



Playing Video Games in Our Mother Tongue is not a Dream Anymore!

Even if we have a sufficient level of English to play video games properly now, we have played for hours without even understanding the game's narrative or the reason behind the missions accomplished before we learnt English. It's unquestionable that we benefited at least a little from not having another choice but playing games in English (At least I did.). We memorized some words and improved our vocabulary and listening skills without even noticing it. However, seeing that my cousin from Germany can play video games with subtitles and dubbing in German still makes me green with envy. The generally small market profile of Turkey has been an excuse for game producers to resist translating games into Turkish. But in recent years, with Steam's winning more and more approval, illegal game downloading rates are decreasing. We can't attribute this success only to Steam, of course, there are some other factors too. Very importantly, let me introduce you to a group of volunteer translators who think of their team as one of these factors: OyunÇeviri.

OyunÇeviri is a Turkish localization and dubbing team of proofreaders and dubbing artists. It was founded in 2009, and since then it has continued to follow its mission actively.



Actually, their mission over time is to make more and more PC games playable in Turkish language and, consequently, to bring the Turkish player's video gaming experience one step forward. In general most Turkish gamers hate paying for non-Turkish

Start screens of To The Moon, one of the four games the team translated officially.

games, so OyunÇeviri team tries translating as many games as their financial and technical resources allow. They even dub these games if they can. They gather game requests from Turkish gamers and then start the translating process. I want to stress that they do not support illegal game sharing, which hampers the approval of Turkish language by game producers.



They have translated more than 100 games into Turkish so far, and they also proudly translated The Witcher 2: Assassins of Kings Enhanced Edition, Rochard, To The Moon and Deponia with official support from those games' developers.

As a translation and interpreting student who have been playing PC and video games for almost 14 years, I always dream of working in a video game localization team. Thanks to the Sims series I became interested in English when I was seven years old. So here I am, working hard to bind my dream job and my hobby. When I saw the OyunÇeviri's work I got really excited about. They need new volunteers and we need opportunities to practice our translation skills.

If you want to be a part of this amazing team and help other people enjoy their gaming experience more intensely, you can contact them at www.oyunceviri.com/. They are still looking for new team members. It's a great chance for us to both practice our translation skills and gain experience!

Screenshots from Deponia, one of the four games the team translated into Turkish with official support from the official programmers.