

# **CROSS-CULTURAL RESEARCH ON VIDEO GAME LOCALISATION: A COMPARATIVE ANALYSIS OF CROATIAN AND SPANISH GAMERS' PERSPECTIVES**

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Video game localisation refers to the process of adapting a video game so that players from different locations across the globe feel as if the game was made for their particular region. This implies the translation of in-game dialogues, instructions, menus etc., but it may also require changes to the game itself to match the newly dubbed wording with the visuals.

In this interview, you will be asked to state your opinions regarding video game localisation and the translation of gaming-related terms into your native language. Please read the questions carefully and give honest answers.

## **demographic questions:**

Age: [INSERT TEXT]

Gender: [INSERT TEXT]

## **language-related questions:**

What is your native language? [INSERT TEXT]

What foreign languages do you speak? [INSERT TEXT]

Please state your language proficiency level for each of the foreign languages you speak, with reference to the Common European Framework of Reference (CEFR)<sup>1</sup>: [INSERT TEXT]

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<sup>1</sup> The common reference levels can be accessed here: <https://www.coe.int/en/web/common-european-framework-reference-languages/table-1-cefr-3.3-common-reference-levels-global-scale>

1. How long have you been playing video games? *This includes video games on all platforms – PC, consoles, mobile phones.*

[INSERT TEXT]

2. What language do you usually play video games in?

[INSERT TEXT]

3. If you are fluent in multiple foreign languages, have you ever tried playing video games in more than at least one of these languages? Do you prefer one language over the other, and if so, why? Please elaborate your answer. *If you speak only one foreign language or have never played video games in which you can choose the foreign languages you speak, you may skip this question.*

[INSERT TEXT]

4. Have you ever played a video game localised into your native language?

[INSERT TEXT]

5. If a video game gave you the option to choose between a foreign language you are fluent in and your native language, which one would you prefer? Please elaborate your answer.

[INSERT TEXT]

6. Just like other media forms like films and literature, video games are known for providing immersive experiences. Immersion implies that the

game design and narrative are crafted in such a way to immerse the player into the fictional world. Would you say that localisation enhances the gaming experience or does it diminish the element of fantasy? Please elaborate your answer. Provide examples if necessary.

[INSERT TEXT]

7. Storytelling plays a significant role in nearly any video game. A unique background helps create well-rounded characters by supplying them with a set of personality traits, a historical context, and more. How do you think this can be adapted to your native language and culture? Please elaborate your answer. Provide examples if necessary.

[INSERT TEXT]

8. *The spell deals 100 magic damage.*

This is an example of a sentence that has become so ingrained in the English language that it flows naturally. How do you think this should be translated into your native language? Does it sound natural? Why or why not? Please elaborate your answer. Provide additional examples if necessary.

[INSERT TEXT]

9. How do you think certain well-established gaming terms in English could be translated into your native language, such as *AFKing*, *noob*, *buff/nerf* etc. Please elaborate your answer. Provide additional examples if necessary.

[INSERT TEXT]

10. Is there anything else you would like to add to the topic that you could not fit into any of your previous answers? If so, you are welcome to share your thoughts here.

[INSERT TEXT]