



TRANSPERFECT
GAMING SOLUTIONS



CHALLENGE

Prisms, a digital education company focusing on engagement and attrition in STEM related math deficiencies. Created a VR learning software focusing on spatial reasoning and improving core STEM skills. To achieve the goals of the project, Prisms needed 33 unique voiceover modules, which contained hundreds of short audio clips, within six-days turnaround time.

SOLUTION

That is where TransPerfect was able to step in and supply Prisms not only with scientific specialized linguists for Spanish but TransPerfect was also able to utilize its cloud-based dubbing and voiceover technology, StudioNEXT. Instead of booking a studio and talent, this technology allowed Prisms to sit in on and allow the talent to record sessions from anywhere in the world to ensure quality and reduce time.

RESULT

In the end, TransPerfect supplied a total of over 75,500 words between both science and math modules utilizing six voice talents deliver all the modules for the requested deadlines which allowed Prisms to release the VR modules in a prompt and timely fashion.

6

DAY TURNAROUND

6

SPECIALIZED LINGUISTS

75,500+

WORDS VOICEOVER