# OrinTent | Game Localisation



Game localisation plays a pivotal role in ensuring that gaming experiences resonate with diverse global audiences. At OrinTent, we maintain a dedicated focus on the game localisation. Our professional localisation team comprises seasoned gamers. This ensures not only accurate translation but also seamless integration of local cultural nuances into the game. Moreover, we closely collaborate with UKIE (The Association for UK Interactive Entertainment) to provide valuable industry resources and market entry support.





## Our Linguists, Your Gamers







# What We Deliver

#### In-game Localisation

- Tailored project team
- Game-passionate linguists
- Native proofreaders
- Experienced project managers

#### Marketing Material Localisation

- Marketing promotion
- Game peripherals
- App Store / Google Play Store description
- User Agreements

#### **Multimedia Localisation**

- Voice-over (VO)
- CG subtitle
- Localised image content

#### **Localisation Quality Assurance**

- Language proofreading
- Cultural adaptation
- Interface testing
- Format checking

## Why Us

#### 1 Our linguists, your gamers

- Approaching translation from a player's perspective
- Providing immersive gaming experiences for target players

#### 2 Tech-driven approach

- A human-machine integrated approach using Augmented Computer-Assisted Translation (ACAT)
- The combination of Translation Memory (TM), Machine Translation (MT), Post-Editing (PE), Terminology Database (TB), and Quality Assurance (QA), enhancing production efficiency and delivery quality

#### 3 Agile and flexible delivery

- 24/7 agile delivery model
- Never miss out on game releases due to time zone differences

## Languages We Support



Arabic; Chinese (Simplified / Traditional); English; French; German; Indonesian; Italian; Japanese; Korean; Portuguese; Russian; Spanish; Vietnamese...

#### **Our Process**







Localisation



LQA





### **Testimonial**

As the first employee of Tencent Games in the UK, I met Isabel Li before Tencent decided to set up an office in London. Isabel has been supportive, making it easier for us, and our portfolio companies, when establishing offices, and building connections.

She helped us with sourcing venues, and inviting key government officials to our event, even before we had a proper team in London. Through her connections, we were able to have access to a number of high profile networking events with the Mayor of London and Parliament. These events have proven to be valuable in establishing connections with partners, and raising brand awareness with key stakeholders.

#### Ma Li

Director, International Partnerships (IEG)
Tencent Games



#### **Contact Us**



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