



Steps for Effective Localization

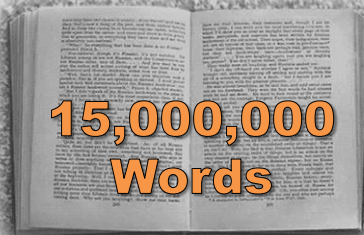
Presenter: Nadège Josa

**Authors: Nadège Josa, Chris Burgess,
Nadine Martin
Sony Interactive Entertainment**





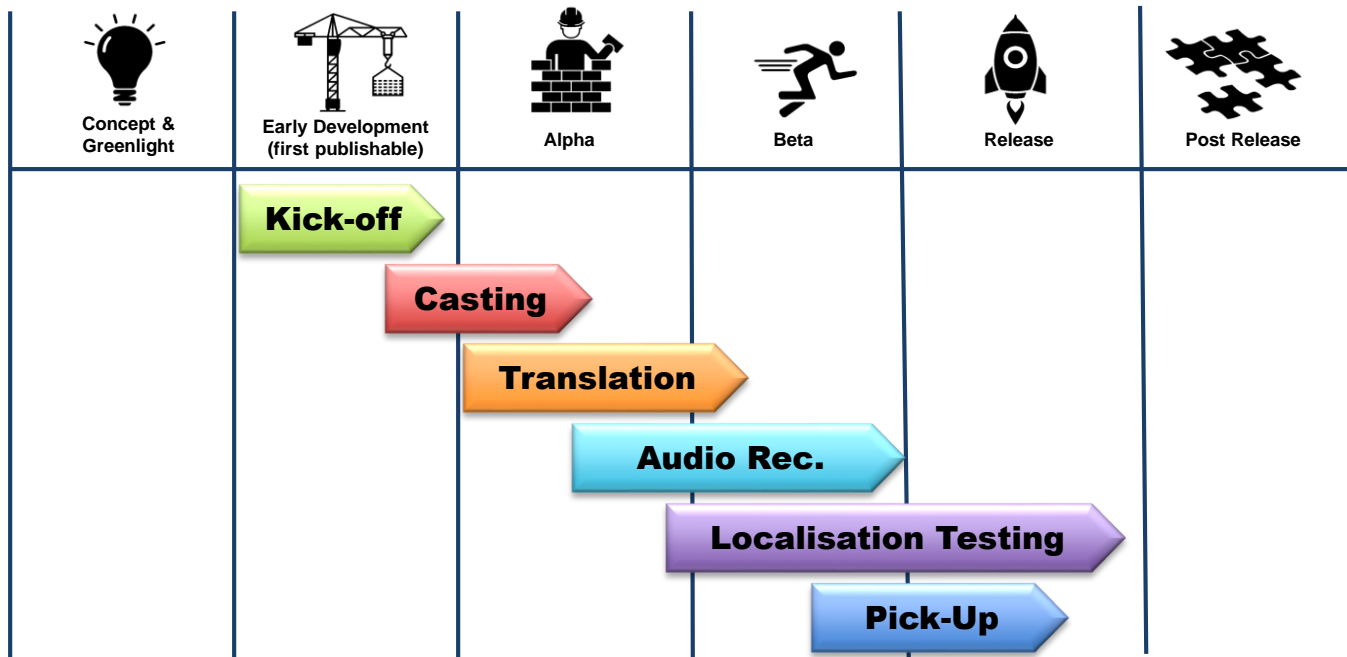
Who are we?





Traditional Localization Pipeline

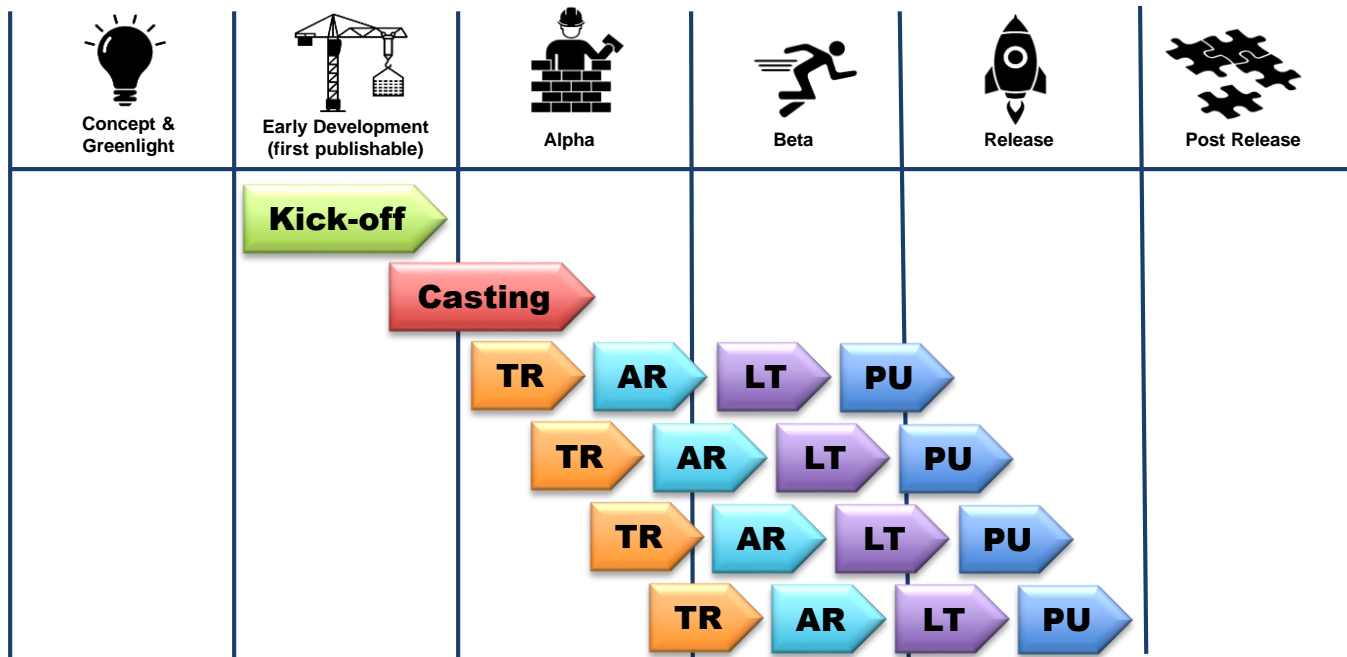
Traditional Waterfall





Iterative Localization Pipeline

Iterative Waterfall





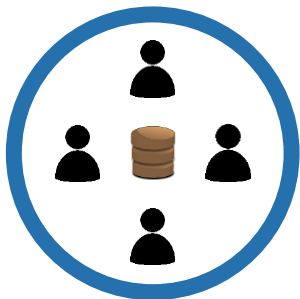
Agile Localization Collaboration



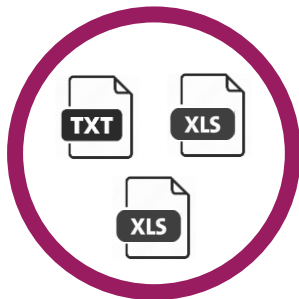


Localization Tool – Access

- **Localization is a massive collaborative effort**



**Available
remotely**



**Allow various
file formats**



**Version
control**





Localization Tool – Comms

- **Enhance communication via the tool**
- **Avoid back and forth**
 - **Correct data set**
 - **History of changes**





Localization Tool – Comms @



Sony
Interactive
Entertainment

LAMS Source

View/Search

Saved Searches

Files

Edit

Glossary

Q&A

Reports

Edit Views

Export for Project

About LAMS

Contact Us

Help

Search Results

Main Story Missions (m_prefix)

(st1) Opening Mission

gameplay

793

(st1) Opening Mission

794

Seattle, Nighttime. Brent and Fetch are loading a few shabby possessions onto a rickety motor boat at the end of a long dock.

796_m_st1_openingnarr_01_nar

FETCH (narrator)

My parents called me in when they found out I had powers. I was... dumbstruck; but my brother, Brent, he always took care of me. He just grabbed my hand, and we ran. Spent a few years living on the streets; staying out of sight, keeping on the move. We did some shitty things to make money, but that job we pulled before leaving Seattle... worse than the rest of it combined.

797

st1_siblings_a10

798

Fetch wants out of Seattle; it has not been good for her. Brent's ready to go, but wants to pull off one last job to make some money, claiming it will help set them up wherever they go next.

799

At that moment some police show up on the dock. Brent's convinced they're looking for him, if he gets caught all is lost. Selflessly Fetch decides to distract the cops with her powers. Normally she'd keep her powers hidden, but since she's just about to leave town the Conduit hunting D.U.P. won't have time to catch up to her.

800

She approaches one of the cops.

802_m_st1_cops_01_po1

POLICEMAN 1 (bellowing, authoritative voice)

Hey. You. Come over here.

Main Story Missions (m_prefix)

(st1) Opening Mission

gameplay

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(st1) Opening Mission

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Localization Tool – Q&A



FIRE?



FIRE?



FIRE?





Localization Tool – Q&A



FIRE?



FIRE?



FIRE?





Localization Tool – Q&A @

1306	Kate Collins	Oh come on, we'll look at the figures, tighten up the data and resubmit. Your core idea is sound, you just...got the numbers slightly wrong.	Oh allez, il suffit de regarder les chiffres, de resserrer les données et de recommencer. Ton idée principale est bonne, ce n'est qu'une petite erreur de calcul.	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
1307	Stephen Appleton	Don't patronise me.	Ne me fais pas la leçon.	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
1308	Kate Collins	I'm not patronizing you. I think you are a brilliant man, Doctor Appleton. Listen...I'm here right? We're together, you and me. The alignment event tomorrow, it's	Je ne te fais pas la leçon. Vous êtes un homme brillant, docteur Appleton. Écoute, je suis là, d'accord ? On est ensemble, toi et moi. Le grand alignement, c'est demain. Il est pour	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>

Flags

Character

Q & A

History

Could you please advise what the term "alignment event" refers to in this context?
Is this a particular alignment of stars/planets?

1 answer 2/1/2017, 4:44:13 PM

This is referring to an alignment of stars, but nothing real-world.





Localization Tool – Validation

- **Check the text (length)**
- **Check the audio (format, name)**
- **Report/Alert someone**





Localization Tool – Validation @

ID		Bitdepth	Sample Rate	Duration (s)		Bitdepth	Sample Rate	Duration (s)	Diff Bitdepth	Diff Sample Rate	Diff Duration (s)	Duration
89		16	48000	0.88		16	48000	0.88	0	0	0.00	+0.00%

ID		Bitdepth	Duration (s)		Bitdepth	Duration (s)	Diff Bitdepth	Diff Duration (s)	Duration
511		16	63.92		24	63.92	8	0.00	+0.00%
661		16	57.66		24	57.66	8	0.00	+0.00%
671		16	5.75		16	6.05	0	0.30	+5.26%

98		24	48000	13.31		16	48000	14.72	-8	0	1.41	+10.58%
99		24	48000	1.24		16	48000	3.18	-8	0	1.94	+157.09%
100		24	48000	15.29		16	48000	16.84	-8	0	1.55	+10.16%
101		24	48000	14.05		16	48000	16.67	-8	0	2.61	+18.58%
102		24	48000	4.53		16	48000	6.95	-8	0	2.42	+53.52%
103		24	48000	7.13		16	48000	8.55	-8	0	1.41	+19.83%





Localization Tool – Subtitles

- **Editable text and timings**
- **Fix without Dev**
- **Investigate automation**





BusStop

char_stems

STEPHEN APPLETON



3500 4260 You haven't.
13410 14780 Don't patronise me.
47000 48500 Is that supposed to make me feel better?
67200 68760 Oh you can laugh all you want,
69600 73210 but I'll bet the parish council have a sub-committee working on
that right now.
83660 84000 Touche.



Localization Tool - Reporting

- **Reactive reporting**
- **Proactive reporting**
- **Data visualisation**





Localization Tool – API

- **Remote access doesn't just mean people**
- **Streamline integration and update**
- **Enables endless possibilities**





Localization Tool – Test @



Sony
Interactive
Entertainment

Passive Capture v2.0 (SVT Application) Video List Share Login

UNTIL DAWN

ACT_20_6_Full_Level_Capture (ID: 63)

Description:
Length: 00:03:43
Upload date: 2015-04-17 14:33:57
Language:
Build Number: 101

Annotations:

Search

@160.8s LamsAdmin created on 4/17/2015, 2:33:57 PM
Annotation text: LAMS text= 君は 行き過ぎたのだよ 分らないのかね? ええ! ず 君のこの, LAMS uniqueness=SMG013_64020
Logging into LAMS server ...

@160.8s LamsAdmin created on 4/17/2015, 2:33:57 PM
Annotation text: LAMS text= 君はおかしい 手におえない程な! , LAMS uniqueness=SMG013_64021
Logging into LAMS server ...

@160.8s LamsAdmin created on 4/17/2015, 2:33:57 PM
Annotation text: LAMS text= [息] あの子たちにいたい何をしたんだ は? 一体何をした, LAMS uniqueness=SMG013_64022
Logging into LAMS server ...

TTY

```
0:03:041 - I/PSH UI : OnFocusActiveSceneChanged [ContentAreaScene : ContentAreaScene] -> [SystemArea : SystemAreaScene]
0:03:041 -
0:03:047 - I/PSH UI : Scene [SystemArea : SystemAreaScene] : Alive
0:03:048 -
0:03:048 - SetDeviceIndexBehavior: mode=SpecificUser, param=0x10000000
0:03:048 -
0:03:048 - [Theme/I] : OnApply[BLUE] : [Option:0000003f][Area:System][scene:SystemArea : SystemAreaScene]
0:03:049 -
0:03:049 - [Theme/I] : Apply start. : [BLUE] [Type:Original]
0:03:050 -
0:03:050 - [Theme/I] : Apply[BLUE] : [ThemeColor] : Blue
0:03:050 -
0:03:050 - [Theme/I] : Apply[BLUE] : [Color] : [Focus:FF00A0FF]
```









Future - Tool

- **Naming Conventions validation tool to catch**
 - **Misspelling**
 - **Forbidden terms**
 - **Missing terms**
- **Integrated with Loc tool to catch NC problems early**





Future - Tool

1316	NPC_GREETING_01	Hello there lovely NPC. It is delightful to see you today.	Male	Bonjour à toi, l'ami NPC. Quelle joie de te voir ici aujourd'hui.		
			Female	Bonjour à toi, l'amie NPC. Quelle joie de te voir ici aujourd'hui.		





Future – Translation & Audio

- **Translators verifying own translations in-game**
- **Audio centralisation – focus on standardising volume of assets in dialogues**
- **Loc PMs embedded in DEV teams**





Future – Localization Testing

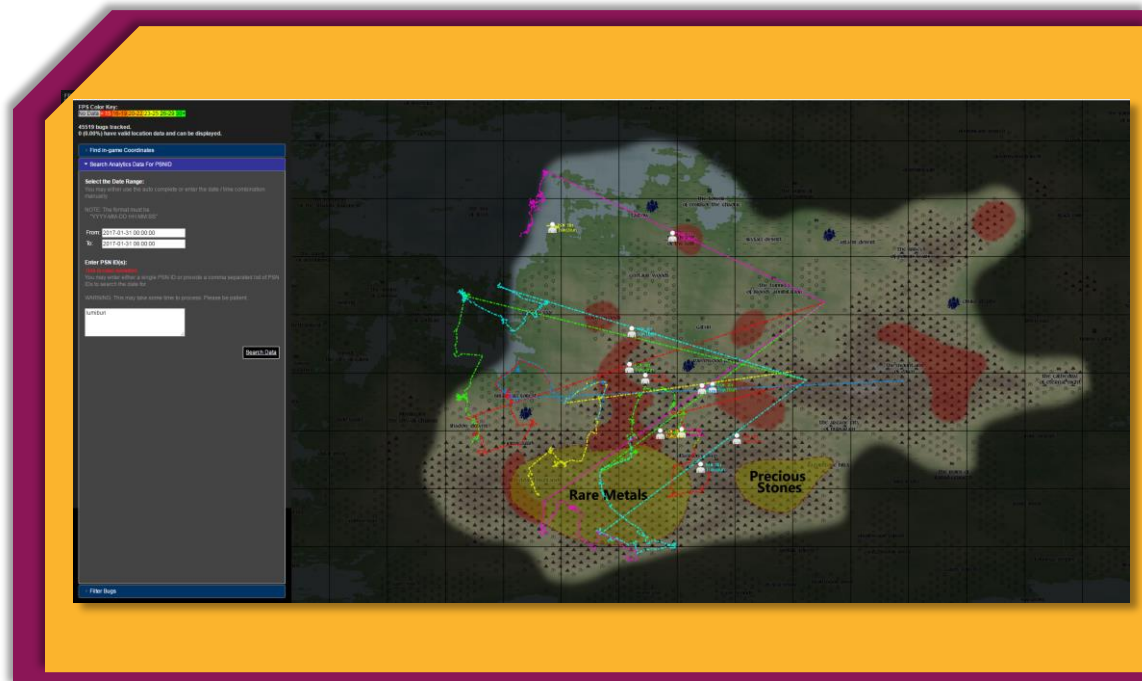
- **Validation vs. testing**
 - **Via increased automation & tool supported testing (e.g. Video review & streaming)**





Future – Localization Testing

- **Game data driven validation**
 - **Map of bugs**
 - **Tester paths**
 - **Using PSN ID to track coverage**





Summary

1. **Meet your Localization experts early**
2. **Invest in a tool, any tool**
3. **Empower your Localization experts**
4. **Automate & validate your Localization testing**





Thank You



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