

Evaluating the applicability of Computer-Assisted Translation Tools for Game Localisation: A Case Study of Overwatch Patch Notes

Abstract

This article compares SDL Trados Studio and MemoQ in localising patch notes for Overwatch 2, evaluating their applicability in video game translation. The evaluation mainly prioritises the efficiency and visual representation of translations provided by each CAT tool. Functions crucial to game localisation, such as terminology management, are analyzed. The paper offers recommendations for localisers in tool selection and provides insights into future enhancements of CAT tools to better meet the needs of the gaming industry.

Keywords: Computer-Assisted Translation Tools; Game Localisation; Trados; MemoQ

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Introduction

Localisation is an emerging industry in the past decade. Localisation Industry Standards Association (LISA) defines it as “the process of generalizing a product so that it can handle multiple languages need for re-design and cultural conventions without the Internationalisation takes place at the level of program design and document development.” As a digital product, video games are also an important content of localisation. The localisation of video games is a rapidly evolving field that requires high efficiency and accuracy to satisfy the global audience and win the competition in oversea markets. Computer-Assisted Translation (CAT) tools like Trados and MemoQ have become essential in this process. As Austermühl (2014) believes, the growing demand for high-quality translations of technical texts is no longer manageable without the use of computer-based methods. This has made CAT tools indispensable for translators in order to meet project requirements. CAT has many advantages over traditional machine translation and human translation. Costales (2009) analyses the effectiveness of CAT in the field of software localisation and Merino (2014) notes that CAT plays an important role in improving translation accuracy and efficiency. Ginel (2021) provides new data and deepen the analysis provided in the article *Video game localisation: a user survey for localisers and linguistic testers*. It shows that in video game localisation, MemoQ is the most popular nowadays, followed by Trados and Memsource (Ginel, 2021). In the article *MemoQ: a CAT Tool for Video Game Localization* written by Redazione (2021), MemoQ and SDL Trados Studio stand out thanks to their technical features and simplicity of use. However, all of these studies explain the role of CAT as a localisation tool from a macro perspective, no specific comparison of the use of Trados and MemoQ in video game localisation is illustrated. Therefore, this paper presents a case study on the localisation of Overwatch 2 patch notes, focusing on the evaluation of Trados and MemoQ in game localisation practice.

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Project Analysis

This project uses practical operations to translate the update instructions of the video game *Overwatch 2* using Trados and MemoQ respectively. The actual operation process of the project is as follow:

Step 1. Select Source Text (ST)

This step requires integrating the web version into a word document. The ST is a patch notes of Overwatch 2, which present the new changes of the game including hero's skill, game setting or new event. It always published on the website of Overwatch 2 and the information page inside the game. Whenever the game has a major change and update version, players can log in to the game to see these patch instructions on the home page. Since I cannot get the direct source of the patch note, I copy the content as the practice material. In order to better reflect the simulation of the project, I tried to restore the font and format used in the web page. Fonts are similar to those on the web page in order to test the feedback of the CAT tools on the consistency of font format. Pictures and text

are also typeset, and the some of the ST is deleted, but certain repeated words and phrases are retained to test the translation memory function.

Step 2. Create a term base

Since Blizzard Entertainment, Inc. has an internal specific terminology database and is regularly maintained by staff (see interview), this project compiled a trial terminology database based on the frequency of terms appearing in the game to test two computers. The performance of auxiliary translation tools in terms of translation memory; however, due to technical problems during the process of importing the term database, the term database generated by Trados cannot be imported into MemoQ after being converted into .tbx, .tmx, and .xlsx formats using Mutiterm Glossary Converter. Therefore, the term base in MemoQ is manually entered and is small in number.

Step 3. Import the term database separately for translation

Import the source text into Trados and MemoQ respectively, and use the terminology database created previously.

Step 4. Complete the translation and export the translated text.

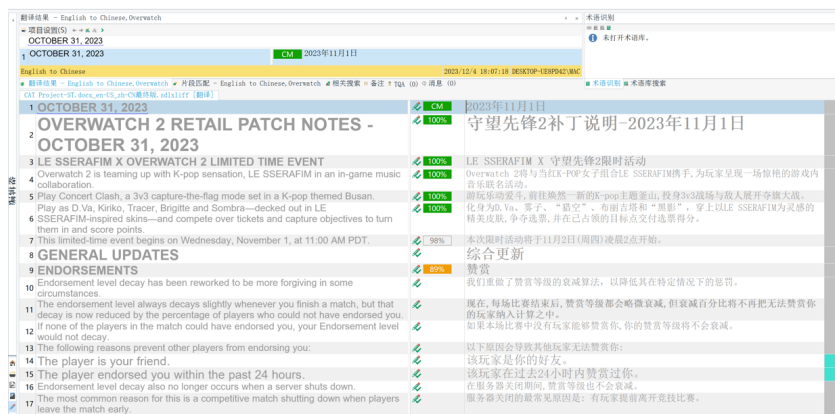
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[How to create a term base with the import function? – memoQ Help Center](#)

Comparative Analysis

In this section, the strengths and weaknesses of Trados and MemoQ in the context of game localisation will be discussed. Trados offers higher efficiency and convenience in terms of Translation Memory, whereas MemoQ provides better visualization and formatting capabilities. The choice of the tool depends on the specific needs of the project and the translator's preference.

1. Translation Efficiency



Segment	Source Text	Target Text	Match Percentage
1	OVERWATCH 2 RETAIL PATCH NOTES - OCTOBER 31, 2023	守望先锋2补丁说明-2023年11月1日	100%
2	OVERWATCH 2 RETAIL PATCH NOTES - OCTOBER 31, 2023	守望先锋2补丁说明-2023年11月1日	100%
3	LE SSERAFIM X OVERWATCH 2 LIMITED TIME EVENT	LE SSERAFIM X 守望先锋2限时活动	100%
4	Overwatch 2 is teaming up with K-pop sensation, LE SSERAFIM in an in-game music collaboration.	Overwatch 2将与当红K-POP女子组合LE SSERAFIM携手,为玩家呈现一场惊艳的游戏内音乐联动活动。	100%
5	Play as D.Va, Kiriko, Tracer, Brigitte and Sombra—decked out in LE	畅玩英雄角色,前往体验全新的K-pop主题赛道,获得3v3战场与敌人展开激烈大战。	100%
6	SSERAFIM-inspired skins—and compete over tickets and capture objectives to turn them in and score points.	化身D.Va、零号、"虚空"、布里吉塔和"黑影",登上LE SSERAFIM为灵感打造的精美皮肤,争夺选票,并在已占领的目标点交付选票得分。	100%
7	This limited-time event begins on Wednesday, November 1, at 11:00 AM PDT.	本次限时活动将于11月2日(周四)凌晨2点开始。	98%
8	GENERAL UPDATES	综合更新	100%
9	ENDORSEMENTS	赞赏	100%
10	Endorsement level decay has been reworked to be more forgiving in some circumstances.	我们重做了赞赏等级的衰减算法,以降低其在特定情况下的惩罚。	100%
11	The endorsement level always decays slightly whenever you finish a match, but that decay is now reduced by the percentage of players who could not have endorsed you.	现在,每场比赛结束后,赞赏等级都会略微衰减,但衰减百分比将不再把无法赞赏你的玩家纳入计算之中。	100%
12	If none of the players in the match could have endorsed you, your Endorsement level would not decay.	如果本场比赛中没有玩家能够赞赏你,你的赞赏等级将不会衰减。	100%
13	The following reasons prevent other players from endorsing you:	以下原因会导致其他玩家无法赞赏你:	100%
14	The player is your friend.	该玩家是你的好友。	100%
15	The player endorsed you within the past 24 hours.	该玩家在过去的24小时内赞赏过你。	100%
16	Endorsement level decay also no longer occurs when a server shuts down.	在服务器关闭期间,赞赏等级也不会衰减。	100%
17	The most common reason for this is a competitive match shutting down when players leave the match early.	服务器关闭的最常见原因是:有玩家提前离开竞技比赛。	100%

Figure 1 Automatic matching and filling function in Trados

As seen in Figure 1, for previously translated text in Trados, 100% match is displayed in the translation column, and the translator only need to tap the "Enter" key to achieve automatic translation filling. Trados proved to be faster in processing repeated sentences, automatically generating translations from its terminology database, thereby

saving time on re-translating.

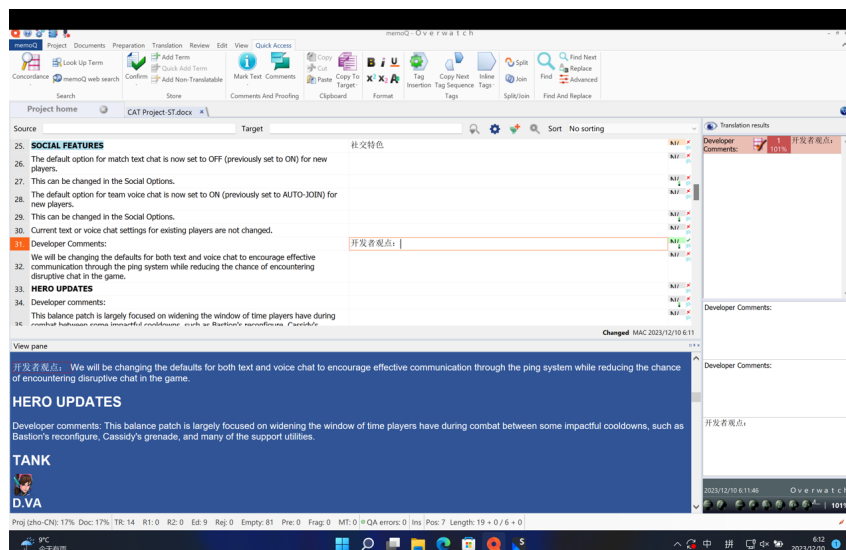


Figure 2 No Automatic Filling of the Term “Development Comments” in MemoQ

MemoQ, as seen in figure 2, despite recognizing terminologies “Developer Comments”, it lacked the feature of automatic fill-in for highly-matched sentences. A set of games, often with similar names, that share one or more key characters, settings or styles of play (Thomas, Orland & Steinberg, 2007). Unlike the literature, news, speeches and other texts, the text of the game contains a lot of repetitive information (words, phrases and sentences). In order to improve the efficiency of game text translation, translators can save a lot of time and effort by reducing manual revisions when using CAT. From this perspective, Trados is more efficient for texts with high repetition and source text alignment.

However, MemoQ has a function of “Copy Next Tag Sequence”, which can copy the following tag into the target sentence (as seen in figure 3) by clicking this option.

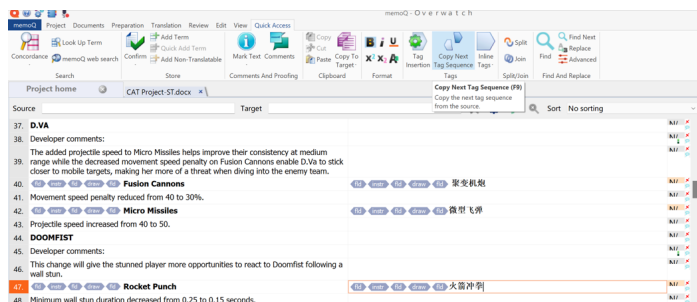


Figure 3 Copy Next Tag Sequence Function

Trados could only copy the tag one by one into the target sentence. From this point,

MemoQ is handy for working with text with plenty of images or links that need more tags.

2. Translation Visualization

In terms of real-time preview and formatting, MemoQ can maintain different font settings and retains the original format, but Trados faces issues with font color differentiation, as seen in figure 4, the color of the word “强攻” should be in white.



Figure 4 The difference of the text format and colour

Besides, MemoQ’s real-time preview (figure 5) is more convenient, whereas Trados (figure 6) requires generation and its interface is bulkier and less aesthetically pleasing.

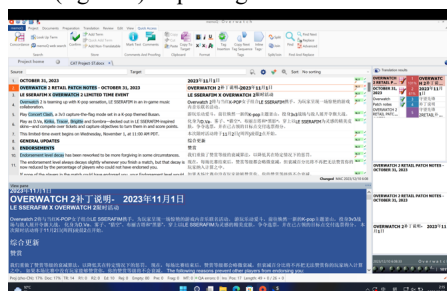


Figure 5 Previewing in MemoQ

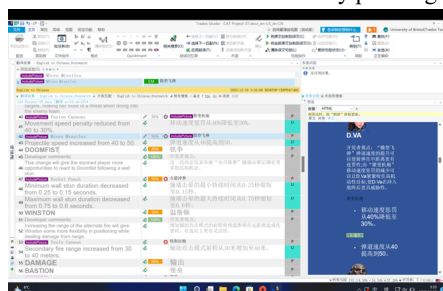


Figure 6 Previewing in Trados

If the translator wants to create real-time preview of different formats in Trados, he needs to click the option and wait for a moment. The part of preview takes up a large space on the right side of the screen, sometimes covering the translation interface, resulting in inconvenient operation. By contrast, MemoQ makes the translation interface on the top and preview interface in the bottom, which is clearer. In this aspect, MemoQ has a better performance.

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Conclusion

Both Trados and MemoQ have their unique advantages in game localisation, and their applicability varies depending on the project requirements. It is hoped that the above comparison and analysis can provide some useful suggestion for translators in the choice of CAT tools to meet the current work needs. It is suggested that a combination

of both tools could potentially offer a more comprehensive solution for game localisation tasks.

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Appendix 1: Interview in English

Interview about Overwatch localisation

Interviewee: Blizzard China Localisation team member (Weibo: @艾米尔卢, @wango_装备型阿巴瑟)

Interviewer: Sinuo Liu

Interviewer: What is the process for localizing Overwatch into Chinese?

Wango: The localisation of Overwatch can be broadly divided into three stages: pre-translation, during translation, and post-translation. In the pre-translation stage, we receive various related materials such as background information on new heroes, the general flow of new modes, and themes of new seasons. The translation stage involves the regular translation process, where we also ask questions to the development team to clarify ambiguities and ensure accuracy. Post-translation involves testing the game (I try to check the actual effect in-game, but some issues are identified by the testing team), fixing issues before the version goes live, and addressing player feedback after the launch.

Interviewer: What Computer-Assisted Translation tools are used for English-Chinese localisation, like Trados or MemoQ?

艾米尔卢: We uses MemoQ.

Wango: Internally, we use Blizzard's own translation tools. Our tools have a strong database function, but are somewhat weaker in TM (Translation Memory) matching. We are gradually integrating MemoQ into our workflow.

Interviewer: Is there a specific terminology database used internally?

艾米尔卢 & Wango: Yes. Each project has its own terminology database, independently maintained by the project leads.

Appendix 2: Interview in Chinese

关于守望先锋本地化的访谈调查

受访者：暴雪中国本地化团队成员（Weibo: @艾米尔卢 @Wango_装备型阿巴瑟）

采访人：刘思诺

问题 1. 守望先锋中文本地化工作的流程大概是怎样的？

Wango: 守望先锋的本地化工作我可以简单地笼统归纳为译前、译中、译后三块。译前准备阶段我们会拿到各种相关材料，比如新英雄的背景信息、新模式的大致流程、新赛季主题等等；译中就是常规的翻译流程，期间也会针对遇到的各种问题向开发团队提问，消除各种歧义，确保我们的译文尽可能准确；译后会有测试团队进入游戏实测（我自己翻的时候也会尽可能地在游戏里看实际效果，不过有些问题仍要靠测试团队反馈才能发现），针对他们提出的问题在本版上线前做修复，上线后也会看玩家反馈修复遗漏问题。

问题 2. 做英-中本地化的时候，会用到哪些计算机辅助翻译工具？比如 Trados 还是 MemoQ 这些？

艾米尔卢：暴雪本地化会使用到 MemoQ。

Wango: 我们内部使用的是暴雪本地化自己的翻译工具，这套工具的数据库功能非常强大，不过在 TM 匹配方面的功能相对弱一些。之后会逐步把 MemoQ 融入到工作流程中。

问题 3. 暴雪内部会不会有一套特定的术语库？

艾米尔卢&Wango: 有的。每个项目都有自己的术语库，由各个项目的负责人独立维护。