



## Development Department

### DICO HD STUDIO

A high-end development studio focused on developing consumer games with the UnrealEngine4.

#### High quality

With a team of experienced and skilled staff, we are able to provide high quality development of high-end visuals and engine expansions as well as every corner of game systems.

#### Cutting-edge

We are always researching the latest technology and providing a state-of-the-art development.

#### Production capability

We offer a flexible high-volume production that can work on a large scale.

### DICO XPLATFORM STUDIO

A development studio aimed towards the global market that supports all hardware and various languages.

#### Devices supported

We provide porting for the latest hardware including PlayStation 4, Xbox One, Nintendo Switch, Android, iPhone, Nintendo 3DS, PlayStation Vita, Steam Platform, Windows, Macintosh, etc.

#### Over 30 languages

We will provide culturalization and development for all languages including EFIGS, Asian, Middle Eastern, South American, etc.

#### Tuning

In addition to providing optimization for various hardware, we perform tuning by taking full advantage of each hardware's performance including notification functions, achievement, application, etc.



Software mainly used  
Unreal Engine4 / Unity3D / Maya / 3ds MAX / Sprite Studio / Illustrator / Photoshop / Live 2D / cocos2D / Spine/ XSI / etc...

### DICO SOCIAL STUDIO

An all-in-one development studio that can develop with various engines such as Unity 3D, UnrealEngine4, HTML5, OpenGL and correspond directly from the client to the server.

#### All-in-one

From client development to server database development and management outsourcing, we are able to provide you with a total solution package including all processes required for operating a social game.

#### Cost performance

With our speedy development system backed up by cost-effective technology and experienced staff, we are able to provide a development operation system with high profit ratios.

#### Advanced data mining

We provide advanced information analysis that utilizes various analytics operation experiences such as benchmark analyses of previously operated titles and other similar cases.

### DICO LIGHTGAME STUDIO

A casual game / mobile app development studio that utilizes 2D middleware such as Unity3D and HTML5 as well as Live2D, e-Mote, SpriteStudio, etc.

#### Low cost

We offer high quality outputs at a low cost through proposing a wide range of methods in cooperation with other studios.

#### Scalability

Based on our know-how of long term operations and horizontal expansion, we can provide customers with a scalable development system for the future.

#### Total coordination

We will assist you in comprehensively developing products through advertising development, publisher attendance as well as support for domestic and overseas deployment.



## Localization Department

Translation services we offer and their characteristics

### DICO PLUS

Quality

All-around

Process

By increasing the number of people involved for proofreading and other processes to increase the quality, we can provide an all-around high standard translation. This service is recommended especially for AAA games.

### DICO SOCIAL

Speed

Flexibility

Appealing Power

While guaranteeing the required quality and accuracy through having it checked by a native speaker and creating a glossary, we will focus on speed to provide a fast delivery in a flexible time span. This service is recommended for translating mobile apps that require daily updates.

### DICO INDIE

Price

Follow-up

Product Development Strength

This service provides the basics such as translation and proofreading at a reasonable price. We will work with you hand-in-hand and provide you advice on how the translation flow should proceed. We also provide a follow-up so this service is recommended for indie game developers who are seeking localization for the first time.

### DICO LOVE

Pop Culture

Current

Quantity

This service provides the basics such as translation and proofreading at a reasonable price. We will work with you hand-in-hand and provide you advice on how the translation flow should proceed. We also provide a follow-up so this service is recommended for indie game developers who are seeking localization for the first time.

### Localization Support Service

Voice Recording, Translation Debugging, Proofreading with a Native Speaker, Audio Data Check, Subtitle Production, File Engineering (Script, VBA, Java, etc.), Publishing Support, Glossary Creation, IP Management

### Past developments (Genres)

Games (Mobile/Console), Manuals, Web Pages, Visual Media (Anime, Movies, TV series), etc.

### DICO's original localization tool

"DICOS" is equipped with various functions necessary for translation. This tool will resolve the issues you may have had previously with localization.

\*We accept translations for projects unrelated to the entertainment industry as well.  
For details, please take a look at the accompanying document.  
For inquires <http://www.dico4u.com/index.php/ja/>

