

Introduction

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As the gaming industry continues to burgeon, game localization has emerged as a key element to its global success. Localization is increasingly recognized worldwide, and it is no longer a rarity to talk about video games in relation to translation. Publications on games from various approaches arise regularly, focusing on topics such as best practices, challenges, innovations in the field, and case studies centered on specific languages and territories. We are starting to learn how Chinese, Slovak or Basque players play video games and the challenges game localization to these languages encompasses: sometimes it involves using English as a pivot language.

In our special issue, focused on new insights into game localization, we look at various topics of game localization across the world. In the first article, Dody Chen talks about the visibility of Chinese game localizers on Gcores, a highly influential Chinese website that distributes news on video games and other media, and discusses the impact of such presence on the status of game localizers and localization per se. Katarína Bodišová and Milan Velecký shed light on the practice of indirect translation, exploring Japanese video games and their presence in the Slovak market. Focusing on the example of *Final Fantasy XVI*, they discuss the potential of pivot translation for Slovak gamers.

Besides the aforementioned articles, we also present the translation of Itziar Zorrakin-Goikoetxea and Maitane Junguitu Dronda's *Descriptive analysis of Basque video games from the perspective of localization*, which thoroughly examines Basque video games, their origins, localization, and the current situation in the Basque Country. In the *Interviews* section, we include the transcript of a research podcast discussing localization from English to French by Matilda Lailey, who interviewed five participants: one localizer working between English and French, two localizers working from Japanese to French, one researcher specializing in translating neologisms from English to French, and one researcher/localizer working between Japanese, Spanish, and English to clarify the "behind the scenes" processes of video game development. The issue closes with *Final Variable*, a section recommending recent publications related to video game localization.