



RECOMMENDATIONS ON CREDITING LOCALIZATION TEAMS

1. Benefits of crediting localization teams

Video Game localization is a craft that deserves the same recognition and visibility as any other activities involved in the development of creative work. Sometimes, translators and reviewers sign confidentiality agreements that extend beyond the product release date and deprive them of rights they are entitled to, such as publicly sharing the titles they have worked on. Translators and reviewers are essential actors in the creative process, since they enable international audiences to enjoy the final product. Therefore, ATRAE believes that these professionals should be duly acknowledged, and crediting is crucial for them to get recognition, build a portfolio, and grow professionally. As stated in *Translators on the cover*, a report drafted by a group of experts from the European Union Council: “Translators are authors who deserve recognition for their creative and cultural achievements. Publishers, newspapers, and other entities must commit to crediting translators in books and digital media.”

Crediting your localization partners is the best way to recognize a job that breaks linguistic and cultural barriers to bring a product to a large audience who, otherwise, would not be able to enjoy it. Like any other link in the creative process chain, we devote care, time and effort to translate original works as faithfully and respectfully as possible. Hence, localization team members deserve to appear in the credits along with all the other professionals involved in the creative process. Doing so not only benefits these professionals, but adds value to developers and production companies by publicly acknowledging the importance of localization in the development chain.

Also, it is worth noting that the recognition debate is no longer limited to localization professionals: an increasing number of people, as well as the media, praise good translations and condemn that localization professionals are not included in the credits of their favourite products. In order to improve the current landscape and their working conditions, it is important that producers do their part and duly recognize our work.

Along these lines, the #TranslatorsInTheCredits movement has become more and more relevant in the media and on social networks, fighting on our side for our right to be credited, echoed by the national and international media. The below links speak to this regard:

<https://www.pcgamesn.com/pentiment/credits-localisers-and-translators>

<https://www.eurogamer.net/ex-sega-developer-highlights-lack-of-credit-for-translators>

<https://www.gamesindustry.biz/a-guide-to-properly-crediting-game-workers-and-why-it-matters>

<https://www.videogameschronicle.com/features/opinion/game-credits-are-still-a-broken-mess/>

<https://www.pcgamer.com/a-spit-in-the-face-of-every-translator-who-worked-tirelessly-on-the-project-persona-3-and-4-localisers-arent-in-the-credits/>

This movement has significantly influenced the perception on gaming localization companies, not only from an industry standpoint, but also by the general public. As an example, the Spanish database [DoblajeVideojuegos](#) recalled the “Best Studio” award from [Keywords Studios](#) for failing to credit their translators and reviewers.

This example highlights that crediting translators and reviewers has a positive impact on a company’s public and professional image. In this regard, it is important to mention that localization professionals seek good working conditions, such as fair rates, reasonable deadlines, and credit for the titles they work on. If a developer/production company has a good name for offering good working conditions, better professionals will be interested in working for them, leading to localized products of higher quality.

Lastly, we recommend to read our [press release on copyright in video game translation](#). Of all the issues thereby considered, we would like to stress that video game translators are authors 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, copyright is irrevocable, inalienable (it can’t be marketed, relinquished or transferred), and cannot be waived either out the author’s own will or by third party obligation.

In addition to these recommendations, we suggest reading section INCL.1. of the [IGDA \(International Game Developers Association\) Game Crediting Guide](#), which addresses crediting localization professionals.



1. How to credit translators and reviewers in-game

Ideally, you should credit localization professionals per language and, for each language, by type of task (translation/review). Alternatively, list their names in alphabetical order as shown below:

Example 1	Example 2
<p>German TT RR</p> <p>Spanish TT RR</p> <p>French TT RR</p> <p>Italian TT RR</p>	<p>German TT (Translation) RR (Review)</p> <p>Spanish TT (Translation) RR (Review)</p> <p>French TT (Translation) RR (Review)</p> <p>Italian TT (Translation) RR (Review)</p>

Example 3	
<p>German Translation TT TR</p> <p>Review RR RV</p> <p>French Translation TT TR</p> <p>Review RR RV</p>	<p>Spanish Translation TT TR</p> <p>Review RR RV</p> <p>Italian Translation TT RV</p> <p>Review RR RV</p>



2. Other ways of crediting translators and reviewers

If you prefer not to credit translators and reviewers in-game due to lack of space or simply because you do not think it is right place for it, consider the following:

- a) You can build a standalone web page for information related to the localization of your game, as in [RPG Dice: Heroes of Whitestone](#). This way, you can easily add or edit credits as needed without having to update the game.
- b) On the game website, you can add a separate page or section for credits, as in [Lost Ark](#). This allows you to add or edit credits like in the previous option and without creating a new site.

Also, let translators and reviewers know that they can publicly talk about the translations they have worked on.