What are the key challenges abiding to the standards set by LISA (Localization Industry Standards Association) when localizing Role Playing Games?

COMP160 - Software Engineering

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In recent years the need for general methods of localisation has become stronger as people from all around the globe gained access to computer systems and software. As such the Loocalisation Inudstry Standards Association (LISA) compiled a document detailing various methods and guild lines for doing so effectively. In this essay I will be looking at this and attempting to identify the key challenges faced when applying this to Role Playing Games.

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1 Introduction

Historically software is developed specifically to cater to English/American speaking people, however with software growing at an exponential rate it has become almost essential to make the software available to people around the globe. LISA [1] have compiled quite a hefty document called the Translation Memory Exchange (TMX) which provide a standard method to data that is being exchanged while experiencing little to no loss of data. I will also be looking at Unicode and several encoding techniques such as UTF-8 which is capable of encoding all possible characters defined by Unicode.

2 Localisation

I recently read a blog post online [2] which spoke about the developers CD Projekt Red who created the popular Witcher series. As it turns out the team originally started out as a group of friends who localised games before learning to make them. This is what inspired me to write about Localisation as this team saw themselves somewhat as gods, "We were the lords who were deciding what was being distributed in Poland and what was not".

James M. Hogan discussed some of these challenges [3], while he mentions that ad hoc localisation works well for intimidate commercial targets its not cost effective when used to translate to multiple locales. This obviously poses the first challenge for software developers which is the cost to translate, for each language the overall cost is going to increase rapidly. This could be especially difficult for indie developers who may not have that funding behind them. However RPG's usually include a huge amount of dialogue which obviously will cost a lot to translate.

3 Conclusion

Write your conclusion here. The conclusion should do more than summaries the essay, making clear the contribution of the work and highlighting key points, limitations, and outstanding questions. It should not introduce any new content or information.

References

[1] "Industry standards," https://www.gala-global.org/resources/industry-standards, accessed: 2017-03-17.

[2] "The witcher devs started out as passionate gamers who had no clue how to make games," https://www.vg247.com/2017/03/20/the-witcher-devs-started-out-as-passionate-gamers-who-had-no-clue-how-to-make-games/, accessed: 2017-03-17.

[3] J. M. Hogan, C. Ho-Stuart, and B. Pham, "Key challenges in software internationalisation," in *Proceedings of the Second Workshop on Australasian Information Security, Data Mining and Web Intelligence, and Software Internationalisation - Volume 32*, ser. ACSW Frontiers '04. Darlinghurst, Australia, Australia: Australian Computer Society, Inc., 2004, pp. 187–194. [Online]. Available: http://dl.acm.org.ezproxy.falmouth.ac.uk/citation.cfm?id=976440.976469