're in good company with Lionbridge Games.



Our Services Span the Full Game Production Life Cycle

From design to release and global support

GAME PRODUCTION SERVICES

Production

- Original VO
- Sound Design
- SFX
- Music
- MoCap Support
- Facial Capture

Localization

- **Localization**
- Original VO
- **Localized VO**
- Creative Sound
- MT + Post Editing
- **Adaptation**
- **Geopolitical Review**
- **Narrative Design**
- Art & Media
- **Loc Engineering**
- **Language Quality**

Test

- Functional Testing
- Compatibility Testing
- Performance Testing
- Certification Testing
- **Localization Testing**
- In-Region Testing
- Accessibility Testing
- Test Engineering
- Test Automation
- Crowd Testing

Marketing

- Marketing Content
- **Marketing Localization**
- Web & App SEO/SEM
- Market Testing
- Legal Localization
- Business Intelligence

Player XP

- Player Support
- Community Engagement
- Player Behavior

Media

- Event Support
- Interpretation
- **Video Subtitling**
- Desktop Publishing
- **Trailers**
- Artwork and Cartoons

Rich Data Environment for Customer Dashboards and Insights

Localization: Everything You Need

Our full-spectrum Localization Services in simple integrated bundles.



Localization is the core of our business.

Our Localization/Audio/LQA Integrated Service brings additional focus on your quality and delivery priorities – with none of the hassle.

Translation

- Adaptation
- Geopolitical Review
- Narrative Design
- Art & Media
- MT + Post Editing
- Loc Engineering
- Language Quality

Audio

- Localized VO
- US VO Re-Creation
- Creative Sound
- Music & Songs
- Sound Design
- SFX
- MoCap Support
- Facial Capture

LQA

- Certification Testing
- Localization Testing
- In-Region Testing
- Accessibility Testing
- Test Engineering
- Test Automation
- Crowd Testing

Style Guides Cutscene Mixing Geopolitical Review Mastering File
Format Transformation Art Localization String Management Star Talent
Facial Capture Script Polishing In-Country Market Testing Songs
Humor Review Script Adaptation FX Creation Script Polishing
Tag Management



Quality is at the Heart of our Culture

Delivering great games experiences to players takes experience.

Expertise

Quality starts with experts

Our teams are hand selected for their passion, expertise and depth of experience in their respective games production field, from Localization to VO to QA and beyond.

Processes

Ingrained and well-worn

Integrated processes, tools & BI, routine auditing, bug scoring, and other safeguards ensure you receive only the best from Lionbridge Games.

Analytics

Integrated data intelligence

We pay careful attention to operational instrumentation to identify issues and trends before they create a problem.

Partnership

We are all part of a team

Quality is a team sport. Our teams work with yours to understand your quality goals and implement outcome-oriented measures.

We care about your players

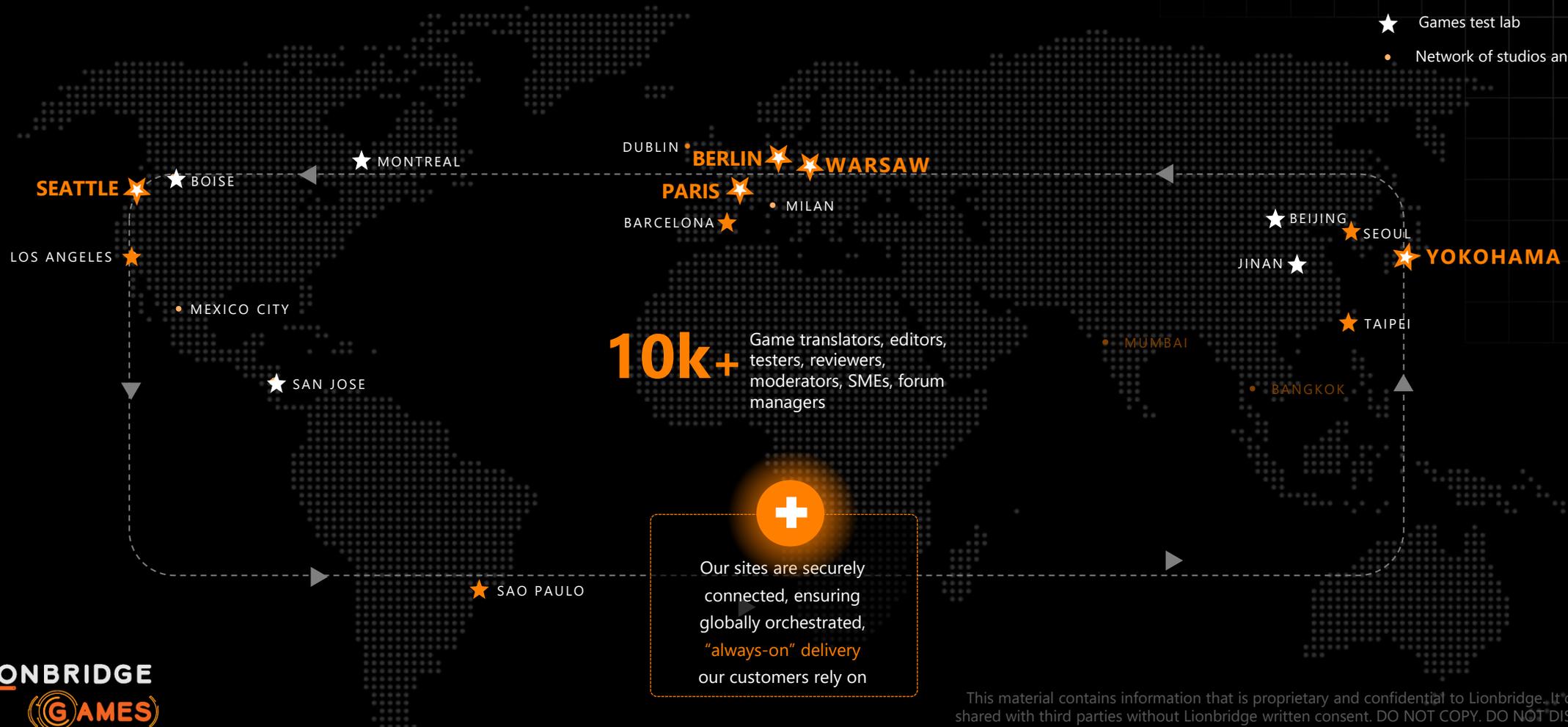
We are committed to provide great experiences to players around the world. Why do we care so much?

Because we're players too.

Our Global Footprint & Operational Model

21 production studios & labs in key games markets & regions, in close proximity to customer's studios.

- ★ Games Program Management hub
- ★ Games production studio
- ★ Games test lab
- Network of studios and labs





OUR SOLUTION:
TRANSLATION

Lionbridge Games Translation Services

Games Localization Project Management Expertise

Years of experience have taught us what to look for when evaluating games projects - file formats, markups, tagging, text reformatting, genders, pluralization and more. We ensure that there are no surprises downstream.



Cultivated Games Community

Every team member assigned to your localization project is a gamer. This includes our scalable, expert games translation community, built up over decades. We bring the right talent to your projects, leveraging deep genre and brand knowledge at every step.



Maximizing Technology & CAT Tools

We develop and leverage advanced technology throughout our operations. Our cloud-based language technology stack for Games is based on memoQ, but our teams can work with any existing in-house translation management system or commercial CAT tool on the market.



Language Quality Obsessed

The best quality and creativity starts with recruitment and training, which is a continuous process within Lionbridge Games. We apply automated inspections, human auditing and expert review to deliver localized products meeting consistent quality levels, across any platform and to the most fanatical player bases.



Linguists, SMEs & Project Assignment

Our linguist database lies at the core of our ecosystem.

Screening

Candidates undergo a thorough testing phase before being onboarded to our games database.

Candidates must present a proven track-record in the Subject Matter to qualify for SME selection.

Areas of Expertise

- GENERAL
- ACTION
- ADVENTURE
- EDUTAINMENT
- FIGHTING
- RPG
- STRATEGY
- CASUAL

Capturing

We select recruits based on prior work experience and affinity with the specific IP/subject matter at hand.

The database provides full profiles, ratings/tiers based on past experiences (including genre), quality ratings and a history of all projects worked on. One example is the Service Quality Feedback feature.

Training

New additions to the team participate in project kick-offs and are supplied with all relevant background material, followed by a close-guidance period.

Technical training is provided when needed (CAT tool included).

Gaming-specific training to bring new resources to bring new resources to Games.

Quality Control

Newcomer work is reviewed by experienced editors, who supply feedback to help them grow.

Linguistic Quality Inspection (LQI) results are linked to the linguist's profile. Areas for improvement trigger corrective actions.

Retention

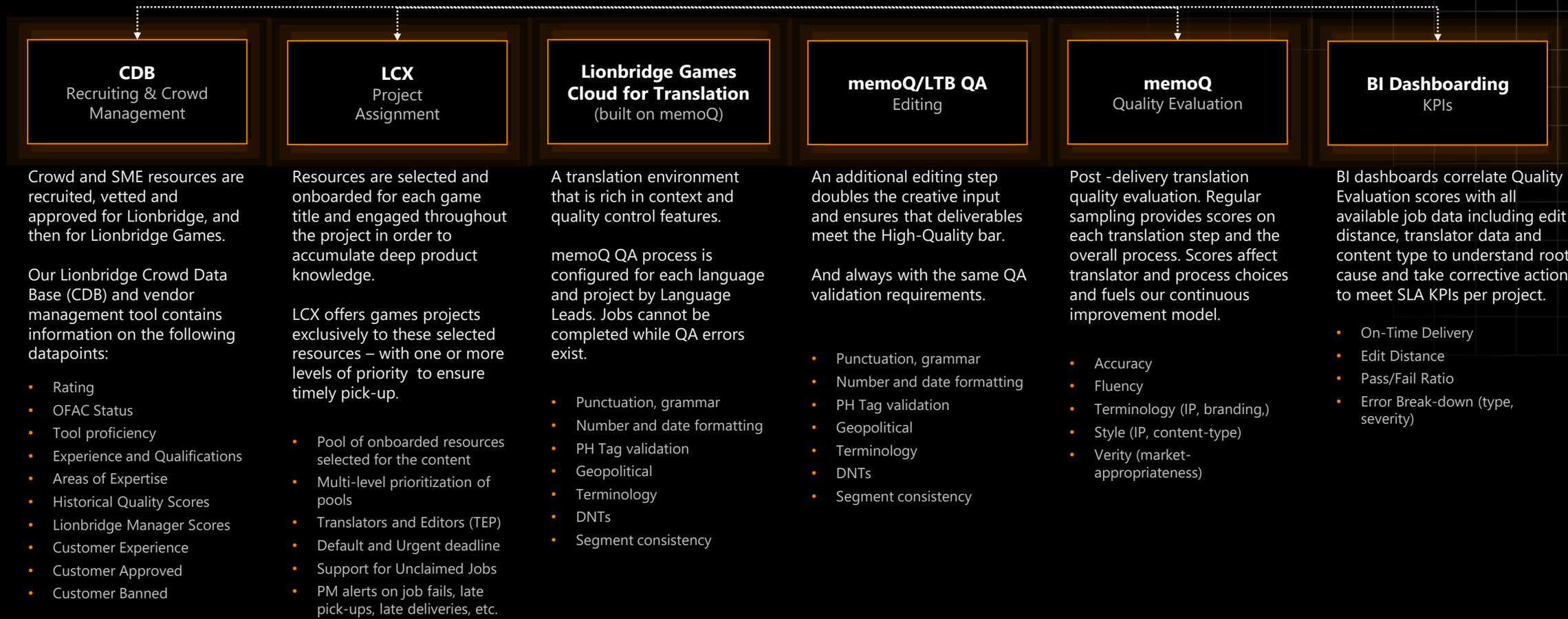
Our long-term relationship with our linguist crowd is rooted in regular communication, regular training programs, fair distribution of work, simplified invoicing system and timely payments.

Over time, we transition top reviewers into SME roles.



Quality Management at Every Step

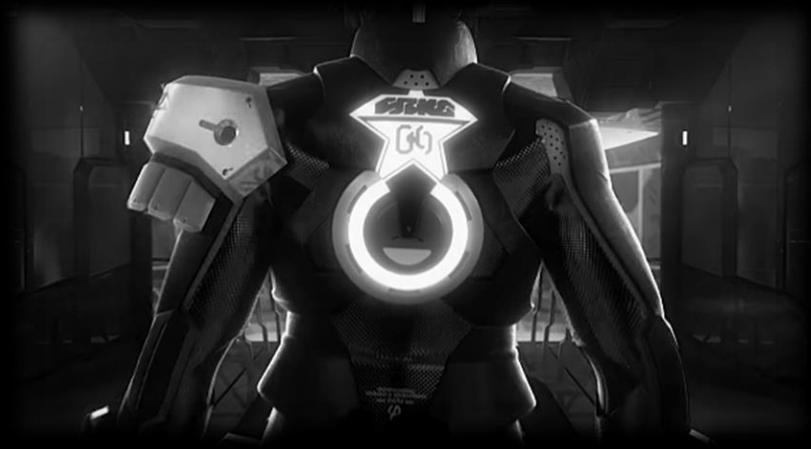
Customer Success and Player Experience baked in from start to finish, driven by AI.



CASE STUDY

Phantasy Star Online 2

EAST TO WEST LOC, AUDIO & LQA EXPERTISE AT SCALE



Overview

SEGA contacted Lionbridge Games for support with their MMORPG title Phantasy Star Online 2 (PSO2). PSO2 launched in Japan in 2012, with 5 episodes already released. SEGA needed an experienced partner that mastered localization of high volumes of text, as well as English Audio Production for Games, from start to finish. Lionbridge Games was selected for our deep experience in games localization and recording, and the ability to provide continuous, scalable support across multiple services.

Our Solution

Services: Narrative Design, Localization, LQA, English Audio Recording, Music Production, Audio Engineering, Loc & Audio Project Management

Languages: Japanese > English US

Studios & Labs: Yokohama, Los Angeles, San José

Lionbridge Games centrally managed the PSO2 project from Yokohama, Japan, which was beneficial for communication in Japanese in the same time zone. East to West (Japanese to US English) Narrative Design support was included as a service: our narrative design team analyzed the story, narrative and script, supported with the creation of a style guide, provided overall localization direction and reviewed and adapted final localized content to achieve the optimal quality for the title and target audience.

The Yokohama localization team worked in close collaboration with the Rocket Sound audio team, ensuring project cohesion throughout. The project team benefitted from the studio's deep knowledge of English voice recording with Japanese language as the source, along with its broad capabilities ranging from casting to mastering to music production.

Despite a very tight project schedule and massive scope, Lionbridge Games delivered English Localization, English Audio Recording and LQA successfully and on schedule. The team localized several million Japanese characters into English in less than a year. The game's Live Ops are ongoing, with Lionbridge's global games team offering continuous support across all service lines.

4M+

Japanese into
English Characters

512

Studio hours

70

Voice Actors

3

Songs, dubbed &
recorded

10.8k

Test Hours (since
2019, and counting)

CASE STUDY

Lost Ark

MASSIVE PROJECTS CALL FOR SCALABLE EXPERTISE

Our Solution

Services: Narrative Design, Localization, LQA, Original EN VO, Loc VO, Music Production, Loc & Audio Engineering, Loc Project Management

Languages: Korean > English US > French, German, Castilian Spanish

Studios & Labs: Seattle, Paris, Berlin, Barcelona, Warsaw

Lionbridge Games pulled together a narrative design team for East to West (Korean to English) localization & English original VO recording (including 5 songs!). The process included polishing and rewriting ~2M words previously translated English content. Over the course of two years, dedicated project teams (200+ team members across all service lines) delivered 3M+ words working with the best games talent on the market (including Broadway singers!). The Lionbridge Game Cloud for Translation & Audio, managed by our Engineering & Audio teams, created an environment that enabled the project teams to meet major milestones, at often short turnaround times. The game's Live Ops are ongoing, with Lionbridge's global games team offering continuous support across all service lines.

3M+
Words Localized

200+
Loc Experts

15k
Voiced NPCs

21k
Test Hours

"We are launching [Lost Ark] in each supported locale with more than 3 million words of text and 15,000 voiced NPCs, and the game is getting bigger every day. [...] Our entire in-house localization team (and partner Lionbridge) did a fantastic job rising to the occasion bringing the world of Arkesia to life."

Andrew Vestal - Head of Localization, Amazon Games

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MICRO STUDY

ARENA OF VALOR



MICRO STUDY

王者荣耀

(Honor of Kings)

Problem

Arena of Valor is the Western adaptation of Honor of Kings or Kings of Glory for markets outside mainland China. The game’s publisher, Tencent, was faced with the issue of making the game more appealing to Western audiences.

Solution

Narrative Design was used to redesign the world, story, and characters of Honor of Kings so that they would be more appealing to Western audiences.

DC Comics characters were integrated with the Arena of Valor game—and this process was managed through narrative design

Outcomes

Delivered results on time and within budget, receiving compliments from Tencent on both the quality and attention to detail in our testing



Problem

An esteemed creator of game trailers, Blur Studio, was tasked with creating a story trailer for Tencent’s worldwide hit Honor of Kings. Blur turned to Lionbridge Senior Narrative Designer Kendall Deacon Davis to help them understand the game and create a strong story for the trailer.

Solution

Engage narrative design process to extrapolate the core values of the game IP.

Utilize story documents to define character desires and motivations, then integrate these into a seamless story for the trailer.

Outcomes

Successful trailer launch with high engagement.

A 3D rendered character with a determined expression, holding a glowing orb. The character has a white, angular face with large, dark eyes and a slight smile. The orb is bright and glowing, with a textured surface. The background is dark and features a grid pattern.

**OUR SOLUTION:
ENGLISH AUDIO
PRODUCTION**



OUR CAPABILITIES ARE GLOBAL

With our network of studios in the Americas, Europe, and Asia, we can deliver our suite of **integrated recording & mastering services** in close proximity to our customers and target markets

And by leveraging our secure unified infrastructure and universal project management we provide always-on-time delivery upon which you can rely

Lionbridge Games Audio Services

Proven Expertise

Our global audio production teams work in unison with customer's studios to deliver quality on countless **AAA IPs**, with the best talent in the industry.

For the EN Audio Recording RPG project at hand: our team in LA has already worked on various game titles and is ready to give a voice to existing and new games characters.



Delivery Risk Management

Our tech and BI approach for audio production grants decision makers the advantage of our unique cloud-based recording platform which brings **transparency** and **predictability** into the audio recording process.



Leaders in Quality & Innovation

Thanks to our interconnected **Lionbridge Games Cloud for Audio platform**, and processes managed by our **Audio Quality Manager**, we manage any project scale, delivering quality recordings, globally.



VO that Resonates Around the World

We take pride supporting VO production for top development teams from East to West.

SQUARE ENIX®

SEGA®

FRONTIER



CAPCOM



PHOSPHOR



INK STORIES
NEW YORK CITY



ACTIVISION®



AAA English Dialogue

Our recording studios in L.A.
Located in Los Angeles, with access to the best of Hollywood's voice and production talent.

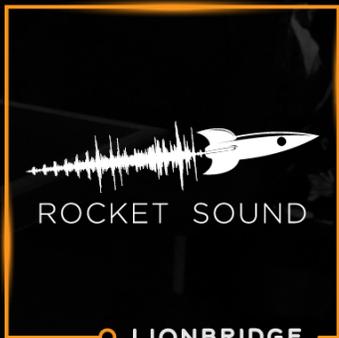
A one-stop solution from casting to clean & leveled files ready to be integrated into your game. We'll source performers, including A-list talent, and handle all the logistics so you can pour your energy into crafting the best player experience.

Meet Tom Hays!

Tom is a sound designer & musician, who spent his career raising the quality bar for sound in games.



Tom runs our Rocket Sound studio, where he and his experienced team have worked together for years recording English audio & sound for some of the most renowned game franchises, as well as animated series and features.



LIONBRIDGE
GAMES STUDIOS



With the Toolset to Bring your Scripts to Life

Capture stellar VO and Facial performances for realistic storytelling.

Microphones

- Neumann U87ai
- Neumann RSM191 stereo shotgun
- Neumann TLM103
- DPA 4060 and 4061 lavaliers
- Schoeps CMC6 Hypercardioid

Facial capture

- Faceware HMCs (other models available on request)
- Proprietary facial video capture setup (does not require any HMCs)

Studio A

- Booth size: 17' x 20' x 11' (suitable for ensemble recording)
- Preamps:
 - Avalon VT737SP
 - Focusrite MP8R 8-channel
- Pro Tools via Rednet (Dante) network
- Video recorder: KiPro Ultra Plus 4-channel 1080P / 1-channel 4K video recorder

Studio B

- Booth size: 10' x 8'
- Preamp: Avalon VT737SP
- Pro Tools HD

Miscellaneous

- Remote recording via Skype and Source Connect, with flexible routing of audio and video
- 4-channel Lectrosonics wireless kit
- Easy access to LA's rental shops for any specific gear



Your Destination For East to West Audio Localization

Your characters and the world they live in are pivotal to your game's story. Depth of experience, well-honed processes and the right technology are critical to ensuring nothing detracts from the experience you create for your players.

Comprehensive audio services

- Original English Audio Production
- Performance Capture Support
- Facial Video
- Field Recording

Access to the best talent

- L.A. is the bedrock of award-winning audio talent
- Largest pool of AAA acting talent in the world
- We'll manage all the intricacies of SAG-AFTRA and non-union buy-outs so you don't have to

State-of-the-art recording studios

- Purpose-built for video games
- Ready to support complex setups, ensemble and remote recording
- Outfitted with industry standard, cutting-edge technology
- SAG-AFTRA approved and COVID-19 compliant

Experienced production

- In addition to the best actors, voice directors and production staff are chosen to match your project requirements, intention and vision
- We'll make sure your game sounds fresh and stands out for all the right reasons

East to West Audio Localization

- Deep experience recording VO for Japanese & Korean to English projects
- In addition to original English for Japan developed games
- In-house techniques for duration, matching, dubbing and other specific requirements related to JP>EN VO projects
- Japanese speaking studio contacts

Powered by Lionbridge Games Cloud

Capture stellar narrative and audio for realistic storytelling.

Our unique localization & audio production platform brings global teams together to collaborate in real-time and provides clear visibility into the status of every project, character and audio line.

- Global real-time data
 - Collaboration across teams
 - Automation features including STT
 - Track the status of every line
 - Script Management
 - Project Health Gauges: Progress, Readiness, Issues
- ✓ Easier Collaboration & Communication
 - ✓ Reduce Bugs
 - ✓ Improved Oversight & Scheduling
 - ✓ Smoother Studio Experience

The screenshot displays the Lionbridge Games Cloud interface, divided into two main sections: a script table and a project console dashboard.

Script Table (en-US [1 row(s)]):

#	STATUS	Scene	Script Filename	Speaker	Constraints	Int.
10	PREPROD	Scene 1	KEEGAN_4310_00060	Emile	SS	
11	PREPROD	Scene 1	MAC_4310_00070		SS	
12	PREPROD	Scene 1	PILOT_4310_00118	Dong	SS	
13	PREPROD	Scene 1	PILOT_4310_00119	Dong	SS	(to herself)
14	PREPROD	Scene 1	MAC_4310_00200	Monty	SS	(sarcastic)
15	PREPROD	Scene 1	PILOT_4310_00125	Dong	SS	
16	PREPROD	Scene 1	KEEGAN_4310_00130	Emile	SS	
17	PREPROD	Scene 1	MAC_4310_00140	Monty	SS	
18	PREPROD	Scene 1	LAHNI_4310_00150	Jaspa	SS	
19	PREPROD	Scene 2	TAK_4410_00120	Tomek	SS	
20	PREPROD	Scene 2	MAC_4410_00110	Monty	SS	(laughing)
21	PREPROD	Scene 2	LAHNI_4410_00110	Jaspa	SS	
22	PREPROD	Scene 2	MAC_4410_00111	Monty	SS	(laughing)
23	PREPROD	Scene 2	MAC_4710_00002	Monty	SS	
24	PREPROD	Scene 2	MAC_4710_00004	Monty	SS	
25	PREPROD	Scene 2	MAC_4710_00006	Monty	SS	
26	PREPROD	Scene 2	MAC_4710_00010	Monty	SS	
27	PREPROD	Scene 2	LAHNI_4710_00020	Jaspa	SS	
28	PREPROD	Scene 2	KEEGAN_4710_00030	Emile	SS	
29	PREPROD	Scene 2	MAC_4710_00040	Monty	SS	(laughing)
30	PREPROD	Scene 2	KEEGAN_4710_00045	Emile	SS	
31	PREPROD	Scene 2	MAC_4710_00050	Monty	SS	
32	PREPROD	Scene 2	KEEGAN_4710_00050A	Emile	SS	
33	PREPROD	Scene 2	MAC_4710_00070A	Monty	SS	
34	PREPROD	Scene 3	LAHNI_4710_00080	Jaspa	SS	
35	PREPROD	Scene 3	MAC_4910_00010	Monty	SS	
36	PREPROD	Scene 3	KEEGAN_4910_00020A	Emile	SS	
37	PREPROD	Scene 3	HOFF_4910_00050	Lukasz	SS	

Project Console (en-US [1 row(s)]):

Project Content:

- Progress: 99.80%
- Readiness: 0.00%
- Issues: 0.15%

Language and Code: English (United States) - en-US

Recording Type: None 0.1%

Summary Statistics:

Target	Actual
Target Language Count	1
Target Talent Count	53
Target User Count	10
Target Speaker Count	200
Src Line Count	24.96K
Src Word Count	14.5K
Src Media Count	24.73K
Src Media Duration	1:52:27
Target Line Count	24.96K
Target Word Count	26.1K
Target Media Count	24.72K
Target Media Duration	0:4:49

Breakdown:

- Line Count and Word Count by Status: NotRecorded, Recorded, Delivered
- Line Count and Word Count by Target: VO, TC10
- Line Count and Word Count by Recording Type: VO, TC10, None
- Media Count and Duration by Recording Type: VO, TC10, None

English Audio Production Experience

Lost Ark (2022) - Casting | Directing | Voice Recording | Music Direction and Editing | Editing & Asset Management

Rogue Company (2021) - Casting | Directing | Voice Recording | Editing & Asset Management

The Voice of Cards: The Isle Dragon Roars (2021) - Casting | Directing | Voice Recording | Editing & Asset Management

Phantasy Star Online 2 (2020) - Casting | Directing | Voice Recording | Music Direction and Editing | Editing & Asset Management

Gigantic X (2019) - Casting | Directing | Voice Recording | Editing & Asset Management

Gears 5 (2019) - Voice Recording | Facial Video | Performance Capture | Editing & Asset Management

Astral Chain (2019) - Casting | Directing | Voice Recording | Editing & Asset Management

Bloodstained: Ritual of the Night (2019) - Casting | Directing | Voice Recording | Editing & Asset Management

Blade II (2019) - Casting | Directing | Voice Recording | Editing & Asset Management

Wolfenstein II: The New Colossus (2017) - Voice Recording

Lawbreakers (2017) - Editing & Asset Management

Final Fantasy XV (2016) - Casting | Directing | Voice Recording | Editing & Asset Management

Gears of War 4 (2016) - Casting | Voice Recording | Editing & Asset Management

Mobius Final Fantasy (2016) - Casting | Directing | Voice Recording | Editing & Asset Management

Hitman (2016) - Casting | Directing | Voice Recording | Editing & Asset Management

Let it Die (2016) - Casting | Directing | Voice Recording | Editing & Asset Management

Mighty No. 9 (2016) - Casting | Directing | Voice Recording | Editing & Asset Management

Screamride (2015) - Casting | Directing | Voice Recording | Editing & Asset Management

Middle Earth: Shadow of Mordor (2014) - Mocap / Performance Capture Recording



OUR SOLUTION:
LQA

Lionbridge Games LQA Services

Proven AAA LQA Expertise

Every world-class game needs world-class localization quality assurance. Our global LQA teams work in unison with the world's top publishers and developers and are entrusted to test the most anticipated **AAA IPs**.

Our scalable LQA teams were built up over decades, ensuring that we bring the right talent to your projects, leveraging deep expertise at every step.



Globally Connected & Secure

Our LQA services are delivered by native speaking testers from **secure labs** in key regions around the world where we have access to many language pairs.

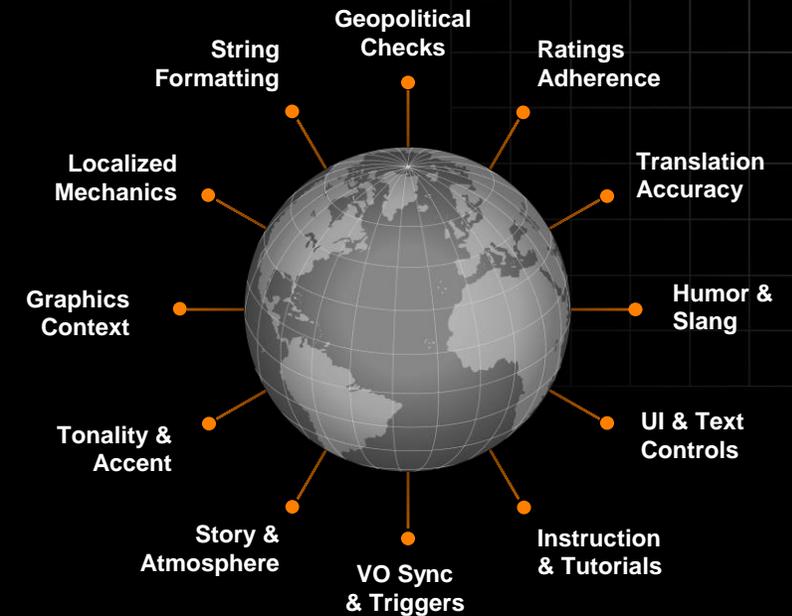
We ensure our people, processes, networks and premises are continually tuned to protect your valuable IP.



Data Driven Test Execution

Our continuous investment in BI and analytics:

- ✓ Brings increased service visibility
- ✓ Provides more detailed dashboard reporting
- ✓ Exposes additional areas for operational efficiencies
- ✓ Identifies key trends and opportunities
- ✓ Help to inform your team in their business decision making.



Our Global Onboarding & Training Program

Core Training for new hires

- Security
- Introduction to LQA Games Testing
- Bug Writing
- Lionbridge Global Learning

Supplemental online courses

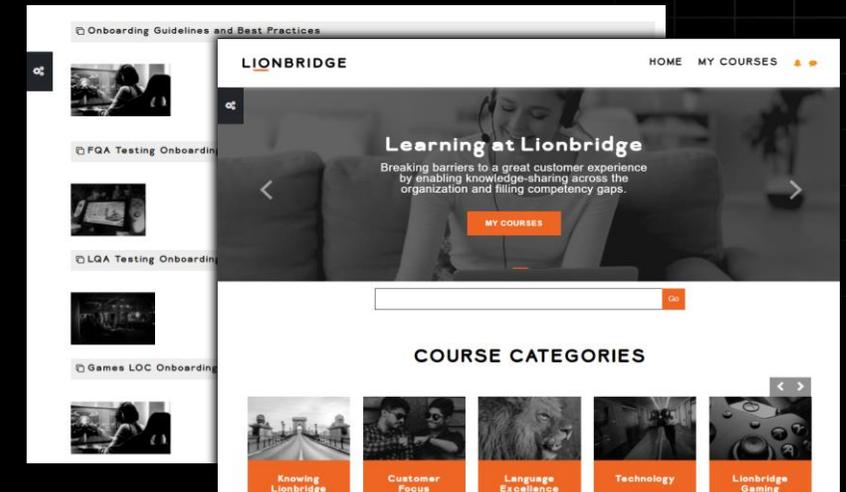
- Testing Fundamentals
- Types of Testing
- Test Case Development
- Testing Techniques
- Test Management & Control
- Defects & Agile
- Advance Testing Topics

Onboarding “Customer Specific Title”

- Section 1
 - Project specific tools and workflows
 - How to guides by platform
- Section 2
 - Deeper dive into Tools
 - Game playthrough starts
- Section 3
 - Test cases and task workflow
- Section 4
 - Design documentation
 - Game walkthrough complete
- Section 5
 - LQA overview
 - Continued game familiarization

Mentoring

- Tasks assigned to testers
- Experienced tester or lead reviews bugs and provides ongoing feedback



We Believe in Transparency and Accountability

Beyond daily chatter across team collaboration and communication channels, you can rely on our formal reporting to keep you and your teams well informed.

Daily Status

This daily report consolidates end of shift data as applicable, and highlights key metrics, progress as well as surging and blocking issues

Weekly Rollups

This end of week report includes a rollup of the week's activities, weekly staff metrics, quality score-carding as well as weekly engagement metrics, subjective assessment of project state and key foci for the next week

Monthly Rollup

This end of month report includes a rollup of the month's activities, a full suite of delivery metrics, invoicing summary, and other key financial data

Quarterly Business Reviews

Lionbridge Games will schedule Quarterly Business Reviews with all parties to discuss progression and obstacles over the past quarter, history of metrics changes, future improvements, etc.

A light variant of this meeting can be arranged monthly to ensure we are continually aligned

Resourcing Flexibility

Making a game is rarely a straight line – we're nimble.



Lulls

There will be times when the plan made sense, but there's just no reason to test – we'll do our best to scale down and make your testers available at a later date.

We can use the lulls for:

- Training / Cross-training
- Improvement Initiatives
- Research Projects
- Innovations
- Etc...



Surges

There are times when a project needs more eyes than planned – whatever the reason, we're used to turning up the volume quickly

We have options:

- Borrow from other projects with genre or IP similarity
- Pull from our off-cycle bench and hire quickly
- With awareness, engage recruiting and hire resources in 1-4 weeks, depending on role.



Overtime

Sometimes, overtime is a necessary evil and one that our testers are aware of and willing to sign up for

Overtime is defined as anything in excess of 8 hours in a 24 hour period:

- Standard OT is billed at 1.5X the normal rate.



Off-hours

Sometimes it works better to have more overlap with your offshore team - we can run shifts in those cases

- We can run a later shift, or a graveyard shift in many of our locations with little impact to price
- We can spin up teams in multiple locations and follow the sun

We Are Safe And Sound

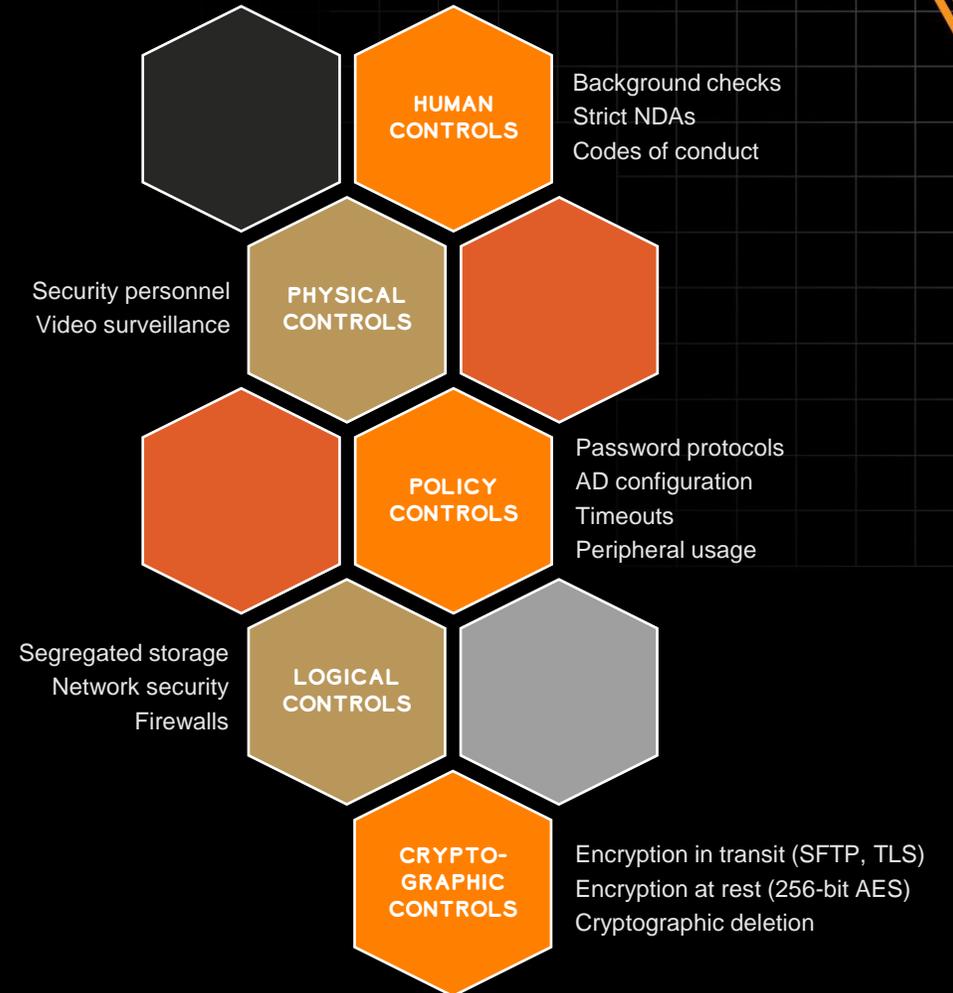
Secure in our studios and labs, secure at the core.

Security is paramount.

Lionbridge has deep experience in the provision of secure solutions for highly-protected games and franchises. A wide range of measures ensures the security of your data.

Our approach is multidisciplinary, encompassing physical security, IT policy, cryptographic controls and HR activities.

Our labs were built following **ISO-27001** and **ISO-27701 certification standards**. We ensure our people, processes, tools, networks and premises are continually tuned to protect your valuable IP while fully complying with GDPR and other regional data privacy regulations. Our attention to detail and commitment to proactivity are the foundation of a **singular focus on security and privacy**.



Localization & LQA Experience - Examples



CAPCOM

SQUARE ENIX®

SEGA®

MARVELOUS!



US-English

- Final Fantasy: Crystal Chronicles (RPG)
- Final Fantasy Legends II (RPG)
- Shenmue 3 (Open world action adventure)
- Phantasy Star Online 2 (MMORPG)
- Major IP games (Action RPG)
- + more

Traditional Chinese

- JPPG, Action RPG, Major IP casual game as a Japanese source
- Critical Ops : Reloaded (FPS)
- Game of Thrones (Strategy game)
- Remothered (Survival horror game)
- + more

Simplified Chinese:

- JPPG, Action RPG, Major IP casual game with Japanese as source language
- God & Monsters (Action game)
- Critical Ops : Reloaded (FPS)
- Ghost Recon-Breakpoint (Action shooting)
- + more

French & German

- Final Fantasy: Crystal Chronicles (RPG)
- Major IP games (Action RPG)
- Lost in Ark (MMORPG)
- Mass Effect: Andromeda (Action RPG)
- Middle-Earth: Shadow of Mordor (Action RPG)
- + more

Korean

- JRPG
- Major IP games (Action RPG)
- League of legend (MOBA)
- Valorant (FPS)
- Fortnite (TPS)
- + more



ADDITIONAL CASE STUDIES

CASE STUDY

Machine Zone

GLOBALLY INTEGRATED LIVE OPS



Overview

Machine Zone (well-known for freemium mobile MMO strategy games) was looking for a partner to optimize and automate localization workflows for daily in-game as well as blog content for multiple languages, to support continuous live ops and player engagement goals. The workflow required a solution to manage differing scope per locale and varying volumes, 7 days a week, 365 days per year.

Our Solution

Services: Localization

Languages: Up to 13 (French, Italian, German, Spanish, Latin American Spanish, Brazilian-Portuguese, Simplified Chinese, Traditional Chinese, Japanese, Korean, Arabic, Russian, Turkish)

Studios & Labs: Berlin, Warsaw, Global teams

Our program for Machine Zone started in 2019 and has grown in scope over the past 3 years, now including support for several game titles. Localization runs like a machine, thanks to optimizing the full localization pipeline and incorporating LQA testing feedback in the process.

Rapid turnaround is possible through extreme automation and industry-focused innovation, resulting in minimal manual file management. The setup ensures providing global teams in different time zones the maximum amount of time possible to achieve predetermined quality levels for localization, in extremely short turnaround times.

200+

Monthly Loc.
Handoffs

92k+

Monthly Words
Per Language

12 hr.

Loc. Turn-Around
Time

CASE STUDY

The Minecraft Franchise

GLOBALLY INTEGRATED LOCALIZATION AT SCALE



Overview

Minecraft is not only one of the biggest games ever, it's also an educational tool. It's available on 14 platforms in 31 languages and sees over 125 million active monthly players. Microsoft needed support on a truly global scale, from a partner who could grow with plans for expansion.

Lionbridge Gaming provides always-on managed services developed over six years including functional and localization QA, localization and content certification. And we love the challenge!

Our Solution

Services: Localization, Localization QA, Functional QA, and Platform Certification

Studios & Labs: Warsaw, Beijing, Jinan, Taipei, London and Bellevue

Our program for Minecraft is global, and always active. We continue to improve product quality and customer experience via continuous immersion in knowledge sharing across service lines. We've minimized escalation and issue management overhead via E2E production planning across all service lines, leveraging economies of scale and industry-focused innovation benefits across our delivery. We've integrated Microsoft and Lionbridge tech stacks and our telemetry implementation throughout powers data-driven operations via real-time analytics.

I must have killed a million creepers with my trusty diamond sword – this game never gets old!

~ French Language Lead | Lionbridge Gaming

75+

Monthly Loc. Handoffs
(20-30k avg. words)

16 hr.

Loc. Turn-Around Time
(91% avg. quality score)

1.2M

Functional Testing Hrs.
(US and UK combined)

95%

Customer Satisfaction
(65 NetPromoter score)

CASE STUDY

Gears 5

STATE OF THE ART DIALOGUE



Overview

When The Coalition needed a VO partner for Gears 5 VO production, the choice was easy. Rocket Sound team members delivered top quality English Original VO recording for the IP from the very first title in the series. Apart from the team's deep IP knowledge, Rocket Sound was selected as a partner thanks to their decades of experience and technical expertise capturing stellar performances, combined with the team's strong LA connections and capabilities to manage a rockstar cast.

Our EN VO Solution

Services: Voice Recording, Facial Video, On stage Audio Capture, Editing & Asset Management

Studio: Rocket Sound

To bring out the best of the exciting A-list cast (including film and TV stars, pro wrestlers and a death metal singer), Rocket Sound focused on providing the optimal recording and technical conditions to deliver blockbuster dialogue.

Closely working with the customer's Artistic Director over a 3-year period, Rocket Sound conducted studio sessions for the A-list cast, including ensemble sessions with up to 4 actors and a total of 8 microphones. Using a customized solution for facial capture without requiring head-mounted cameras, they generated hours of facial data which The Coalition resolved using Faceware Analyzer and other tools for facial animation

In addition, Rocket Sound provided audio recording and logistical support, as well as post-production, for five days of full performance capture.

185,407

Cleaned & Mastered
Files delivered

1,025

Studio hours

49

Cast members

5

Days of audio capture
on mocap stage



IN CONCLUSION

Why Choose Lionbridge Games?

Collaborative Partnership & Central Project POC

Our partnership will be rooted in our open and transparent communication and our care for your players.

A Japanese-speaking project POC in Yokohama facilitates communication with our integrated Loc, Audio, and LQA solutions across the entire production life cycle.

Our dedicated global teams meet and exceed expectation, thanks to a never-ending focus on improvement and pro-active, innovative approach to enhance our services.

Your Global Partner For Loc, Audio & LQA at Scale

At our core, we are committed to providing the best delivery service.

Our experience working arm in arm with top game companies over the past decade brings key learnings and knowhow to SQUAR ENIX's program, ensuring success, and longevity.

Our integrated solutions, commitment to quality, and our expert network around the world stands at the ready to bring more of your best to the masses!

Player-Focused Quality Outcome

We deliver our integrated services to game developers, publishers, platform holders, engine creators, and hardware manufacturers - and we've been doing it for a long time.

Our passion for games fuels our creativity, innovation, technologies, analytics and practices - and when paired with our enterprise scale, infrastructure and hand-selected expert games resources, creates an unmatched services program.

Thank you.

Youngjin Kim/ youngjin.kim@lionbridge.com

