LIONBRIDGE GAMES

The Right Tester, Right Now

Before you release your game to the world, you need to be sure your players will have a smooth, enjoyable experience. From the moment of download to beating the game, from shoddy cell data to high-speed hardwired connections — no matter what demographic you need on which device, we have the testers to match.

Testing With Purpose

With our collective expertise, we can answer any question you have. We bring the full force of enterprise-grade solutions to the gaming space.

Broad Scale → Focused

Technical Performance	Server Capacity	Network Testing	Compatibility Testing	Bug Hunting
	Cross-Platform Testing	Multiplayer Testing	Regional Connectivity	Regional Payment Testing
Content Quality	Balance Testing	At-Scale Player Feedback	UI/UX Usability Testing	Player Interviews

Global Presence

65,000+ gamers across 156 countries, and growing every day.
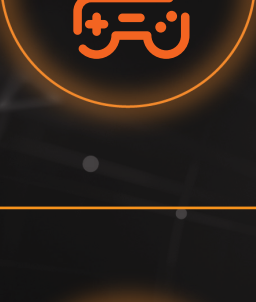
GAME, MEET WORLD

Perfecting the Player Experience

Our global crowd of gamers offers early independent critical feedback to let you know how your target audience receives your game, no matter what platform, region, or demographic.

Our Demographics

The gaming ecosystem is diverse, and so are our gamers.

27% of our crowd prefers mobile gaming

14.4% have previous beta testing experience

17% of our crowd plays regularly on more than three games platforms
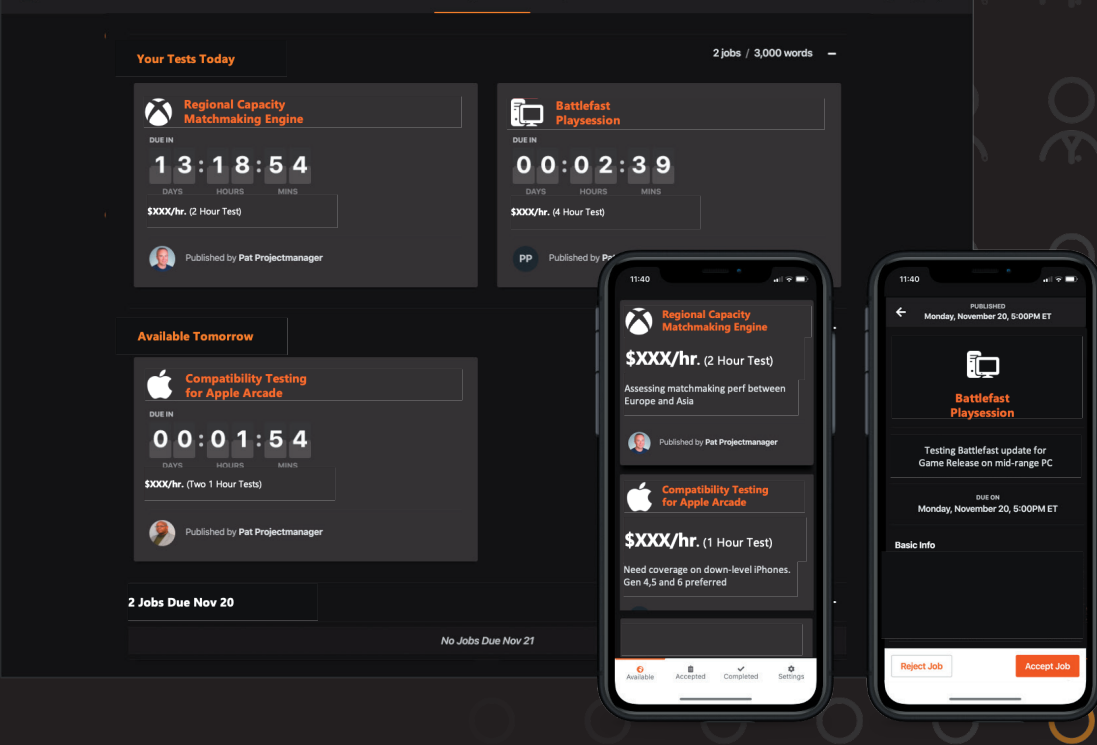
Genres Our Gamers Play The Most

- Action
- FPS
- Casual
- Platformer
- MMORPG
- RTS
- Racing
- Fighting
- Sims
- Turn-Based Strategy
- Battle Royale
- Visual Novel
- JRPG
- Sports
- MOBA
- TCG/CCG
- Music/Rhythm

Our services are fully customizable to meet your evolving needs in understanding player behavior and requirements, all in market. This is enabled by the dozens of data points we capture for each gamer in our global crowd, meaning we can rapidly fulfill any need, as broad or as specific as necessary to meet your requirements.

Perfectly Matched Talent

Across countries and demographics, we finely tune a group of gamers for you to test any element of your game.

Xuan Ly
CROWD TESTER: Korean
- MOBA Grandmaster
- Unity hobbyist
- Manga author
- Heat hunter

Projects with Lionbridge	17
Most recent project	Confidential
Performance	8.8 (out of 10)
Devices	Xbox, iPhone

Whether your game is in pre-alpha or has been running for years, you need to be in lockstep with your gamers' expectations. We will be your eyes, your ears, and your voice to build solid bridges with your gaming communities.

Hardware and Device Diversity

Get instant access to the widest variety of hardware, software, and networks.

We know what's available from our crowd at any time.

We track the following by default:
- Device brands and models
- Hardware specs
- Operating systems
- Network/Wi-Fi carriers
- Network speeds

We'll happily gather custom data points for your project.

Just the Right Speed

Your games are as varied as your characters. Can your games perform the same for someone playing on their phone on the subway to work as they do for someone huddled over a high-end gaming PC?

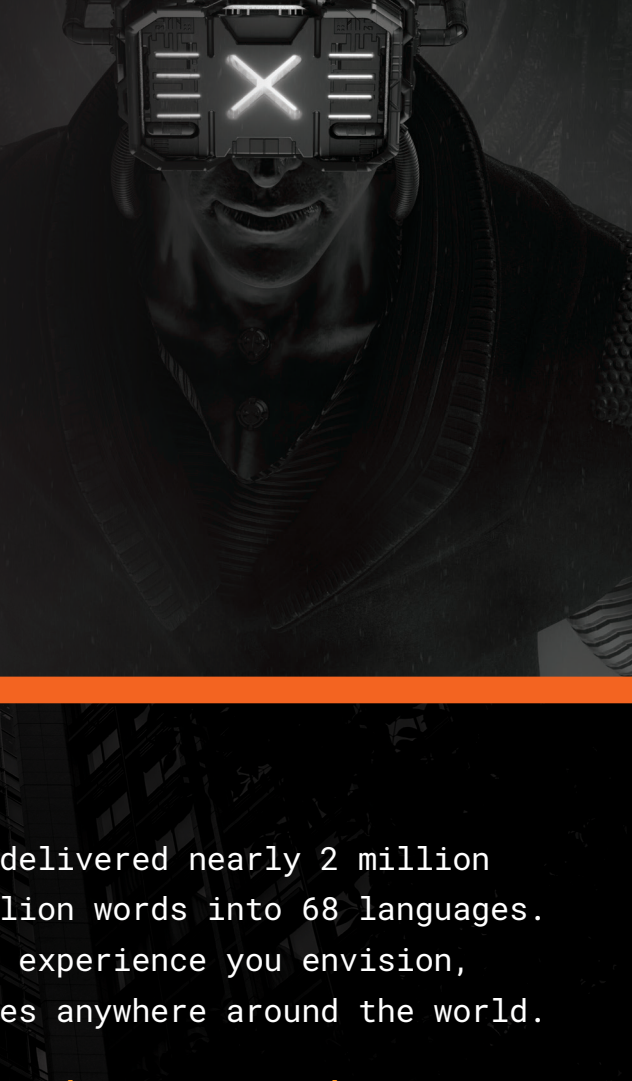Curate an experience at multiple speeds so your gamers can enjoy your latest release wherever they play.

Crowd Connection Speed:

Speed	%
Over 100 Mbps	58%
50-100 Mbps	24%
10-50 Mbps	15%
Below 10 Mbps	3%

Warp Speed Testing Worldwide

Need concurrency tests with a short turnaround? Our crowd size and engagement mean we can offer scale and speed. We can run your tests as fast as:

- 3 business days for test groups under 500 people
- 1 week for a 1,000-player group
- 1 additional week for each 1,000 testers after the original 1,000

In a single year, Lionbridge Games delivered nearly 2 million hours of FQA and translated 113 million words into 68 languages. Our teams deliver the seamless game experience you envision, without compromise, to your audiences anywhere around the world.

From conception to release — and beyond — your game deserves the best support possible. Connect with our team today to bring your game to life.