

About Client:

Located in beautiful Brno, Czech Republic, Madfinger Games brings together a team of veteran game developers. Madfinger's portfolio includes many popular games, and they previously worked on big budget AAA titles for PC, Xbox, PS2, PS3, Xbox 360. Committed to providing the highest quality software for the mobile platform, Madfinger Games' is aimed at developing games with a focus on gameplay and player experience, with a major emphasis on customer satisfaction. Madfinger Games' goal is to create console quality games for mobile devices such as the iPhone, iPod Touch, iPad and Android.

About the project:

Madfinger Games.a.s wanted to translate its gaming text from English to simplified [Chinese](#), [Japanese](#), [Korean](#), [Russian](#), Spanish, German, French, and Italian. The CCJK team made a careful analysis and assigned the project to our native language translators.

Solution We Offered:

1. All translation tasks were handled by native translators with extensive experience and industrial knowledge. Furthermore, CCJK performed TEP (translation, editing and proofreading) by 3 different linguists to ensure top quality.
2. There were a total of 6500 words to be translated. The client also added specific requirements about the translation, such as numbers at the beginning of each line should be kept, it is necessary to keep an approx length of lines, etc.
3. The CCJK team passed this information on to relevant translators and made sure that the translators were well-informed about the requirements. At this stage, we prepared glossaries and finalized translation style to set a uniform tone for translation throughout the project.
4. Our subject matter experts suggested that the translation be informal to resonate with game themes. The client agreed with the advice. At this point, we also determine whether game terminologies such as weapons, shop items, hats, skins, and tech, as well as the names of the zones and the maps" should be translated or not.

5. Our team of translators has a detailed meeting with clients to discuss other aspects of game translation to meet their expectations.
6. With good mutual communication and understanding, the project was completed within 10 working days as promised. The client made no revisions to our translation file and commented, "I am very happy to work with your team again".

About CCJK:

Founded in the year 2000, [CCJK](#), a company of highly skilled professionals from around the Asia-Pacific region has formed an elite engineering group that is dedicated, knowledgeable and deeply rooted in a sense of responsibility. CCJK always insists that winning clients' trust and confidence in this manner is of paramount importance to the very existence of an organization. CCJK is dedicated to customizing its services to meet the needs of each individual client. For every project, no matter whether it is large or small, sophisticated or trivial, the whole team is committed to working synchronically to make the project mutually successful, both for the client and CCJK.