

Descriptive analysis of Basque video games from the perspective of localization

Itziar Zorrakin-Goikoetxea, Maitane Junguitu Drona

LinguaVox, Independent researcher

zogotranslations@gmail.com - mjunguitu@gmail.com

*The following article is an English translation of a paper originally published in Basque in *Fontes Linguae Vasconum*. The original paper can be found here:*

https://www.culturana Navarra.es/uploads/files/FLV135_10.pdf

Abstract

There are increasingly more video games available in Basque, but academic research in this field is still very limited. To start filling this gap, we conducted the present study in two phases and reflected on the Basque translation and localization of video games. First, we created a catalog from Game Erauntsia Elkarte's list of Basque video games. Then, we have distributed a survey among developers to gather information about the translation process. The results show that we can distinguish four different types of localization, and that free fan translations, as well as translations performed by a team member of the development company are the most common in Basque.

Keywords: video games, localization, Basque, catalogue, survey

1 Introduction

The number of developed video games and their sales has been steadily increasing in recent years. Newzoo, a company that analyzes the international video game market, indicates that in 2021, video game sales reached \$180 billion worldwide (Wijman 2021). In Spain, the AEVI (Asociación Española de Videojuegos) notes that the sales of video games reached €1,795 million in 2021, 2.75% more than in 2020 (AEVI 2022, 16) In the Basque Country,⁴¹ video game consumption also stands out. According to the Basque

⁴¹ Note from the translator: the Basque Country may refer to “Euskal Herria”, the greater region where Basque has been traditionally spoken and which is made up of seven provinces (four in Spain and three in France), or it may refer to “Euskadi”, which is made up of only three of the Spanish provinces. This article uses the term Basque Country to refer to Euskal Herria.

Zorrakin-Goikoetxea, Itziar and Junguitu Drona, Maitane. 2024. Descriptive analysis of Basque video games from the perspective of localization. In: L10N Journal 1(3), pp. 48–91.

Observatory of Culture (2019, 97), more than half of 15–24-year-olds (56.7%) play video games daily or occasionally. As the age range increases, video game consumption decreases. For example, only 9.2% of people over 65 years old play video games.

The age gaps and the novelty of video games compared to other audiovisual products are the main reasons why their research and social support are less developed, especially when these are related to Basque (Junguitu 2020, 47). This means that video games have rarely been researched when it comes to the development, translation, or consumption of Basque video games. The purpose of this research is to analyze the reality of Basque in the video game industry. Specifically, research of leisure video games from the point of view of translation: how many exist, how many have been translated, who made those translations, who made those translation requests, etc.

The number of video games developed in the Basque Country is very small compared to the rest of the world. Consequently, localization is necessary to increase the availability. Localization is the linguistic, graphic, technical and legal adaptation that is needed to sell a video game developed in one locale into another locale (Bernal-Merino 2015; O’Hagan & Mangiron 2013). A translation is a linguistic adaptation, but other adaptations can be made, for example, in the cultural context.

Basque is a minority language and stores usually do not indicate which games are available in it. Therefore, players don’t know whether the game they are buying is in Basque or not. Companies prioritize the most profitable languages, and the bilingual sociolinguistic situation of minority languages makes their presence harder (Fernández-Costales 2017, 131; Mangiron 2016, 23).

The starting point of our study is a nonprofit project that aims to fight these deficiencies: Game Erauntsia Elkartea’s list of Basque video games (Game Erauntsia 2022). The association of Basque video game players Game Erauntsia Elkartea (hereinafter Game Erauntsia) is a non-profit association created in 2016 (before that, it was an initiative by a group of friends). Its main objective is to combine the Basque language and video games, and to create a community for Basque video game players. Since its creation, it has been managed by volunteers. However, starting in 2020, with the support of the Department of Culture and Linguistic Policy of the Basque Government, its professionalism and coordination has greatly increased. To achieve these objectives, they carry out several actions, such as the localization of video games to Basque. However, Game Erauntsia’s list does not include all the games published in Basque. Some games, for example, cannot be installed on current operating systems. The game *Sei Baietz!* (Gestionet 2008) requires a CD-ROM reader and Windows 98, Millennium, 2000, or XP. Other examples are those by the company 3DNews TV, *Estropadak* (2000a), *Mendizaleak* (2000b) and *Jai Alai* (2001). However, as of 2022, this was still the most complete list of Basque video games available.

In this article, we will create a catalog based on Game Erauntsia’s list and analyze the information in it. We will look at the localization authors to determine if the

translations are official or amateur. Translations by amateurs or fan translations are a known phenomenon in minority languages (Junguitu 2020, 21; Oromen 2021; Santamaria 2022, 157). In the case of Spanish video games, for example, it has been found that there are more professional translators than fans and that automatic translation was used very little until 2016 (Zorrakin -Goikoetxea 2021, 14; Zorrakin-Goikoetxea 2022, 101). Since Basque is a minority language, though, it is expected to find more amateur works and greater use of automatic translators, as they are cheaper options and because developers don't make large investments in minority languages. We will also look at the time gap between the original release and translation release dates to see if fans choose to localize older or newer video games.

We will be investigating video game platforms for trends. According to data collected by Newzoo, globally, 45% of billing is for mobile games, 28% for consoles, 19% for computers, 7% for tablets, and 1% for computer browser games (Wijman 2021). Some games can only be played on one particular platform, while others can be played on several platforms. We expect to find in the list by Game Erauntsia a larger amount of games for computers, as this platform includes high- and low-budget games (Zorrakin-Goikoetxea 2022, 66). In fact, when developers don't incorporate fan localizations into their games, games are usually played using mods and ROMs. From a technological point of view, this is easier on a computer than on a console.

A mod (abbreviation of *modification*) is a transformation that is installed in a video game. It can be a small cosmetic change or it can deeply affect the original game, for example, by adding a language that did not exist before (O'Hagan 2009, 106). These transformations are made through a process called modding and usually require significant technical knowledge to be performed. Mods must be installed in original games, so it is commonly necessary to purchase the game.

A ROM (Read Only Memory) is the digital image of an original game. ROMs are the digital copies created by fans of old console games, also called retro games. Once fans have acquired the original ROM, they can modify the text and images of the video game through a coding process, for example to localize it into other languages (Muñoz 2009, 170). To carry out this process, it is necessary to have knowledge of informatics. Once the localization is done, it can be played on an emulator. Emulators are programs that imitate legacy hardware, which are normally, but not always, installed on computers (Ordorika 2021b, 26). The process is not legal, but developers don't usually file complaints because these games are old and it doesn't affect sales (Muñoz, 2009, 180; O'Hagan 2009, 101).

The analysis of the catalog is completed with a survey distributed to a sample of development companies that officially published a video game in Basque between 2017 and the first six months of 2022. When we say that a video game has officially been released in Basque, we mean that developers have introduced Basque into the game. We don't include fan work that was added to the game without the developers' consent.

The survey asked about the number of video games published in Basque, the original language, why they were translated, and the compensation for the translation. Our hypothesis suggests that industry professionals are not willing to pay for translating the game into Basque; as it is a minority language, it is not economically profitable, and companies are looking at the profitability of languages.

In the Basque Country, there are several higher education schools that teach video game development, such as DigiPen Europe-Bilbao, Harrobia Ikastola, Crea Navarra, and Tartanga Integrated School for Professional Training. We should consider the guided work that these schools carry out with their students' projects. For instance, DigiPen Europe-Bilbao is an American university located in Bizkaia that teaches video game development. Students are required to create a small video game as a final project, and some students take this project as an opportunity to enhance their portfolios and publish their games. DigiPen Europe-Bilbao advises its students to write the games in three languages for maximum impact. In these cases, as it happens with games in Spanish (Zorrakin-Goikoetxea 2022, 43), we think that we will find self-translations or games translated by the person who created the original text, as the students themselves will be the ones translating their own games. Our survey will therefore serve to differentiate the types of translation that have not been identified in the catalog.

2 Methodology

Our research is set within the methodology of descriptive translation studies (Toury 1995). This method describes the translation procedures without evaluating their suitability or results. Our work is divided into two parts. We have created a catalog from Game Erauntsia's list of Basque video games to identify the different games that can be played in Basque and describe their localization, officiality, release year, translation, platform, and type of software. We also sent a questionnaire to video game developers that officially translated one of their games into Basque to get more information about the translations. The methodology of each section is presented below.

2.1 Catalog

The creation of the catalog is based on the methodology by the TRACE research group. The aim of this methodology is to describe the translation practices in Spain during the 20th century. For this purpose, they worked for more than twenty years creating catalogs and writings (Merino-Álvarez 2017, 141). The research group TRALIMA-ITZULIK (Translation, Literature and Audiovisual Media) also used the methodology developed by TRACE to analyze audiovisual translations (Merino-Álvarez 2017, 149). Along with this methodology, we use a macroscopic approach to explore contextual factors that influence text production (Gutiérrez-Lanza 2005). The starting point of our research is Game Erauntsia's list of Basque video games.

This list was created in 2016 and it has been updated over time.⁴² It is an essential resource for identifying video games that can be played in Basque, and although it does not include all games, there is no other analogous resource. The most similar one is the database Minimap (Medialab Tabakalera 2022), which is supposed to collect video games created in the Basque Country but also includes games developed abroad that can be played in Basque. At the time of this investigation (June 2022), Minimap did not offer the possibility to filter games by language. Recently (February 2023), they added this feature.

This database is managed by the citizen creation and experimentation centre Medialab of Tabakalera (The International Centre for Contemporary Culture in San Sebastián-Donostia), and any user can provide new files to it. The Minimap database is not as accurate as the one by Game Erauntsia, as it does not indicate whether the game needs a ROM or a mod to be played in Basque. Therefore, users don't know if the games on the list can be officially played in Basque or if additional emulators and facilities are needed. We decided not to use the Minimap database because the information it offers is not as accurate as that by Game Erauntsia. On the other hand, the well-known video game sales platform Steam started to identify the video games that include Basque in September 2022. Despite being an important step for Basque, not many games are identified as playable in Basque yet, as developers need to update their Steam web pages to share that their video game is in this language.

Once contextual factors have been explored, the TRACE group proposes the creation of a catalog that provides enough information to identify original texts and translations (Gutiérrez-Lanza 2005). In Annex 1, at the end of the paper, we offer the catalog we built for this study. Our catalog didn't expand the list of games from Game Erauntsia but contributed to completing, adding, correcting, and reorganizing the information about the games. We divided this information into nine columns:

- a. Identification: Game identification number.
- b. Title: Game title, as listed in Game Erauntsia.
- c. Developers: Name of the person or company that developed the game. Information from Wikipedia or Game Erauntsia's list of Basque video games.
- d. Localization type: Game Erauntsia distinguishes three localization types (Game Erauntsia 2022): translations managed by the developers (translated by the developers in the list); official translations made by the fans in community services offered by the developers (online); and unofficial translations known by Game Erauntsia (completed file). However, after talking to several developers, we developed a classification of four categories that may be more useful for users:

⁴² Game Erauntsia redesigned the list on 2022 September 26, to complete and specify the data. The information below corresponds to the structure that was available in June 2022.

- i. Developer localization: Developers managed the translation and chose the translator (a partner, a hired external service, a fan, or other kind of translator).
 - ii. Localization offered by the developers to the community: Developers, knowing the willingness of the fans, directly request the community for help. To do this, developers offer the localization files to fans to translate into their language. In this way, they provide the resources for the localization process, guarantee control over the contents, and install the new text in their video game.
 - iii. Fan localization accepted by the developers: Video game players offered the localization to the developer before or after completing the localization. Later, the fan work was incorporated into the official version.
 - iv. Fan localization: Unofficial localization via ROM or mod installation.
- e. Officiality: Continuing with the previous item, it can be very useful for video game players to know if the Basque version of the game is official or not. Therefore, we propose three categories:
- i. Official version: The game can be directly acquired and played in Basque. It's the game originally released by the developers, and you can simply change the language.
 - ii. ROM/mod: In order to play in Basque, you need an emulator or an additional installation. The developers didn't officially add the Basque translation to the game, and in some cases, they are unaware of the existence of that version.
 - iii. Adaptation: You can buy the game and play it directly in Basque. Compared to the official version, in this case, besides adding Basque as a language, some content adaptation has been done.
- f. Year of release: Wikipedia is the source for the first released year data. If the game has been released on multiple platforms, we may find several release dates. In that scenario, we have chosen the oldest date.
- g. Year of Basque translation: The date when the Basque version became available. This information has been copied from each game's page in Game Erauntsia's database.
- h. Platform: We determine the original platform of the game (some original platforms are no longer available, and the games must be played on an emulator).
- i. Type of software: We distinguish two categories: free or open-source software (which anyone can use or modify) and proprietary software (which limits uses

and changes). We analyzed this item in relation to the type of community open localization and the officiality of the localization.

In the event of not finding any data on Game Erauntsia's website or Wikipedia, we've consulted Game Erauntsia members, newspaper archives, or contacted the developers. In three cases, we have not been able to obtain information about the year when the Basque localization was released, and we have left this column empty.

The catalog only includes the games that were in the 2022 Game Erauntsia's list of Basque video games. We didn't catalog the games that had an incomplete translation (four cases). As already mentioned, Game Erauntsia's website does not include all games in Basque. The aim of our research is not to create a catalog with all the games in Basque but to analyze the most complete catalog possible and make proposals to improve it.

The catalog has three aims. First, as we will see in this article, year after year, the number of Basque video games increases, and we want to describe the situation from 2022, as has been done with Basque cinematography (Manterola 2019). Secondly, we want to provide Game Erauntsia with tools that allow them to keep updating their catalog. This may also help the industry by offering an academic point of view on the information available, which may help to improve it. Finally, we want to know the reasons and conditions for translating video games into Basque to understand the market and, consequently, to be able to make decisions in the future. In addition to meeting these three objectives and describing the factors that influence the production of texts, the catalog will allow us to create a corpus (Gutiérrez-Lanza 2005).

2.2 Survey

The purpose of the survey is to identify the conditions of the localization process that cannot be deduced from the catalog. Among the kinds of interactive research for data collection – that is, those carried out with the participation of the subject (Gile 1998, 74) – we distinguish surveys and interviews. We have prioritized the survey due to it being more temporally efficient. A survey can be used as a research method or as a data collection instrument (Alaminos & Castejón 2006, 7). Following the example of Hechavarría (2012), we will call the research method *survey* and the data collection instrument *questionnaire*.

With the survey, we will figure out the reasons creators have for engaging in Basque translations and analyze the conditions in which they have been carried out. In the case of video games that have not been officially localized, the developers do not have information about the motivations of the translators or the possible payments they received. It is difficult or impossible to contact the translators for these scenarios. Only officially translated video games have been taken into account in the survey (unofficial versions made by fans are not included in the population). We have only analyzed

games published in the last five years because we want to reflect the current situation, and it is more difficult to obtain information about old games. Thus, the survey population consists of 36 games that have been published since 2017. We derived this population in June 2022 from Game Erauntsia's database. The games were filtered by the categories of *translated by developers* or *online* in the database. These 36 games do not fully match those officially localized according to our catalog in Annex 1, as this study corrected some data included in Game Erauntsia's list (see Section 3.1).

The purpose of a survey is to generalize the results through the analysis of a sample (Alaminos & Castejón 2006, 8). To do this, the level of confidence and the margin of error must be taken into account (Alaminos & Castejón 2006; Gómez-Escalonilla 2002; Vivanco 2005). Given the small population size to investigate, we would have needed to work with a sample almost the same size as the population (to work with 95% confidence and 5% margin of error, the sample would need to include 33 games). Therefore, we rejected the probabilistic sample and chose to contact the developers of all the games. The responses cannot be extrapolated to the population as a whole, but the responses gathered give us information for 30 games (83.33% of the population).

The questionnaire has been developed through the service Encuestafacil, whose configuration offers multiple possibilities. For example, it allows the preparation of multilingual questionnaires, the modification of questions based on previous answers, and the downloading of answers in an Excel file. We were able to use this service due to the fact that it is one of the services offered to professors and researchers by the Information and Communication Technologies Service of the University of the Basque Country (UPV/EHU).

The questionnaire consists of three sections and a total of 16 questions (available in Annex 2). The first page offers the option to answer the questionnaire in Basque, Spanish, or English. On the second page, there is a small presentation (in the language already chosen) where we offer respondents the option to share their email address, and we ask two questions about the localization experience of the respondent. The third page contains questions about the localization of a particular game. If the person who is filling out the survey has participated in more than one game in Basque, they can indicate this in the last question. In that case, they are returned to the third page and can answer questions about the second game. As we can see in Annex 2, all questions contain suggested answers, but respondents can also add their own. Before sending the questionnaire to the developers, we asked members of Game Erauntsia to read it, and they confirmed that everything was clear and easy to understand.

The questionnaire was sent by email to developers on August 23, 2022. Those who did not respond within a week received a reminder to participate. In the case of companies that were permanently closed, we contacted the former employees of the company. As for the developer DigiPen Europe-Bilbao, as explained in Section 3.1, the developer is a university where several groups of students participated in the development of the

games. We visited DigiPen’s website (DigiPen Europe-Bilbao 2022) and checked the names of the students. Then, we contacted these students via social networks.

The questionnaire responses were downloaded into an Excel file and processed using the IBM SPSS Statistics 19 program for quantitative statistical analysis. In addition to quantitative analyses, qualitative analyses were also conducted on the open-ended questions and in cases where more than one respondent answered about the same game.

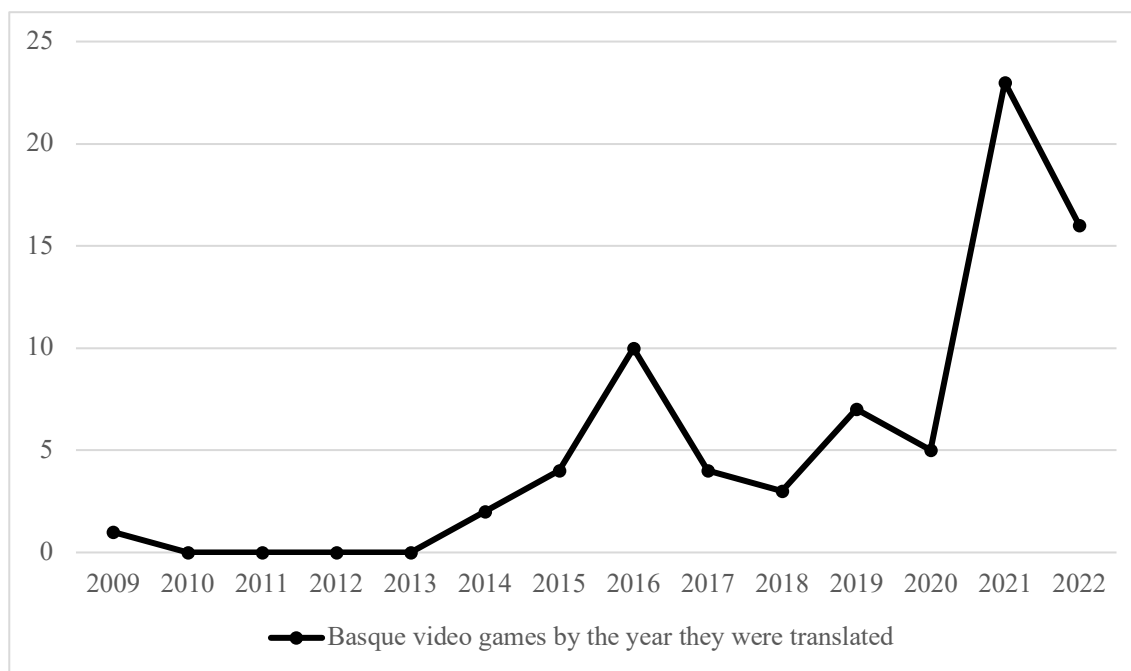
3 Results

The results were divided into two sections: the analysis of the catalog of games in Basque and the results obtained through the survey.

3.1 Catalog

According to the data from the June 2022 list of video games by Game Erauntsia, there were a total of 78 games translated into Basque between 2009 and 2022. As shown in the graph in Figure 1, the oldest translations in the catalogue are from 2009. Until 2014 there are no additional translations, and in 2016 there is a notable increase. Over the next four years, the number of translations remains low until it doubles in 2021. It should not be forgotten that the number of games in 2022 is not reliable, as we only take into account the data until June.

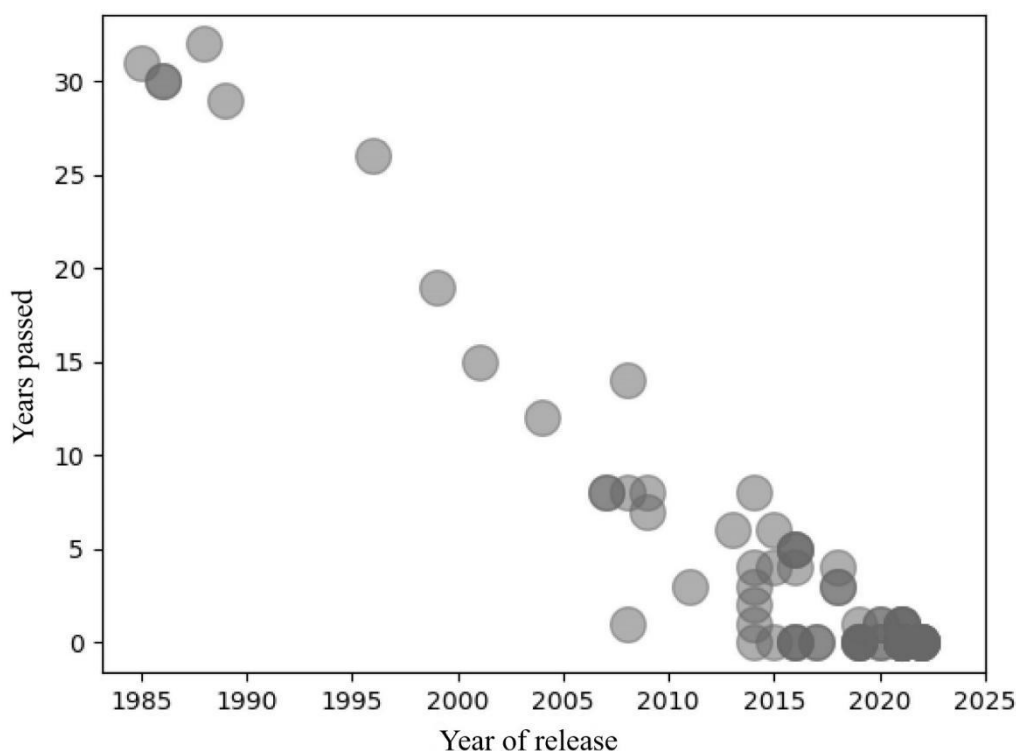
Figure 1. *Basque video games by the year they were translated, as per Game Erauntsia’s list of Basque video games (source: own study).*



The 78 games included in the catalogue have been developed by 58 developers, as some of them have published more than one game. In Game Erauntsia's list, there are games localized both by fans and by the studios. This means that some studios are unaware that their game has a Basque translation. Noteworthy examples include DigiPen Europe-Bilbao and Nintendo, with the former having eight games and the latter seven. The catalog contains eight video games developed by DigiPen Europe-Bilbao, which are actually video games developed by students. These eight games, published between 2020 and 2022, were all translated into Basque by the developers themselves. In the case of Nintendo, however, the seven games were translated into Basque by fans through ROMs or mods. Four of these games were published before 2000, and the remaining three were published in 2004, 2008, and 2014. As we can see, the cases of these two developers are different significantly.

There are also differences based on the year of publication. The translations of the oldest games were made by fans, while the most recent were translated by developers. Figure 2 shows the time elapsed between the release year and the localization. This graph (like the previous one) indicates that more games are being published recently (darker circles) and that games published in recent years are localized almost immediately (bottom circles).

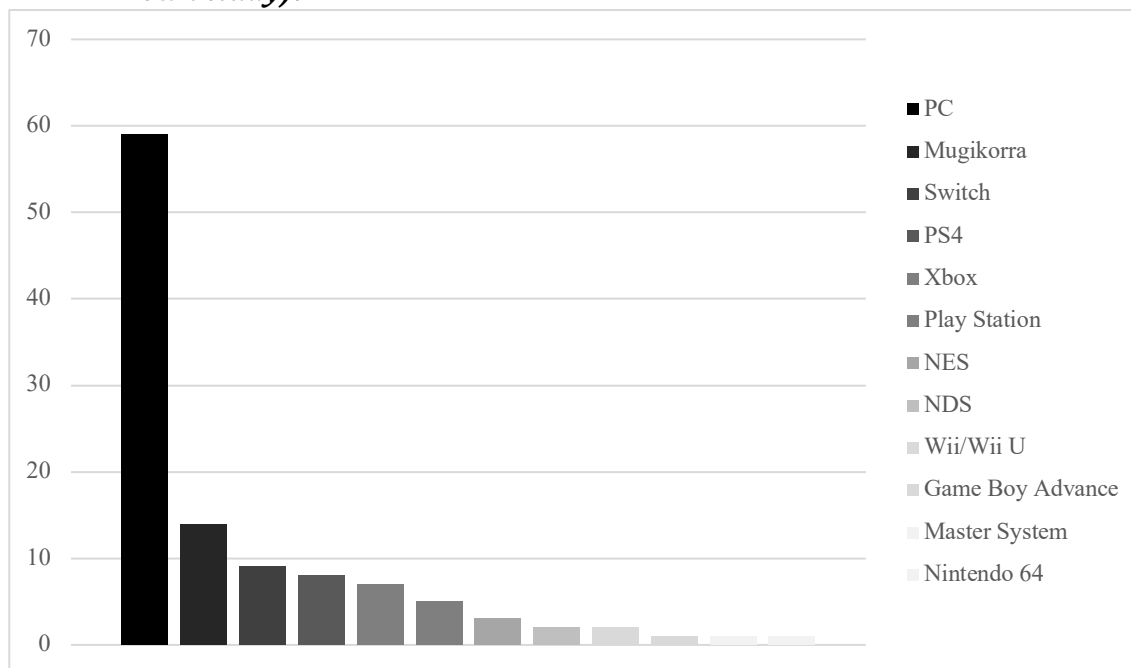
Figure 2. *Years elapsed between a video game's release and its translation into Basque (source: own study).*



If we analyze the platform, the catalogue is dominated by computer and console games (PlayStation, Nintendo, and Xbox), which make up 93.59% of the list (see graph in

Figure 3). In total, 38 computer games were published, and 23 other games were simultaneously released for both computer and other platforms. In addition, 6.41% of the games are exclusive to mobile devices (smartphones and tablets). It should be noted that 29.49% of the games are available on more than one platform, such as both computer and smartphone. If the video game is available on more than one platform, each platform has been counted once in Figure 3.

Figure 3. Video games by platform, as per Game Erauntsia’s list of Basque video games (source: own study).



The reasons for the differences between platforms are varied, but we need to highlight the two factors that we already mentioned in the introduction: computers combine AAA games (large productions) with small indie games (independent) (Zorrakin-Goikoetxea 2022, 66), and computers offer more flexibility than consoles for adding mods.

We believe that Game Erauntsia’s list is not clear about platforms. This database indicates the original platform of the video game and not the one that supports playing in Basque. Accurate analysis shows that many games on the list must be played on a computer using console emulators or mods. In the case of Game Boy Advance and NES (Nintendo Entertainment System), these consoles are so old that their original platforms are no longer available. In such cases, there is the option of using a ROM with retrotechnology (Ordorika 2021a, 64). In our catalog, we corrected the data associated with the platform and, instead of listing the original platform of the video game, we added the platform that allows the video game to be played in Basque.

The list of video games in Basque by Game Erauntsia separates the information about the type of translation into two categories. First, it provides general information about the translation and, if the game is fully translated, specifies whether it was translated

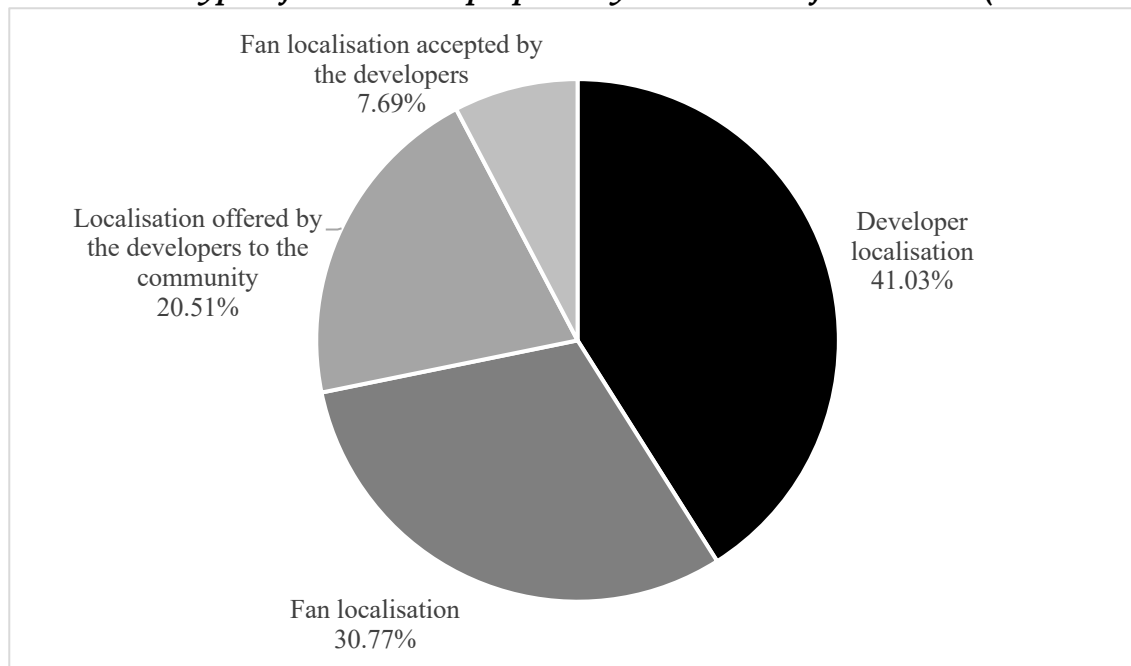
by developers, translated online, or if it is a completed translation. Then, it details how to play the game in Basque, indicating whether Basque can be selected in the game menu or requires an additional installation. The list shows that 38 games were localized by developers (48.72%), 26 online (33.33%), and 14 with completed translation (17.95%). This categorization is not always accurate. For example, the developers of *Bad End Theater* (NomnomNami, 2021) hired an external company to translate the game, but it appears under the category ‘online’ instead of in the category ‘translated by the developers’. The opposite happens with the game *Berbaxerka* (Izha97 2022 [translators: M. Font & G. Salces]), which states that it was translated by developers, even if it is an adaptation made by two fans.

After reviewing all the collected data (including information obtained from Game Erauntsia, the developers, and the survey), we corrected the inaccuracies and defined the four types of localizations presented in Section 2.1:

- 1) Developer localization;
- 2) localization offered by the developers to the community;
- 3) fan localization accepted by the developers;
- 4) fan localization.

As shown in Figure 4, the categories we propose for localization types are different from the ones in Game Erauntsia’s list. Correcting the inaccuracies led us to use four categories instead of the original three. Among the four proposed localization types, localization made by developers are the most abundant with 41.03% (32 games). The next largest category is unofficial localization made by fans, with 30.77% (24 games). Conversely, the least common type of translation corresponds to fan localization accepted by developers, with only 7.69%, for a total of six games.

Figure 4. Video games according to Game Erauntsia’s list of Basque video games, divided into the types of localization proposed by the authors of this article (source: own study).



We identified 16 games (20.51%) that underwent a localization process open to the community by the developers. These include the listed open-source games, accounting for a total of 10 games (62.50% of the games open to the community), which represent 12.82% of the entire catalog.

We confirmed that there are three types of localization processes opened to the community by the developers. This information was gathered thanks to Game Erauntsia, the developers, and the survey. Some developers use localization platforms. Other developers have opened their source code, allowing fans to access the text (e.g., *SuperStarFighter* [Notapixel Studio 2019]). Finally, there is the case of the game *Townscaper* (Oskar Stålberg 2021), which used social media. Developer Oskar Stålberg shared a survey via Google services with the terms that needed to be localized, and an anonymous Basque speaker submitted an answer.

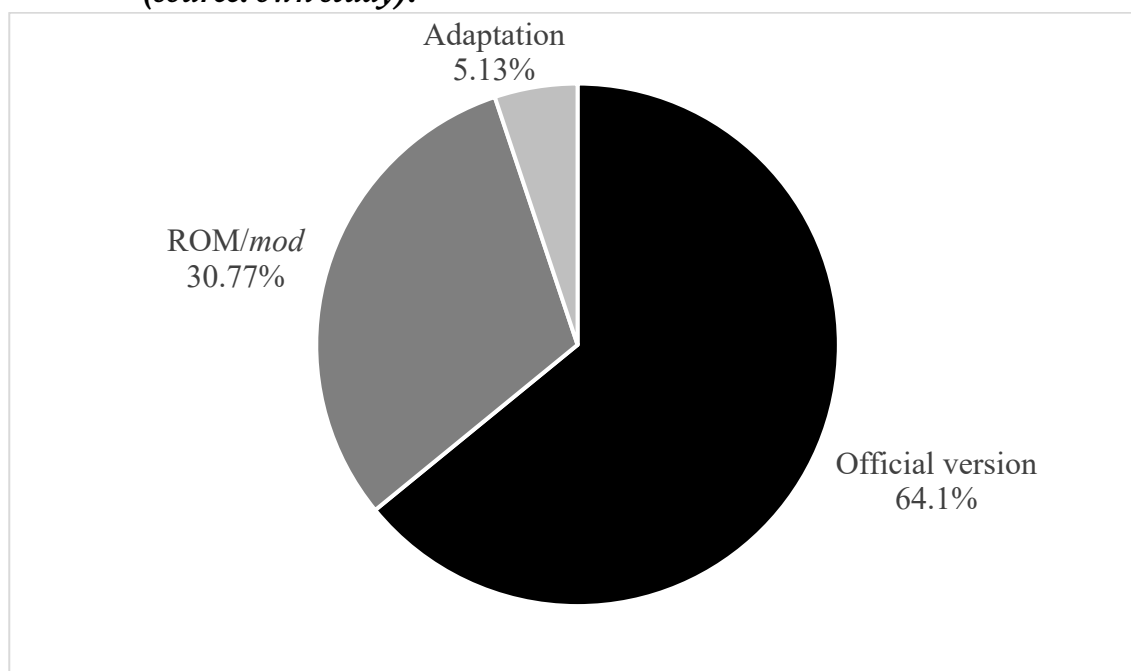
The category of localization opened to the community by developers includes four video game adaptations: *Berbaxerka* (Izha97 2022 [translators: M. Font & G. Salces]), *Wikitribia* (Watson 2022 [translator: Talaios Koop.]) *Wordle* (Wardle 2021/2022a [translator: Talaios Koop.]) and *WordleEH* (Wardle, 2022b [translator: Talaios Koop.]). These are all Basque clones from the original open-source versions. Talaios Cooperative and Marc Font informed us by email that the original developers shared the code of the games so anyone could localize them. Since these games are closely linked to culture, translation alone was insufficient. In the Basque Country, few people would play a game about the names of towns from the United States of America. In addition to translation, it was also necessary to adapt the game programming to modify the

dictionary and databases. These examples show that the localization of a game extends beyond translation.

Game Erauntsia informed us that some of their members participated in at least 22 games localized by fans, which represents 28.21% of the total catalog and 47.83% of the fan localizations. This 47.83% includes unofficial translations, fan localizations accepted by developers, and localizations offered by developers to the community. However, this data is not accurate because there is not a clear distinction between members of the association and those from the association’s community.

For these reasons, we have divided the video games from the list into three categories based on how they can be played in Basque (see Figure 5). There are 50 video games available in Basque in the official version (64.10%) and only four adaptations (5.13%) that can be officially played in Basque but that are Basque versions of another game (*Berbaxerka*, *Wikitribia*, *Wordle* and *WordleEH*). These two make up 69.23% of the catalog. Finally, 24 video games (30.77%) require the installation of a ROM or a mod.

Figure 5. *Officiality of the video games from Game Erauntsia’s list of Basque video games (source: own study).*



3.2 Survey

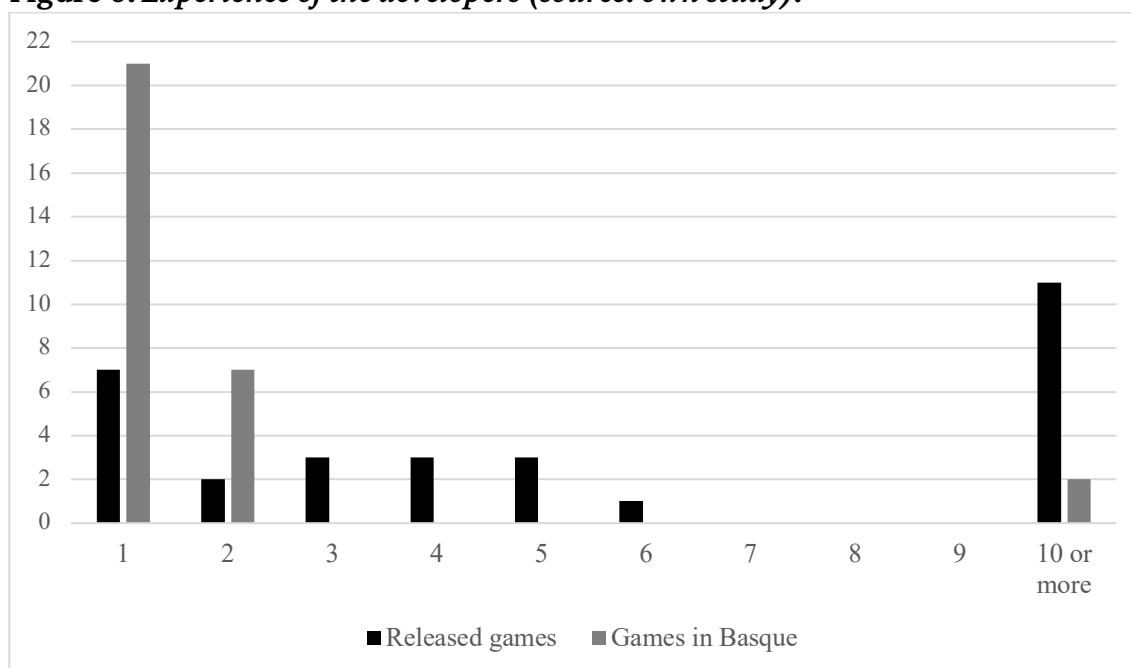
As mentioned in the methodology section, the survey was distributed to the developers of the 36 video games released between 2017 and June 2022. These games are listed in Game Erauntsia’s database in the categories of ‘translated by the developers’ and ‘online’. This represents 41.03% of the video games included in the list, i.e., those that have been officially translated into Basque. Therefore, the following results refer exclusively to this subset and cannot be extrapolated to all video games.

We received 30 responses to the survey, which represent 83.33% of the population. These include responses from both closed and open companies (e.g., Delirium Studios is closed, while Lince Works is open), individual developers (Eneko Azedo), and student groups (DigiPen Europe-Bilbao). According to the type of localization, 73.33% of the translations were managed by developers, 16.67% were fan translations accepted by developers, and 10% were translations opened to the community by developers. Despite being a non-probabilistic sample, it is a broad representation with many points of view (all survey responses are included in Annex 3).

We offered the questionnaire in three languages (Basque, Spanish, and English). The results showed that 20% of respondents chose to answer in Basque, 60% in Spanish and 20% in English. These percentages may suggest the language in which developers feel most comfortable.

When asked about their professional experience, 36.66% of respondents claimed to have developed ten or more games, while 23.33% reported to have developed just one game (left column in Figure 6). If we compare this information to the data shared by Spanish developers on Steam’s website (DEV 2021, 41; Zorrakin-Goikoetxea 2022, 96), it becomes apparent that companies from our sample have more extensive experience. However, when asked how many of their games were developed in Basque, 70% of the developers said that they have developed only one (right column in Figure 6). This data shows that the commercialization of a game in Basque does not necessarily imply that the other video games of the same developer are also available in Basque. Below, we will explain the reasons why developers may choose to translate so few games into Basque.

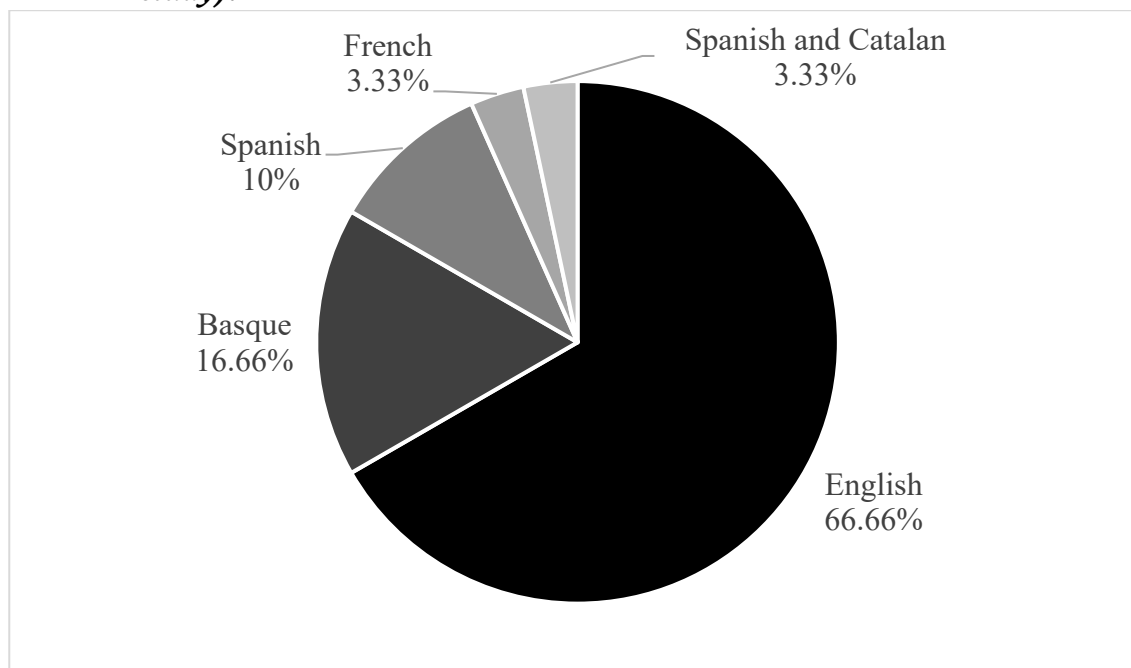
Figure 6. Experience of the developers (source: own study).



As shown in the following graph, 66.66% of the 36 Basque video games in our sample were originally developed in English, 16.66% in Basque, and 10% in Spanish. We also

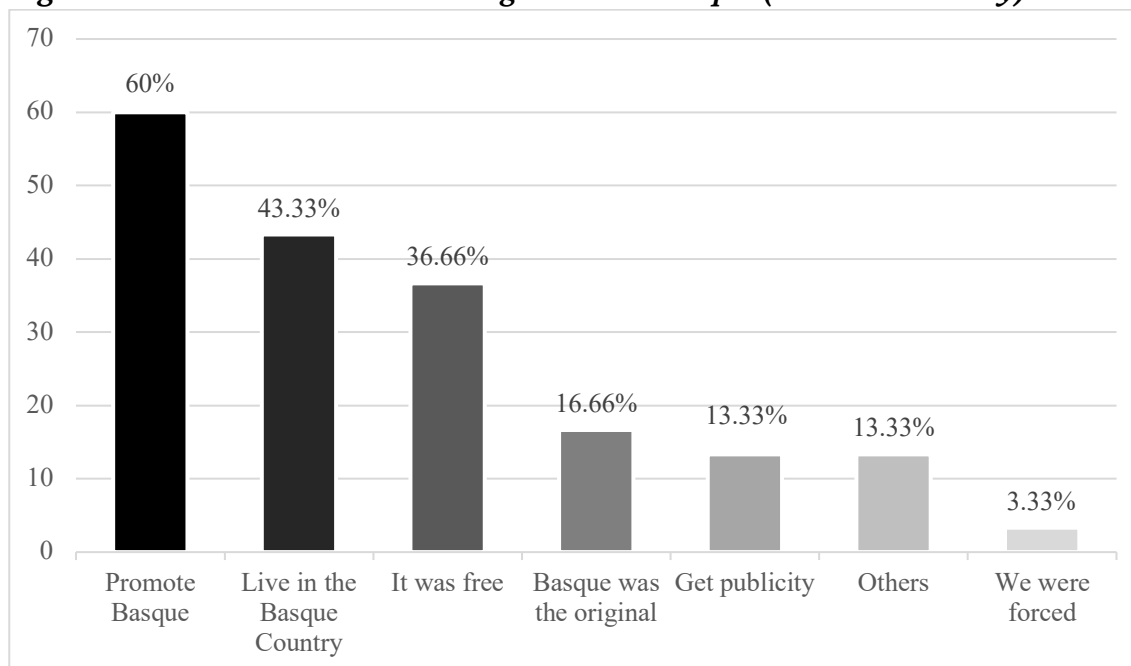
received responses regarding one video game originally developed in French and another developed simultaneously in Spanish and Catalan. In Spain, only 9% of video games are available in Basque (DEV 2022, 47). Furthermore, according to a survey based on Steam's data, (Zorrakin-Goikoetxea 2022, 97), 82.6% of video games are developed in English, which is 15.94% higher than in this research.

Figure 7. *Original language of video games officially translated into Basque (source: own study).*



Many games are developed in English despite it not being the developer's mother tongue because English is the largest gaming market (Zorrakin-Goikoetxea 2022, 98). Although most of the sample follows this trend of video games being developed in English, 43.33% of the developers also translate their games into Basque because they live in the Basque Country, and 60% because they want to promote the language. Both reasons show the developers' connection to the Basque language. On the other hand, 36.66% of the developers translated their games because the translation was free. In such cases, the developers had no relationship with the Basque Country. It seems they translated their games simply to add another language to their game without much effort. The graph in Figure 8 indicates that Basque is the original language of the game in 16.66% of cases. The sum of the results exceeds 100% because respondents could select more than one answer in the questionnaire.

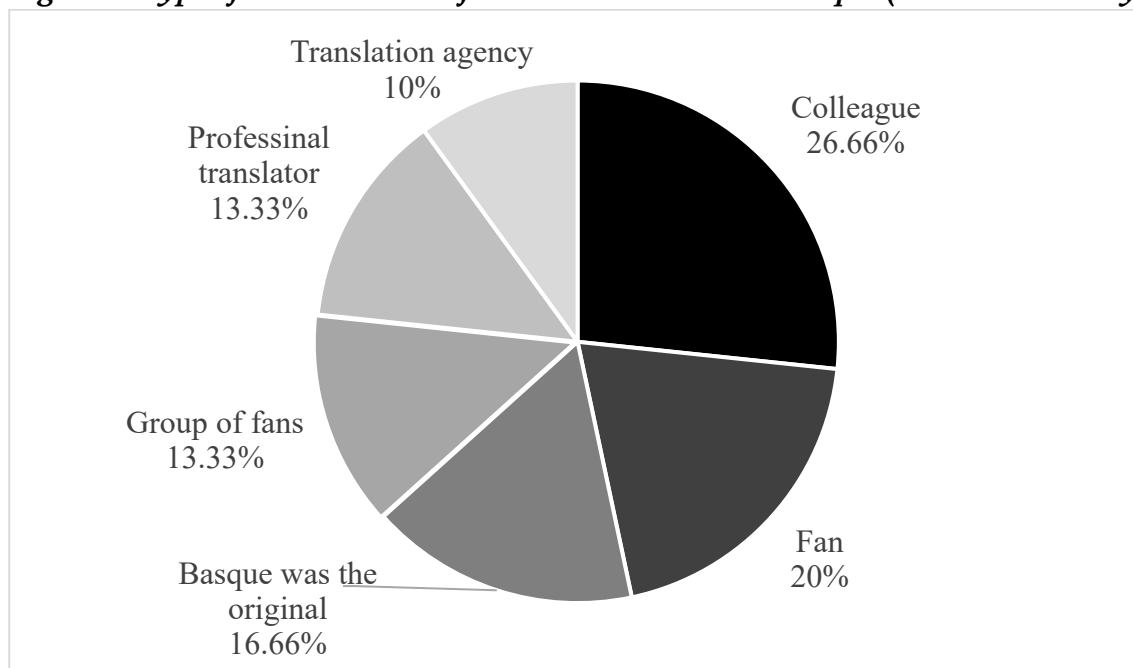
Figure 8. Reasons to translate video games into Basque (source: own study).



There are cases (13.33%) where developers provided other reasons. In two instances, they said that a colleague translated the game into Basque because they knew the language. Another developer stated that they wanted the game to be available in all the official languages of Spain’s Autonomous Communities (Basque, Catalan, and Galician). Yet another developer said that they wanted to promote minority languages and, since they were offered a free translation, found it to be a viable option.

Figure 9 shows that 26.66% of the video games were translated into Basque by one of the developers. Adding to this percentage video games originally developed in Basque, we can conclude that 43.32% of video games were directly translated by the company. Another third of the video games were translated into Basque by fans (20% by an individual fan and 13.33% by a group of fans). The percentage of games translated by professionals is 20.33% (13.33% by a single translator and 10% by an agency). According to the developers, no games were translated exclusively using automatic translation software.

Figure 9. *Type of translator used for the translation into Basque (source: own study).*



Developers stated that the translator did not receive money in exchange for translating the game into Basque in 76% of the cases. Another 16% reported paying the translator, and the remaining 8% were unsure. In addition to the monetary payment, we asked the developers whether the translator received other forms of compensation: 40% said yes, and 52% said no. According to Fisher’s exact test, which is used to compare two qualitative variables, we found that these responses are interdependent ($p = 0.004$). This indicates that three-quarters of the translators who received monetary payment did not receive any additional compensation, but 47.36% of the translators who didn’t receive the monetary payment have received another form of payment. In eight cases, this payment was a free copy of the game. In situations where translators received no compensation at all, developers explained that the game was free for everyone or that the translator was a colleague, so they had already received some of the profits.

Table 1. *Payment received by the translator (source: own study).*

		Another type of payment			Total
		Yes	No	I don’t know	
Economic payment	Yes	1 (25%)	3 (75%)	0	4 (100%)
	No	9 (47.36%)	10 (52.63%)	0	19 (100%)
	I don’t know	0	0	2 (100%)	2 (100%)
Total		10 (40.0%)	13 (52.0%)	2 (8.0%)	25 (100%)

We observed patterns between the type of translator and payments, as these two variables are also interdependent ($p = 0.007$). Among the seven games translated by professionals (either an agency or a professional translator), 42.85% of these received a

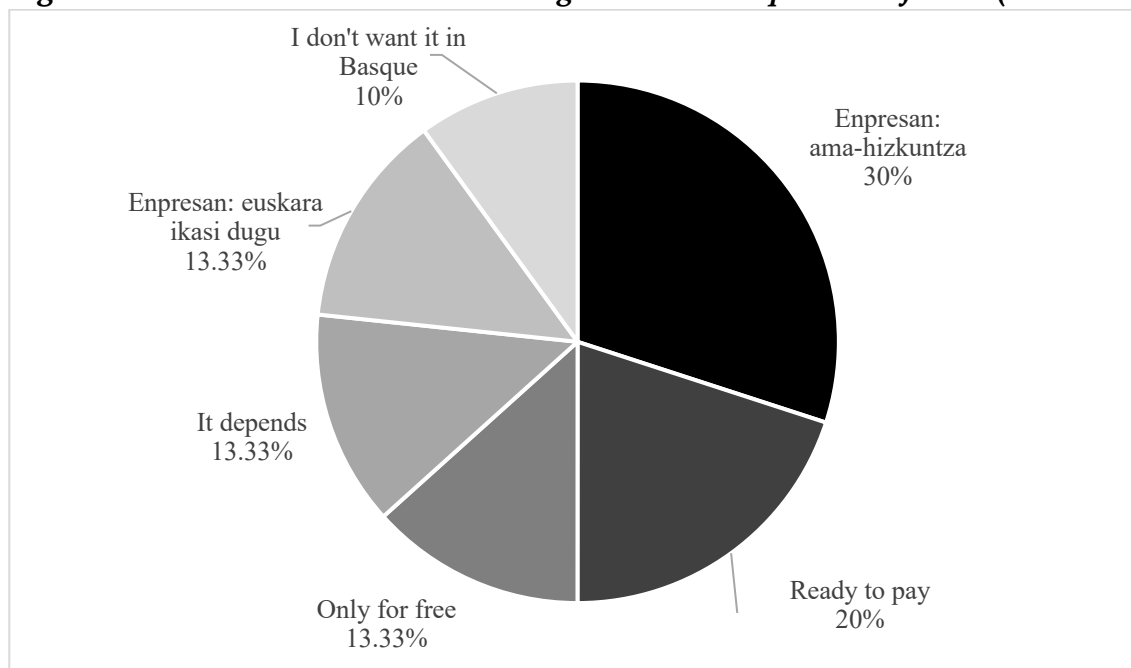
payment, while in 28.57% of cases, the developer was unsure if the translator had been paid. Among the ten games translated by a fan or a group of fans, 90% did not receive any monetary compensation.

When asked whether they wanted their next game to be available in Basque, 70% of developers said yes, 26.66% did not care whether the game is in Basque or not, and one developer did not want their next game to be in Basque. Among the reasons for not translating games into Basque, six developers have pointed out that the Basque audience is very small, that it does not influence sales, and that it takes too long to implement the localization for such a low return.

The reasons given for translating video games into Basque were varied. Basque is the language of at least seven developers, and that has been the main reason they had for translating the game (they did not specify whether Basque was their mother tongue or their daily spoken language). Nine developers expressed a desire to promote the language, while four indicated that having more languages in their game was inherently better. Three developers want to make it possible for players to play in the co-official languages of their region, while the remaining four believe that localization to Basque is a good promotional tool. One developer explained that they would try to translate video games with minimal text into Basque but noted that they are now working on a game with 100,000 words and that, as a professional translator is needed, they do not know if they will be able to localize the game because they have no resources for it.

We asked developers about the human resources needed to localize a video game (the answers are shown in the graph in Figure 10). The data shows that 30% of the developers would translate the game within the company, as Basque is their mother tongue. On the other hand, there are developers who would be willing to pay for translating the game (20%). Some of them answered that they would accept it only if the translation was free (13.33%). Another 13.33% of the developers said they would decide according to other factors, such as economic profitability. Another 13.33% would translate the game within the company because they know the language, even if their mother tongue is not Basque. The remaining 10% do not want their work to be in Basque. It must be said, however, that two of the three answers that make up these 10% are provided by the same developer, because he has answered the questionnaire for two games.

Figure 10. Conditions to translate more games into Basque in the future (source: own study).



Next, we will explain the information excluded from the survey. Two students from DigiPen Europe-Bilbao responded regarding the games *Skywolf* (DigiPen Europe-Bilbao 2019) and *Arclight 2* (DigiPen Europe-Bilbao 2021a). These two games were not included in our sample because they were not in Game Erauntsia’s list of Basque video games as of June 2022. We also received responses about two other games that were not in the catalog: *Live Cycling Manager 2022* (Xagu Studios S.L. 2022a) and *Live Cycling Race* (Xagu Studios S.L. no date). The games listed in the catalog were *Live Cycling Manager 2* (Xagu Studios S.L. 2019) and *Live Cycling Manager 2021* (Xagu Studios S.L. 2021). As their titles are so similar, we contacted the developer, who explained that they had developed six cycling games: *Live Cycling Manager* (no date), *Live Cycling Manager 2* (2019), *Live Cycling Manager 2021* (2021), *Live Cycling Manager 2022* (2022a), *Live Cycling Race* (no date), and *Vélo Tour Swiss Life* (2022b). The first two are no longer available to play, and *Vélo Tour Swiss Life* does not have a Basque version. The developer confirmed that the localization process for the other three games was identical to the ones in our catalog. As such, we used the answers for the games we analyzed.

It is also noteworthy that for four games, we received more than one response, as the questionnaire was sent to several developers. We received two responses for *Pile Up!* (Seed by Seed 2021) and three responses for *Arruyo* (DigiPen Europe-Bilbao 2022), *Forgotten Journey* (DigiPen Europe-Bilbao 2021b), and *Mirlo: Above the Sun* (DigiPen Europe-Bilbao 2021c). In these cases, while the type of translator remained the same, the opinions and arguments provided – such as the reasons for translating the game into Basque – were not always identical. For quantitative and statistical analysis, we considered the first answer we obtained for each game, and for qualitative analysis (open-ended questions), we compared all responses, including the answers of the repeated games.

4 Conclusions

This study has shown the need for cooperation between academia and the industry in order to analyze the situation of the localization of video games in Basque, as direct contact with developers is essential to obtain the necessary information. The difficulties in contacting the developers are evident, especially when dealing with companies that are out of business, such as Delirium Studios from Bilbao, student groups like DigiPen Europe-Bilbao, or foreign developers such as Oskar Stålberg. However, the number of responses we received from the surveyed developers was very high, with 83.33% responses. Therefore, we can state that the developers are interested in the research topic.

In general, we were able to collect information about the localization of each video game through the survey based on Game Erauntsia's list of Basque video games and our bibliographical work. The results reveal the diversity of localization types that exist for Basque among the games in our catalogue. We also have defined four types of localization (from highest to lowest games quantity): those made by the developers themselves, unofficial localization made by fans that are played using ROMs and mods, those made by fans after the request for help from the developers, and the localizations made by the fans and offered to the developers.

Although the total number of games is modest (there are 78 games between 1985 and June 2022), it is notable that at least half of them can be officially purchased in Basque, without the need to use ROMs or mods. The high number of games with ROMs or mods directly affect the player's experience, as the extra installation process differs greatly from the ease of directly purchasing and playing a game. It would be interesting to measure the willingness of Basque video game players to perform such installations in future research.

The diversity of localization types encourages consideration of the quality of the translation. As seen in this study, developers incorporate fan-made localizations into their games, and as it is voluntary work, the quality and professionalism is questionable (Beens 2016; Díaz-Cintas & Muñoz 2006, 46; Zorrakin-Goikoetxea 2022, 192). It should also be noted that some developers consider themselves capable of translating. This is a phenomenon that has not been studied to date. An important observation is how free software works in favour of Basque, as 12.82% of the complete catalogue is an open localization based on free software. In this category, we include the four video game adaptations (*Berbaxerka*, *Wikitribia*, *Wordle* and *WorldlEH*), which required modifications in programming and color changes. These examples demonstrate that localization may require not only the work of a translator, but also that of engineers and designers.

We should also address platforms. As indicated in the results, Game Erauntsia's list of Basque video games mentions the original platform of the game. However, in the case

of ROMs and mods, these usually need to be played on a computer. The lack of clarity in this information can lead to misunderstanding among players. For example, someone may think that the game can actually be played in Basque on the NES platform. Furthermore, it is clear that Game Erauntsia's list of Basque video games does not include all the games that can be played in Basque (as we mentioned in the introduction, there are some missing video games, such as *Sei Baietz!* and *Mendizaleak*).

On September 28, 2022, after learning the results of our research, the Association Game Erauntsia updated their list of Basque video games. In this updated version, games can be filtered according to the following criteria: platforms, genres, license (paid, free or open), official translation (yes or no), and type of translation (original in Basque, developer translation, or fan translation). Although the list does not include the four types of localizations identified in our research, the list now distinguishes whether video games can be officially played in Basque or require ROMs/mods. Games originally developed in Basque and those translated by fans or developers are now distinguishable. This addresses some of the shortcomings from the previous list. We also informed Game Erauntsia about the missing games, and they answered, stating they would consider including them. At the time the article was written (early February 2023), Game Erauntsia's list of Basque video games contained 111 games, 29 more than in June 2022.

The questionnaire responses reveal that most developers have only published one game in Basque, even though they have participated in multiple games overall. The reason for that may be related to the number of words in each game. Some developers pointed out that it is easier to translate games with less text. Also, translators usually charge based on word count. Fans are willing to translate some words voluntarily, but not exceptionally large quantities of text.

Regarding the original language, we confirmed that 66.66% of the video games were developed in English. At the same time, 60% of developers chose to answer the questionnaire in Spanish, despite having the option to respond in English. This suggests that developers feel more comfortable in Spanish and have written the game in English for other reasons, such as economic considerations. In addition to the low sales in Basque, two developers also mention low sales in Spanish. These developers think that sometimes the Spanish localization is not economically profitable, and it is not the first time that someone expressed similar opinions (Klimov 2017; Zorrakin-Goikoetxea 2022, 43). This fact should also be considered when researching or promoting the localization for minority languages. If languages with larger speaker bases are not economically profitable, non-economic benefits in minority languages must be promoted. This data shows the importance of English in the industry and suggests that some games are developed directly in English even when it is not the developer's mother tongue.

Localizations in Basque are primarily carried out to promote the language and because the developers live in the Basque Country. With this in mind, we can only hope that the number of video games in Basque will continue to grow, and that the gaming industry in the Basque Country will strengthen. To a large extent, the games have been translated into Basque because the translation has been free. This shows that many developers are not willing to pay for Basque localizations. Only 23.33% of the games in our sample were translated by a professional, and as far as the respondents are aware, only 16% of the translators received payment for their work. The rest of the translations were performed by fans (33.33%) or colleagues (26.66%). We found cases of self-translation, but according to the developers' answers, no game was translated by an automatic translation software. However, someone may have used an automatic translation software without the developers' knowledge, or the results of the automatic translation may have been used as a reference. When it comes to video games in Basque, free translations made by fans and collaborators are currently predominant.

Encouragingly, 70% of developers expressed that they would like their next game to be available in Basque. Many of these potential translations (43.33%) would be done by their colleagues, 30% by developers themselves because their mother tongue is Basque, and 13.33% because they have learned the language. Following this trajectory, future research could explore video game self-translations and translations into a second language, similar to studies conducted on Basque literature (Manterola 2013, 2015, 2018). Such research would complement the findings of this study and highlight similarities and differences with other fields.

In summary, we have collected promising data for players who wish to play in Basque: the number of games in Basque is steadily increasing. Some developers helped to complete our catalog or participated in our survey, and a fifth of the developers are willing to pay for translating the games into Basque. We have also confirmed it is common to find unofficial translations, free translations accepted by developers, and translations carried out by fans. Thanks to this research we have obtained data that was previously unavailable. We hope to be able to promote projects that delve into the research of video games and the Basque language and contribute to the spreading of the language within the gaming industry. From a practical point of view, the findings of this work have also contributed to improving the design of Game Erauntsia's list of Basque video games. Game Erauntsia's list will now offer more detailed information to guide Basque players, while also offering greater visibility to the work of localizers.

Zorrakin-Goikoetxea, Itziar and Junguitu Drona, Maitane. 2024. Descriptive analysis of Basque video games from the perspective of localization. In: LION Journal 1(3), pp. 48–91.

Gameography

DigiPen Europe-Bilbao. 2019. Skywolf.
DigiPen Europe-Bilbao. 2021a. Arclight 2.
DigiPen Europe-Bilbao. 2021b. Forgotten journey.
DigiPen Europe-Bilbao. 2021c. Mirlo: Above the sun.
DigiPen Europe-Bilbao. 2022. Arruyo.
Gestionet. 2008. Sei Baietz!.
Izha97. 2022. Berbaxerka (M. Font & G. Salces, adaptation).
NomnomNami. 2021. Amaiera tragikoen antzokia.
Notapixel Studio. 2019. SuperStarFighter.
Seed by Seed. 2021. Pile up!.
Stålberg, O. 2021. Townscaper.
Wardle, J. 2021/2022a. Wordle (Talaios Koop., itz.).
Wardle, J. 2022b. WordleEH (Talaios Koop., itz.).
Watson, T. J. 2022. Wikitribia (Talaios Koop., itz.).
Xagu Studios S.L. 2019. Live cycling manager 2.
Xagu Studios S.L. 2021. Live cycling manager 2021.
Xagu Studios S.L. 2022a. Live cycling manager 2022.
Xagu Studios S.L. 2022b. Vélo Tour Swiss life.
Xagu Studios S.L. (date unknown). Live cycling manager.
Xagu Studios S.L. (date unknown). Live cycling manager.
3DNewsTV. 2000a. Estropadak.
3DNewsTV. 2000b. Mendizaleak.
3DNewsTV. 2001. Jai alai.

Bibliography

Alaminos, Antonio & Castejón, Juan Luis. 2006. Elaboración, análisis e interpretación de encuestas, cuestionarios y escalas de opinión. Marfil.
Asociación Española de Videojuegos [AEVI]. 2022. La industria del videojuego en España en 2021. Anuario 2021. AEVI. http://www.aevi.org.es/web/wp-content/uploads/2022/04/AEVI_Anuario_2021_FINAL.pdf
Beens, Pieter. 2016. The dangers of crowdsourcing translations. Vertaalt.nu. <https://www.vertaalt.nu/blog/dangers-crowdsourcing-translations/>
Bernal-Merino, Miguel Á. 2015. Translation and localisation in video games: making entertainment software global. Routledge.
Desarrollo Español de Videojuegos [DEV]. 2021. Libro blanco del desarrollo español de videojuegos 2020. DEV. <https://www.dev.org.es/images/stories/docs/libro%20blanco%20del%20desarrollo%20espanol%20de%20videojuegos%202020.pdf>
Desarrollo Español de Videojuegos [DEV]. 2022. Libro blanco del desarrollo español de videojuegos 2021. DEV. <https://dev.org.es/images/stories/docs/libro%20blanco%20del%20desarrollo%20espanol%20de%20videojuegos%202021.pdf>
Díaz-Cintas, Jorge & Muñoz, Pablo. 2006. Fansubs: audiovisual translation in an amateur environment. In: The Journal of Specialised Translation. 6: pp. 37-52.
DigiPen Europe-Bilbao. 2022. Student games. DigiPen Institute of technology Europe-Bilbao. <https://www.digipen.es/showcase/student-games>

- Zorrakin-Goikoetxea, Itziar and Junguitu Drona, Maitane. 2024. Descriptive analysis of Basque video games from the perspective of localization. In: L10N Journal 1(3), pp. 48–91.
- Fernández-Costales, Alberto. 2017. On the sociolinguistics of video games localisation: localising games into minority languages in Spain. In: The Journal of Internationalization and Localization. 4(2): pp. 120-140. <https://doi.org/10.1075/jial.00001.fer>
- Game Erauntsia. 2022. Euskarazko bideojokoak. Game Erauntsia. <https://gamerauntsia.eus/jokoak/euskarazko-bideojokoak/>
- Gile, Daniel. 1998. Observational studies and experimental studies in the investigation of conference interpreting. In: Target. 10(1): pp. 69-93. <https://doi.org/10.1075/target.10.1.04gil>
- Gómez-Escalonilla, Gloria. 2002. La programación televisiva en España. Estudio de las parrillas de programación televisiva española desde 1956 a 1996. Doctoral thesis, Universidad Complutense de Madrid. <https://www.cervantesvirtual.com/obra/la-programacion-televisiva-en-espana-estudio-de-las-parrillas-de-programacion-televisiva-espanola-desde-1956-a-1996--0/>
- Gutiérrez-Lanza, Camino. 2005. La labor del equipo TRACE: metodología descriptiva de la censura en traducción. In: Merino-Álvarez, Raquel; Pajares, Eterio & Santamaría, José Miguel (eds.), Trásvases culturales: literatura, cine, traducción 4: pp. 55.-64
- Hechavarría, Suiberto. 2012. Diferencias entre cuestionario y encuesta. Universidad Virtual de Salud. <http://uvsfajardo.sld.cu/diferencia-entre-cuestionario-y-encuesta>
- Junguitu, Maitane. 2020. Videojocs i eusquera: la realitat gamer basca i el projecte col·laboratiu Game Erauntsia Elkartea. In: Terminàlia. 21: pp. 47-52. <https://doi.org/10.2436/20.2503.01.148>
- Klimov, Sergei. 2017. 2 years of Gremlins, Inc.: languages & regions data. Reddit. https://www.reddit.com/r/gamedev/comments/7azx12/2_years_of_gremlins_inc_languages_regions_data/
- Kulturaren Euskal Behatokia & Eusko Jaurlaritzako Kultura eta Hizkuntza Politika Saila. 2019. Euskal Herriko parte-hartze kulturalari buruzko inkesta. Eusko Jaurlaritzaren Argitalpen Zerbitzu Nagusia.
- Mangiron, Carme. 2016. L'ús del català en l'àmbit dels videojocs. Treballs de Sociolingüística Catalana. 26: pp. 13-26. <https://doi.org/10.2436/20.2504.01.106>
- Manterola, Elizabete. 2013. Escribir y (auto)traducir en un sistema literario diglósico: la obra de Bernardo Atxaga. In: Lagarde, Christian & Tanqueiro, Helena (eds.), L'Autotraduction, aux frontières de la langue et de la culture: pp. 61.-67.
- Manterola, Elizabete. 2015. La autotraducción en el contexto vasco: entre distancia interlingüística y la constitución de un campo literario nacional transfronterizo. In: Glottopol. 25: pp. 71-87.
- Manterola, Elizabete. 2018. Marcados por la diglosia. La actividad autotraductora en la literatura vasca actual. In: Gallén, Enric & Ruiz, José Francisco (eds.), Bilingüisme, autotraducció i literatura catalana: pp. 39.-69. Punctum.
- Manterola, Elizabete. 2019. Evolución del cine en euskera y su traducción. In: Pérez, María & de Higes, Irene (eds.), Multilingüismo y representación de las identidades en textos audiovisuales / Multilingualism and representation of identities in audiovisual texts [special edition]. In: MonTI. 4: pp. 113-144. <http://dx.doi.org/10.6035/MonTI.2019.ne4.4>
- Medialab Tabakalera. 2022. Minimap jolasean. <https://minimap.tabakalera.eus/eu>
- Merino-Álvarez, Raquel. 2017. Traducción y censura: investigaciones sobre la cultura traducida inglés-español (1938-1985). In: Represura: Revista de Historia Contemporánea Española en torno a la Represión y la Censura Aplicadas al Libro. 2: pp. 139-163.
- Muñoz, Pablo. 2009. Video game localisation for fans by fans. In: The Journal of Internationalization and Localization. : pp. 168-185. <https://doi.org/10.1075/jial.1.07mun>
- O'Hagan, Minako. 2009. Evolution of user-generated translation: fansubs, translation hacking and crowdsourcing. In: The Journal of Internationalization and Localization. 1(1): pp. 94-121. <https://doi.org/10.1075/jial.1.04hag>
- O'Hagan, Minako & Mangiron, Carme. 2013. Game localisation: translating for the global digital entertainment industry. John Benjamins Publishing.

Zorrakin-Goikoetxea, Itziar and Junguitu Drona, Maitane. 2024. Descriptive analysis of Basque video games from the perspective of localization. In: LION Journal 1(3), pp. 48–91.

Ordorika, Txus. 2021a. Bideo-jokoak eta kontserbazioa: erronkak eta geroa. In Junguitu, Maitane (ed.), Jokoteknia. Euskal bideo-jokozale eta garatzaileen biltzarra. Jardunaldien aktak 2018-2019-2020: pp. 63.-67. Azkue Fundazioa & Game Erauntsia Elkarte.

Ordorika, Txus. 2021b. Homebrew garapenaren oinarriko kontzeptuak. In Junguitu, Maitane (ed.), Jokoteknia. Euskal bideo-jokozale eta garatzaileen biltzarra. Jardunaldien aktak 2018-2019-2020: pp. 19.-31. Azkue Fundazioa & Game Erauntsia Elkarte.

Oromen. 2021. ¿He traducido un videojuego A EUSKERA? - Everhood [video]. YouTube. <https://youtu.be/ZDNc3OByn4Y>

Santamaria, Laura. 2022. Katalana eta bideo-jokoak. Itzulpena, ekoizpena eta praktika. In Junguitu, Maitane (ed.), Jokoteknia: Jardunaldien aktak 2018-2019-2020: pp. 153.-163. Azkue Fundazioa & Game Erauntsia Elkarte.

Toury, Gideon. 1995. Descriptive translation studies and beyond. John Benjamins.

Vivanco, Manuel. 2005. Muestreo estadístico. Diseño y aplicaciones. Servicio de Publicaciones de la Universidad de Chile.

Wijman, Tom. 2021. The games market and beyond in 2021: the year in numbers. Newzoo. <https://newzoo.com/insights/articles/the-games-market-in-2021-the-year-in-numbers-esports-cloud-gaming/#:~:text=The%20games%20market%20in%202021,%2B1.4%25%20over%20last%202020>

Zorrakin-Goikoetxea, Itziar. 2021. Bideo-jokoen lokalizazioaren ikerketa deskribatzailea: garatzaileetatik jokalarietara. In Arbelaitz, Olatz; Latatu, Ainhoa; Omaetxebarria, Miren Josu & Urgell, Blanca (eds.), IV. Ikergazte. Nazioarteko ikerketa euskaraz. Kongresuko artikulu bilduma. Giza Zientziak eta Artea: pp. 11.-18. UEU. <https://dx.doi.org/10.26876/ikergazte.2021.01>

Zorrakin-Goikoetxea, Itziar. 2022. Estudio descriptivo de la localización de videojuegos al español: relación entre el proceso, el producto y la recepción [Doctoral thesis, University of the Basque Country, UPV/EHU]. ADDI. <https://addi.ehu.es/handle/10810/58559>

ANNEX 1. Catalogue of Basque Video Games

Id.	Title	Developers	Type of localisation	Officiality	Release year	Basque version	Platform	Type of software
1	0 A.D.	Wildfire Games	Opened to the community	Official version	2009	2017	PC	Free
2	Adur, azken erronka	Eneko Azedo	Managed by developers	Official version	2022	2022	PC, Phone (Tele-gram)	Proprietary
3	Alex Kidd in Miracle World	Sega	Fan localisation	ROM / mod	1986	2016	Master System	Proprietary
4	Aliceren Ibaiak	Delirium Studios	Managed by developers	Official version	2015	2015	PC, Phone, Wii U	Proprietary
5	Amaiera Tragikoen Antzokia	Nomnom-Nami	Managed by developers	Official version	2021	2022	PC, Phone	Proprietary
6	American Truck Simulator	SCS Software	Managed by developers	Official version	2016	2016	PC	Proprietary
7	Among Us	Innersloth	Fan localisation	ROM / mod	2018	2021	PC, Phone	Proprietary
8	Aragami 2	Lince Works	Fan localisation accepted by the developers	Official version	2021	2022	PC, Xbox	Proprietary
9	Arclight Beat	DigiPen Europe-Bilbao	Managed by developers	Official version	2022	2022	PC	Proprietary
10	ARK: Survival Evolved	Studio Wildcard	Opened to the community	Official version	2016	2016	PC	Proprietary
11	ARK: Survival Of The Fittest	Studio Wildcard	Opened to the community	Official version	2016	2016	PC	Proprietary
12	Arruyo	DigiPen Europe-Bilbao	Managed by developers	Official version	2022	2022	PC	Proprietary
13	Batu ta Batu	EZSD	Managed by developers	Official version	2020	2020	PC, Xbox, PS4, Switch	Proprietary
14	Berbaxerka	Izha97 (Euskal adaptazioa: Marc Font & Gorka Salces)	Opened to the community	Adaptation	2022	2022	PC, Phone	Free
15	Braid	Number None	Fan localisation	ROM / mod	2009	2016	PC	Proprietary
16	Delta Squad	Eskema-Games	Managed by developers	Official version	2019	2020	PC	Proprietary
17	Dementium: The Ward	Renegade Kid	Fan localisation	ROM / mod	2007	2015	NDS	Proprietary
18	Dynasty Feud	Kaia Studios	Managed by developers	Official version	2017	2017	PC	Proprietary
19	Egunean Behin	Codesyntax	Managed by developers	Official version	2019	2019	Phone	Proprietary
20	Eurotruck Simulator 2	SCS Software	Managed by developers	Official version	2012		PC	Proprietary

21	Everhood	Chris Nordgren eta Jordi Roca	Opened to the community	Official version	2021	2021	PC, Switch	Proprietary
22	Fobos	Albert Sarlé	Fan localisation accepted by the developers	Official version	2021	2022	PC	Proprietary
23	Forgotten Journey	DigiPen Europe-Bilbao	Managed by developers	Official version	2021	2021	PC	Proprietary
24	Foundation	Polymorph Games	Opened to the community	Official version	2019	2019	PC	Proprietary
25	Fronton	Pulsar Concept, Bainet	Managed by developers	Official version	2014	2014	Phone	Proprietary
26	George of the Jungle	Papaya Studios, 7 Studios	Fan localisation	ROM / mod	2008	2016	NDS	Proprietary
27	Han'yo	DigiPen Europe-Bilbao	Managed by developers	Official version	2022	2022	PC	Proprietary
28	Hyper Light Drifter	Heart Machine	Fan localisation	ROM / mod	2016	2021	PC	Proprietary
29	Inside	Playdead	Fan localisation	ROM / mod	2016	2021	PC	Proprietary
30	Itadaki Smash	Main Loop videogames S.L	Managed by developers	Official version	2021	2021	PC, PS4	Proprietary
31	Keep Talking and Nobody Explodes	Steel Crate Games	Fan localisation	ROM / mod	2015	2019	PC, Play Station, Xbox, Phone, Switch	Proprietary
32	Kopaniito All-Stars Soccer	Merix-games	Fan localisation	ROM / mod	2016	2020	PC	Proprietary
33	Live Cycling Manager 2	Xagu Studios	Managed by developers	Official version	2019	2019	Phone	Proprietary
34	Live Cycling Manager 2021	Xagu Studios	Managed by developers	Official version	2021	2021	Phone	Proprietary
35	Magic Twins	Flying Beast Labs	Managed by developers	Official version	2021	2021	PC, Switch	Proprietary
36	Mario Kart 8 Deluxe	Nintendo	Fan localisation	ROM / mod	2014	2022	PC, Switch	Proprietary
37	Mario Kart Wii	Nintendo	Fan localisation	ROM / mod	2008	2022	Wii	Proprietary
38	Metroid Zero Mission	Nintendo	Fan localisation	ROM / mod	2004	2016	Game Boy Advance	Proprietary
39	MIND: Path to Thalamus	Pantumaca Barcelona (Carlos Coronado)	Managed by developers	Official version	2014	2015	PC	Proprietary
40	Minecraft	Mojang	Opened to the community	Official version	2011	2014	PC	Proprietary
41	Mirlo: Above The Sun	DigiPen Europe-Bilbao	Managed by developers	Official version	2021	2021	PC	Proprietary
42	Nuclear Blast	Deepnight Games	Fan localisation accepted by the developers	Official version	2021	2021	PC	Proprietary

Zorrakin-Goikoetxea, Itziar and Junguitu Drona, Maitane. 2024. Descriptive analysis of Basque video games from the perspective of localization. In: LION Journal 1(3), pp. 48–91.

43	Nuclear Corps	Ibar Ezkerra Ikastola S. Coop., Jokoga Interactive	Managed by developers	Official version	2021	2021	PS4	Proprietary
44	Oddworld: New 'n' Tasty PC	Just Add Water (Developments), Ltd.	Fan localisation	ROM / mod	2015	2021	PC	Proprietary
45	OpenTTD	OpenTTD Team	Opened to the community	Official version	2004		PC	Free
46	Outer Wilds	Mobius Digital	Fan localisation	ROM / mod	2018	2022	PC	Proprietary
47	Owlboy	D-Pad Studio	Fan localisation	ROM / mod	2016	2021	PC	Proprietary
48	Papers, please	Lucas Pope	Fan localisation accepted by the developers	Official version	2013	2019	PC	Proprietary
49	Pile Up!	Seed by Seed	Managed by developers	Official version	2021	2021	PC, Xbox, PS4, Switch	Proprietary
50	Project Senk	DigiPen Europe-Bilbao	Managed by developers	Official version	2020	2021	PC	Proprietary
51	Quest 4 Reloaded	PapaDigiPen Europe-Bilbao	Managed by developers	Official version	2020	2020	PC	Proprietary
52	Re-Volt	Acclaim Studios London, Iguana Entertainment, Inc., Acclaim Studios Teesside, Iguana Entertainment London	Fan localisation	ROM / mod	1999	2018	PC, PlayStation	Proprietary
53	Return of the Obra Dinn	Lucas Pope	Fan localisation	ROM / mod	2018	2021	PC	Proprietary
54	Shadow Race	DigiPen Europe-Bilbao	Managed by developers	Official version	2022	2022	PC	Proprietary
55	Shattered Pixel Dungeon	Shattered Pixel	Opened to the community	Official version	2014	2018	Phone	Free
56	Sorginen Kondaira	Binary Soul	Managed by developers	Official version	2017	2017	PC	Proprietary
57	Space Revenge	Eskema-Games	Fan localisation accepted by the developers	Official version	2021	2021	PC, PlayStation, Xbox, Switch	Proprietary
58	Submersed	Main Loop videogames S.L.	Managed by developers	Official version	2019	2019	PC, PS4	Proprietary
59	Super Mario 64	Nintendo	Fan localisation	ROM / mod	1996	2022	Nintendo 64	Proprietary
60	Super Mario Bros.	Nintendo	Fan localisation	ROM / mod	1985	2016	NES	Proprietary

61	Super Mario Bros. 2	Nintendo	Fan localisation	ROM / mod	1988	2020	NES	Proprietary
62	Super Woder GP	ViJuDa	Managed by developers	Official version	2021	2021	PC	Proprietary
63	SuperStar-Fighter 0.4.1	Notapixel studio	Opened to the community	Official version	2019	2019	PC	Free
64	SuperTux	The SuperTux Team	Opened to the community	Official version	2004		PC	Free
65	SuperTux-Kart	"Benau", "Alayan", Marianne Gagnon "Auria", Jean-Manuel Clemençon "Samuncle"	Opened to the community	Official version	2007	2015	PC, Phone	Free
66	Sword of the Necromancer	Grimorio of Games	Fan localisation accepted by the developers	Official version	2020	2021	PC, Play Station, Xbox, Switch	Proprietary
67	Takatekla	Ion Lizarazu	Managed by developers	Official version	2021	2021	PC	Proprietary
68	The Binding of Isaac: Rebirth	Nicalis, Inc.	Fan localisation	ROM / mod	2014	2017	PC	Proprietary
69	The Five Covens	rBornGames	Managed by developers	Official version	2021	2021	PS4	Proprietary
70	The Legend of Zelda	Nintendo	Fan localisation	ROM / mod	1986	2016	NES	Proprietary
71	The Vanishing of Ethan Carter	Astronauts eta Redux	Fan localisation	ROM / mod	2014	2016	PC, Play Station	Proprietary
72	Town-scaper	Oskar Stålberg	Opened to the community	Official version	2021	2021	PC	Proprietary
73	Waves Out!	Crevice Games	Managed by developers	Official version	2021	2021	PS4	Proprietary
74	Wikitribia	Tom J. Watson (Basque adaptation: Talaios Koop.)	Opened to the community	Adaptation	2022	2022	PC, Phone	Free
75	Wonder Boy: The Dragon's Trap	Lizardcube	Fan localisation	ROM / mod	1989	2018	PC, Xbox, PS4, Switch	Proprietary
76	Wordle	Josh Wardle (Basque adaptation: Talaios Koop.)	Opened to the community	Adaptation	2021	2022	PC, Phone	Free
77	WorldLEH	Josh Wardle (Basque adaptation: Talaios Koop.)	Opened to the community	Adaptation	2022	2022	PC, Phone	Free
78	Yo Frankie!	Blender Institute	Managed by developers	Official version	2008	2009	PC	Proprietary

ANNEX 2. Survey

Survey: Basque video game localisation

Page 1. - Hizkuntza / Idioma / Language

Question 1.

- Inkesta euskaraz bete nahi dut (* Jarraitu 2. orrialdean)
- Quiero rellenar la encuesta en español (* Jarraitu 6. orrialdean)
- I want to fill the survey in English (* Jarraitu 10. orrialdean)

Page 2. - Survey about Basque video game localisation

Itziar Zorrakin-Goikoetxea and Maitane Jungitu Drondak invite you to participate in a survey about Basque video game localisation.

The results of the survey will be published in a book and will help to understand and improve the possibilities of the Basque language in video game localisation. If you proceed with the survey, you agree to your participation in this study.

You will only need 3-5 minutes to complete the survey.

If you have developed more than one game that is available in Basque, please choose one to answer the questions. At the end of the survey, you will be able to answer for another game as well.

If you have any questions, you can find send us an email to:

Itziar: zogotranslations@gmail.com

Maitane: mjunguitu@gamerauntsia.eus

Question 2 - If you want to receive the results of the survey, please leave your email and we will contact you within a few months.

Question 3 – In how many video games have you participated?

- 0
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9

10 or more

Question 4 – How many of them are available in Basque?

0

1

2

3

4

5

6

7

8

9

10 or more

Page 3. – Questions about the game

Question 5 – What is the title of the game?

Question 6 – What is the name of the company/developer?

Question 7 – What is the original language of the video game?

Basque

French

Spanish

English

Other (Which one?) -----

Question 8 - What were the reasons to localise this game into Basque?

We live in the Basque Country

To promote Basque

To get more publicity

The Basque localisation was offered for free

We were forced to localise it

Basque was the original language

Others (Please explain) -----

Question 9 – Who translated the game?

A translation agency

A professional translator

A fan

A group of fans

A colleague of my company

- An automatic translation software
- Others (Which one?) _____

Question 10 – Was the translator paid for the translation?

- Yes
- No
- I don't know

Question 11 - Did the translator receive any other form of compensation? For example, a free copy of the game.

- Yes
- No
- I don't know

Please specify.

(* To fill only if the answer to the previous question is Yes)

Question 12 - Would you like your next video game to be available in Basque?

- Yes
- No
- I don't care

Question 13 - Why?

Question 14 - In what conditions would you localise your game into Basque?

- I would like the game to be localised into Basque and I am ready to pay for it.
- Only if someone translated it for free.
- We would translate it internally because it is a colleague's or my mother language.
- We would translate it internally because a colleague or I have studied Basque.
- I don't want the game to be in Basque.
- Others (Please explain) _____

Question 15 – Would you like to add anything?

Question 16 - Have you developed any other game that is also in Basque?

- Yes (* Repeat the questionnaire)
- No (* Go to page 4)

Page 4. – Thank you

Thank you very much for participating in the survey.

ANNEX 3. Answers to the survey

Id.	Language	How many video games have you developed?	How many are there in Basque?	What is the title of the game?	What is the name of the studio / developer?	What is the original language of the game?
1	Basque	10 or more	10 or more	Live Cycling Manager 2022	Xagu Studios S.L.	Basque
2				Live Cycling Race	Xagu Studios S.L.	Basque
3	Spanish	4	1	The Five Covens	rBorn Games	English
4	Basque	1	1	Pile up!	Seed by Seed	English
5	English	2	1	Pile Up!	Seed by Seed	English
6	Basque	1	1	ADUR - Azken Erronka	Eneko Azedo	Basque
7	Spanish	10 or more	2	Delta squad y Space Revenge	EskemaGames	English
8				Delta squad y Space Revenge	EskemaGames	English
9	Basque	10 or more	1	Dynasty Feud	Kaia Studios	English
10	Spanish	10 or more	2	Submersed	Main Loop Videogames S.L.	English
11				Itadaki Smash	Main Loop Videogames S.L.	English
12	Spanish	2	1	Aragami 2	Lince Works	Spanish
13	English	3	1	Superstarfighter (Starship Olympics)	notapixelstudio	English
14	Spanish	10 or more	1	Magic Twins	Cateffects SL (Flying Beast Labs)	English
15	Basque	1	1	Takatekla	Ion Lizarazu	Basque
16	English	1	1	Everhood	Foreign gnomes	English
17	Basque	1	1	Batu ta Batu	EZSD	Basque
18	Spanish	5	1	Arruyo	Digipen	Spanish
19	Spanish	3	1	Quest 4 Papà: Reloaded	El juego era un proyecto de la universidad	English

Zorrakin-Goikoetxea, Itziar and Junguitu Drona, Maitane. 2024. Descriptive analysis of Basque video games from the perspective of localization. In: LION Journal 1(3), pp. 48–91.

20	English	4	1	Arruyo	Blank Canvas Studio	English
21	Spanish	4	2	Mirlo: Above the Sun	Kaiju in the baijoo	English
22	Spanish	3	1	Shadow Racer	DigiPen Institute of Technology Europe Bilbao	English
23	Basque	3	1	Mirlo Above the Sun	Kaiju in the Bayou (Digipen Bilbao)	English
24	Spanish	5	2	Forgotten Journey	DigiPen Institute of Technology	English
25	English	6	2	Arclight Beat	DigiPen Institute of Technology Europe - Bilbao	English
26	Spanish	2	1	Arruyo	DigiPen Institute of Technology	English
27	Spanish	3	1	Mirlo Above The Sun	Kaiju in the Bayou	English
28	Spanish	4	1	Super Woden GP	VijuDa	Spanish
29	Spanish	3	1	Forgotten Journey	Digipen-Europe Bilbao	English
30	Spanish	5	1	Sword of the Necromancer	Grimorio of Games	English
31	English	10 or more	1	BAD END THEATER	NomnomNami	English
32	Spanish	1	1	Fobos	Es un juego creado por mí.	Spanish and Catalana
33	Spanish	10 or more	1	Los Ríos de Alice	Delirium Studios	English
34	Basque	2	1	Forgotten Journey	Asvaq	English
35	Spanish	1	1	Han'yō	Hangover Studios de DigiPen Bilbao	English
36	English	10 or more	1	Nuclear Blaze	Deepnight Games	French
37	Spanish	1	1	Berbaxerka	Gorka Salcess eta Marc Font	English

Id.	What were the reasons to localise the game into Basque?	Who translated the game?	Was the translator paid for the translation?	Did the translator receive any other form of compensation	What were the reasons to localise the game into Basque?	Who translated the game?
1	To promote Basque; Basque was the original language	A colleague	No	No	1	To promote Basque; Basque was the original language
2	To promote Basque; Basque was the original language	A colleague	No	No	2	To promote Basque; Basque was the original language
3	The Basque localisation was offered for free	A colleague	No	Yes	3	The Basque localisation was offered for free
4	To promote Basque; Garatzaileetariko bat euskalduna delako	A colleague	No	Yes	4	To promote Basque; Garatzaileetariko bat euskalduna delako
5	To promote Basque; A team member is Basque and did the localization by himself.	A colleague	No	Yes	5	To promote Basque; A team member is Basque and did the localization by himself.
6	We live in the Basque Country; To promote Basque; Basque was the original language	A colleague	No	I don't know	6	We live in the Basque Country; To promote Basque; Basque was the original language
7	The Basque localisation was offered for free	A professional translator	No	Yes	7	The Basque localisation was offered for free
8	The Basque localisation was offered for free	A professional translator	No	Yes	8	The Basque localisation was offered for free
9	We live in the Basque Country; To promote Basque	Azkue Fundazioa	No	No	9	We live in the Basque Country; To promote Basque
10	We live in the Basque Country; To promote Basque	A translation company	Yes	No	10	We live in the Basque Country; To promote Basque
11	We live in the Basque Country; To promote Basque	A translation company	Yes	No	11	We live in the Basque Country; To promote Basque
12	The Basque localisation was offered for free	A translation company	I don't know	I don't know	12	The Basque localisation was offered for free
13	The Basque localisation was offered for free	A fan	No	Yes	13	The Basque localisation was offered for free

14	The Basque localisation was offered for free	A fan group	No	Yes	14	The Basque localisation was offered for free
15	We live in the Basque Country; To promote Basque; Basque was the original language	A colleague	No	No	15	We live in the Basque Country; To promote Basque; Basque was the original language
16	The Basque localisation was offered for free	A fan	No	No	16	The Basque localisation was offered for free
17	Basque was the original language	A colleague	No	No	17	Basque was the original language
18	We live in the Basque Country; To promote Basque, To get more publicity	A colleague	No	No	18	We live in the Basque Country; To promote Basque, To get more publicity
19	Algunos de los desarrolladores hablan euskera, y se han ofrecido para localizar los diálogos	A colleague	No	No	19	Algunos de los desarrolladores hablan euskera, y se han ofrecido para localizar los diálogos
20	We live in the Basque Country	A colleague	No	Yes	20	We live in the Basque Country
21	We live in the Basque Country; To promote Basque	A colleague	No	No	21	We live in the Basque Country; To promote Basque
22	We live in the Basque Country	A colleague	No	No	22	We live in the Basque Country
23	We live in the Basque Country; To promote Basque	A fan group	No	No	23	We live in the Basque Country; To promote Basque
24	We live in the Basque Country; To promote Basque	A fan group	No	No	24	We live in the Basque Country; To promote Basque
25	We live in the Basque Country; We were forced to localise it	A colleague	No	No	25	We live in the Basque Country; We were forced to localise it
26	We live in the Basque Country; To promote Basque; The Basque localisation was offered for free	A colleague	No	No	26	We live in the Basque Country; To promote Basque; The Basque localisation was offered for free
27	We live in the Basque Country; To promote Basque	Unos compañeros del equipo	No	No	27	We live in the Basque Country; To promote Basque
28	To get more publicity; The Basque localisation was offered for free	A fan	No	Yes	28	To get more publicity; The Basque localisation was offered for free

29	We live in the Basque Country; To promote Basque	Nosotros, los desarrolladores	No	No	29	We live in the Basque Country; To promote Basque
30	To promote Basque; The Basque localisation was offered for free; El juego ya estaba en catalán y gallego y queríamos que estuviera en euskera para tener todos los idiomas cooficiales	Game Erauntsia	No	Yes	30	To promote Basque; The Basque localisation was offered for free; El juego ya estaba en catalán y gallego y queríamos que estuviera en euskera para tener todos los idiomas cooficiales
31	To promote Basque; The Basque localisation was offered for free	A fan	Yes	Yes	31	To promote Basque; The Basque localisation was offered for free
32	To promote Basque; The Basque localisation was offered for free; Me interesa mucho promover lenguas más minoritarias y apoyar iniciativas que trabajen con ellas. Me ofrecieron la traducción y me pareció una buena oportunidad de que mi trabajo contribuya a ello.	A professional translator	I don't know	I don't know	32	To promote Basque; The Basque localisation was offered for free; Me interesa mucho promover lenguas más minoritarias y apoyar iniciativas que trabajen con ellas. Me ofrecieron la traducción y me pareció una buena oportunidad de que mi trabajo contribuya a ello.
33	We live in the Basque Country; To promote Basque	A professional translator	Yes	No	33	We live in the Basque Country; To promote Basque
34	We live in the Basque Country; To promote Basque	Ni eta beste bi lankide	No	Yes	34	We live in the Basque Country; To promote Basque
35	We live in the Basque Country; To promote Basque; To get more publicity	A colleague	No	No	35	We live in the Basque Country; To promote Basque; To get more publicity
36	To promote Basque; To get more publicity	A fan	No	Yes	36	To promote Basque; To get more publicity
37	We live in the Basque Country; To promote Basque	A fan	No	No	37	We live in the Basque Country; To promote Basque

Id.	Please specify.	Would you like your next game to be available in Basque?	Why?
1		Yes	Euskaldunak garelako.
2		Yes	Euskaldunak garelako.
3	Como miembro del equipo recibió su parte proporcional, al margen del tema del euskera.	No	Resulta totalmente irrelevante en esta industria.
4	Jokoa	No	Jej
5	Steam / Console Keys, yes? But he also has equity shares in the company, as a team member and founder.	Yes	As much as possible, we'll try to localize our future game in Basque. However, narrative games, like the one we're making at the moment, are scoring more than 100 000 words. For that quantity, paying a translator would be mandatory and we do not know if we can afford it yet. However, if we're making new games with a low word count, we would try to translate them to Basque again.
6		Yes	Gure hizkuntza da.
7	Delta Squad y Space Revenge	I don't care	Sinceramente y según cifras de ventas, euskera, catalán e incluso español dan unas cifras muy bajas. Es por eso que no es nada atractivo traducir, y además lleva un coste de tiempo difícil de asumir por cualquier estudio indie.
8	Delta Squad y Space Revenge	I don't care	
9		Yes	Ahal den neurrian eta nire eskutan egotekotan, euskaraz egotea gustatuko litzaidake. Euskaldun batek hizkuntza aukeratzerakoan euskara hor ikustean badu, jokatu duela. Nik behintzat hori egiten dut. To promote Basque eta hizkuntza erabili eta maite dugunon artean presentzia hori mantentzeko ahaleginak egiten direla erakusteko gehien bat.
10		I don't care	La localización en euskera es algo que no aporta ventas al juego y aumenta el presupuesto y el tiempo de desarrollo, por lo que no es eficiente para nosotros.
11		I don't care	La localización en euskera es algo que no aporta ventas al juego y aumenta el presupuesto y el tiempo de desarrollo, por lo que no es eficiente para nosotros.
12		Yes	Nos gusta que los diferentes idiomas existentes en el territorio español estén presentes en el juego.

13	The game is free	Yes	Localisation is a great additional feature to a game. Accessibility is important both to preserve and to let people know the culture /language.
14	varios de nuestros juegos	Yes	Entendemos que la diversidad mejora el contenido cultural.
15		Yes	To promote Basque.
16		I don't care	We are a small company.
17		Yes	Gustatu egiten zait gauzak nire ama hizkuntzara itzulita daudela ikustea.
18		Yes	Porque nunca está de más que la gente pueda disfrutar de videojuegos en el idioma que quieran.
19		I don't care	No hablo euskera, no podría jugar la versión localizada en euskera.
20	It is free, and we worked on the game	Yes	If I developed a game myself (or worked in a company located in the Basque country), it would be cool to have a language option in Basque, as it would be a nice way to expand the language.
21		Yes	Son varias razones. Yo, como euskaldun, creo que el euskera es algo que habría que utilizar más a menudo. También creo que a la gente que utiliza el euskera en su día a día le gustaría poder jugar a videojuegos en euskera también.
22		I don't care	Estaría bien, pero yo no me encargo de nada de localización y dudo que el próximo juego en el que trabaje se traduzca al euskera porque muy poca gente que lo hable lo jugaría.
23		Yes	Industria barruan euskara noizbehinka agertzea gustatuko litzaidake.
24		Yes	Promover el euskera como lengua en un medio digital como los videojuegos o la animación es una puesta en valor para la conservación de la lengua y la impulsión de la misma para que más público pueda disfrutar de contenido.
25		I don't care	For larger projects a Basque translation makes little impact on the reachable audience.
26		Yes	Tener juegos disponibles en más idiomas ayuda tanto a promover esa lengua como a atraer jugadores.
27		Yes	Porque es un idioma cooficial y para que la gente que habla euskera tenga la opción de poder elegir consumir contenido en su lengua materna.
28	Juego de forma gratuita.	Yes	Cuantos más idiomas mejor.

29		Yes	Para fomentar y dar a conocer de forma más amplia el euskera.
30	Clave del juego	Yes	Por la misma razón que el anterior.
31	steam key	Yes	I'd like to localize my games in every language possible!
32		Yes	Por lo dicho más arriba. Creo que es muy valioso fomentar que el arte y la cultura estén disponibles en cualquier lengua, y creo que es importante apoyar cualquier iniciativa en esa línea.
33		Yes	Fomentar el euskera.
34	Jokoa guztiontzat debalde da	Yes	Euskararen egoera hobetzeko aukera ona delako.
35		Yes	Porque me parece que, como desarrolladores, nos abre más puertas al incluir el euskera, sobre todo estando en Euskadi, además de que es interesante que la industria de los videojuegos también cuente con el euskera.
36	Free keys for the game	Yes	Because I like the idea of having games in this language, and because as an indie, I can ^^
37		Yes	El catalán es mi lengua materna y por lo tanto respeto mucho las otras lenguas. Por eso me parece muy importante que haya contenido en lenguas como el euskera.

d.	In what conditions would you localise your game into Basque?	Would you like to add anything?	Have you developed any other game that it is also in Basque?
1	We would translate it internally because it is a colleague's or my mother language.		Yes
2	We would translate it internally because it is a colleague's or my mother language.		No
3	I don't want the game to be in Basque		No
4	I don't want the game to be in Basque		Yes
5	We would translate it internally because a colleague or I have studied Basque.	Anize Amestoy gave all the efforts and work for the Pile Up translation and we're very grateful to him for that.	No
6	We would translate it internally because it is a colleague's or my mother language.		No
7	Como he dicho antes no, aun si me lo traducen gratis dudo que lo haga	Lo dicho, cifras de ventas muy bajas como plantearte siquiera traducir nada.	No
8	Como he dicho antes no, aun si me lo traducen gratis dudo que lo haga	Lo dicho, cifras de ventas muy bajas como plantearte siquiera traducir nada.	No
9	I would like the game to be in Basque and I am ready to pay for it	Arazo larriena euskaraz jokatuko duten jokalaria kopurua beste hizkuntzekin konparatuta, ekonomikoki bideragarria ez dela erakutsiko duela da.	No
10	Puede que lo localicemos o puede que no, se verá en función del proyecto		Yes
11	Puede que se localice o puede que no		No
12	Only if someone translated it for free		No
13	Only if someone translated it for free		No
14	We would translate it internally because a colleague or I have studied Basque.		No
15	We would translate it internally because it is a colleague's or my mother language.		No
16	Only if someone translated it for free		No
17	I would like the game to be in Basque and I am ready to pay for it.		No
18	We would translate it internally because it is a colleague's or my mother language.		No
19	Only if someone translated it for free		No
20	If it's profitable to localize the game into Basque		No

21	We would translate it internally because it is a colleague's or my mother language.	Yes	
22	Idealmente lo traduciría alguien profesional, externo a la compañía, pero yo no tengo palabra en los idiomas del juego.	No	
23	We would translate it internally because a colleague or I have studied Basque..	No	
24	We would translate it internally because it is a colleague's or my mother language.	Yes	
25	We would translate it internally because it is a colleague's or my mother language.	Yes	
26	We would translate it internally because it is a colleague's or my mother language.	No	
27	I would like the game to be in Basque and I am ready to pay for it	No	
28	I would like the game to be in Basque and I am ready to pay for it	No	
29	Si hubiese tiempo suficiente para ello	No	
30	I would like the game to be in Basque and I am ready to pay for it	No	
31	I would like the game to be in Basque and I am ready to pay for it	No	
32	Es diferente un juego creado sin ánimo de lucro (como Fobos) con el que no podría permitirme pagar activamente una traducción. Pero de ser un juego creado desde una empresa o asociación, y con rédito económico, de tener yo poder de decisión sí me gustaría que desde el equipo se pagara ka traducción (aunque sea en parcialmente).	No	
33	We would translate it internally because a colleague or I have studied Basque..	La razón es puramente económica. En ocasiones no compensa ni el castellano. Se piensa siempre en inglés y en el mercado global. Sólo hacenos euskera cuando las líneas de texto no son muy extensas y vamos bien en la producción.	No
34	We would translate it internally because it is a colleague's or my mother language.	No	
35	We would translate it internally because it is a colleague's or my mother language.	No	
36	I would like the game to be in Basque and I am ready to pay for it	No	
37	We would translate it internally because a colleague or I have studied Basque..	No	