

RECOMMENDATIONS ON CREDITING YOUR LOCALIZATION TEAMS

1. Benefits of crediting your localization partners

Crediting localization partners such as translators and reviewers helps you to build a good public and professional image within your sector. Being known for offering good working conditions means that better professionals will be interested in working with you, which will eventually result in high-quality localized products.

Video Game translators have the authorship of their work. Pursuant to article 14 of the [Spanish Intellectual Property Law](#) –which applies to derivative works such as translations and adaptations (article 11.1)–, unlike exploitation rights, the moral right of authorship is irrevocable, inalienable (it can't be marketed, relinquished or transferred), and cannot be waived either by the author's own will or by third party obligation.

2. How to credit translators and reviewers in-game

Example 1
German
TR
RV
Spanish
TR
RV
French
TR
RV
Italian
TR
RV

Example 2
German
TR (Translation)
RV (Review)
Spanish
TR (Translation)
RV (Review)
French
TR (Translation)
RV (Review)
Italian
TR (Translation)
RV (Review)

3. Other ways of crediting translators and reviewers

- A) A standalone web page for information related to the localization of your game, as in [RPG Dice: Heroes of Whitestone](#).
- B) On the game website, a separate page or section for credits, as in [Lost Ark](#).

This way, you can easily add and edit credits as needed without having to update the game.

Read all recommendations [here](#).