# DAFTAR PUSTAKA

Baker, M. (2018). *In Other Words: A Coursebook on Translation*. London/New York: Routledge.

BBC News. (2006). *Handheld helps game firms prosper*. BBC. Online: http://news.bbc.co.uk/1/hi/technology/4616324.stm

Bell, R. (1991). *Translation and Translating: Theory and Practice*. London: Longman.

Bethke, E. (2003). *Game development and production*. Plano, TX: Wordware Pub.

Blizzard Entertainment Inc. (2010). *World of Warcraft® subscriber base reaches 12 million worldwide*. Online: http://eu.blizzard.com/en-gb/company/press/pressreleases.html?101007

Bodgan, R & Taylor S. (1975) dalam Moleong, J. 1990. *Metodologi Penelitian Kualitatif*. Bandung: RemadjaKarya

Bogdan, R.C & Biklen, S.K. (1982). *Qualitative Research for Education : An. Introduction to Theory and Mehtods*. Boston : Allyn and Bacon, Inc.

Brooks, D. (2000). *What price globalization? Managing costs at Microsoft. Translating into Success: Cutting-edge strategies for going multilingual in a global age*. Amsterdam/Philadelphia: John Benjamins Publishing Company.

Bushouse, E. (2015). *The Practice and Evolution of Video Game Translation: Expanding the Definition of Translation.* Masters Thesis: University of Massachusetts

Carlson, R. & Jonathan C. (2011). Imagined Commodities: Video Game Localization and Mythologies of Cultural Difference. *Games and Culture*, vol. *6*, no. 1, hlm. 61–82.

Carter, B. (2004). *The game asset pipeline*. Hingham, MA: Charles River Media.

Catford, J.C. (1965). *A Linguistic Theory of Translation*. London: Oxford University Press.

Chandler, H. M. (2005). *Start game: Game development and localization*. Enlaso. Online: www.translate.com/technology/multilingual_standard/gameslocalization.html

Chandler, H M. & Deming, S.O. (2012). *The Game Localization Handbook* (2nd ed.). Sudbury, MA: Ontario/London: Jones & Bartlett Learning.

Chesterman, A. (1997*). Memes of translation: the spread of ideas in translation theory*. Amsterdam: Benjamins.

Chroust, G.(2008). Localization, culture and global communication. In Putnik GD, Cuhna MM (Eds). *Encyclopaedia of networked and virtual organizations*, vol. II. Information Science Reference, Hershey, p. 829-837

Costales, A.F. (2012). Exploring Translation Strategies in Video Game Localisation. *MonTI*, vol. 4, hlm. 385-408.

Cronin, M. (2003). *Translation and Globalization*. London/New York: Routledge

Cronin, M. (2013). *Translation in the Digital Age*. London/New York: Routledge.

Crosignani, S, Ballista, A & Minazzi, F. (2008). Preserving the Spell in Games Localization. *Multilingual*, vol. 19. no. 5, hlm. 38–41.

Czech, D. (2013).Challenges in video game localization: An integrated perspective. *Explorations: A Journal of Language and Literature* vol. 1, hlm. 3-25.

Darolle, K. (2004). Challenges in Videogames Localization. In *LISA Newsletter Global Insider XIII* 3.3

Denzin, N. K. (1978). *Sociological Methods*. New York: McGraw-Hill.

Di Marco, F. (2007). Cultural Localization: Orientation and Disorientation in Japanese Video Games. *RevistaTradumàtica* , vol. 5. online: http://www.fti.uab.es/tradumatica/revista/num5/articles/06/06central.htm

Dietz, F. (2007). *"How Difficult Can That Be?" – The Work of Computer and Video Game Localization*. Online: http://www.raco.cat/index.php/Tradumatica/article/viewFile/75763/96193

Edley, N. & Litosseliti, L. (2010).Contemplating interviews and focus groups.In Litosseliti, L. (ed), *Research Methods in Linguistics*. London: Bloomsbury.

Eisner, E. W. (1991). *The enlightened eye: Qualitative inquiry and the enhancement ofeducationalpractice.* New York: Macmillan

Egenfeldt-Nielsen, S. S. (2016). *Understanding video games: the essential introduction.* New York: NY: Routledge.

Ellison, B. (2008, July 8). *Defining Dialogue Systems*. Retrieved from Gamasutra: https://www.gamasutra.com/view/feature/3719/defining_dialogue_systems.php

Ernst-August, G. (1998). Pragmatic Aspects of Translation: Some Relevance-Theory Observations, in Leo Hickey, *The Pragmatics of Translation*, Clevedon: Multilingual Matters, hlm. 41-53

Esselink, B. (2000). *A practical guide to localization*, Amsterdam: John Benjamins Publishing Company

Frankel, D. (2011). *MPAA: Global Box Office Reached Record $31.8B in 2010.*

Freed, A. (2014, February 9). *Branching Conversation Systems and the Working Writer.* Retrieved from Gamasutra: https://www.gamasutra.com/blogs/AlexanderFreed/20140902/224609/Branching_Conversation_Systems_and_the_Working_Writer_Part_1_Introduction.php

Fry, D. (2003). *TheLocalisation Primer, Revised edition*. LISA. Online: www.immagic.com/eLibrary/ARCHIVES/GENERAL/LISA/L030625P.pdf

Giantbomb, (2012). *Piston Hondo*. online: http://www.giantbomb.com/piston-hondo/94-158.

Gilmore, G. & Root, R. (1977).*Editing in brief2nd ed*.San Francisco: Boyd Fraser Pub

Gouadec, D. (2007). Translation as a Profession.Amsterdam/Philadelphia: John Benjamins Publishing Company,pp. xv, 396

Graham, I. (1982). *Usborne Guide to Computer and Video Games.* London: Usborne Electronics.

Gustafsson, R. (2007). Localization of Computer Games. Master Thesis: Royal Institute of Technology, Stockholm, Sweden.

Halliday, M.A.K. (2001). *Towards a theory of good translation*,dalam E. Steiner dan C. Yallop, 2001, hlm.13-18.

Hartley, T. (2009). "Technology and Translation." In*The Routledge Companion to TranslationStudies,* Jeremy Munday (ed.), 106-127. London/New York: Routledge.

Hatim, B. (2001). *Teaching and Researching Translation*. Essex: Pearson Education.

Hickey, L (ed). (2001). *The pragmatics of translation*.Clevedon/Philadelphia:Multilingual Matters.

Honeywood, R & Jon Fung (2012). Best practices for game localization. *IGDA Localization SIG*. online: http://englobe.com/wp-content/uploads/2012/05/Best-Practices-for-GameLocalization-v21.pdf

Huddleston, S. (2012). *An Inside Look at Video Game Localization.* Online: http://blog.gengo.com/video-game-localization/

Hughes, C. (2006).*Quantitative and qualitative approaches.* Online:http://www2.warwick.ac.uk/fac/soc/sociology/staff/academicstaff/c

hughes/hughesc_index/teachingresearchprocess/quantitativequalitative/qua
ntitativequalitative/

Hyttinen, M. (2010). Bringing the Foreign into Play: Cultural Transfer in Video
Game Localization. Master Thesis: University of Tampere. *Journal
ofSpecialisedTranslation*,                    vol.                    11.Online:
www.jostrans.org/issue11/int_sony_ent.php

Kenny, D. (2007). Translation Memories and Parallel Corpora: Challenges for the
Translation Trainer. *Across Boundaries: International Perspectives on
Translation*, Dorothy Kenny danKyongjooRyou (eds), 192–208.
Newcastle-upon-Tyne: Cambridge Scholars Publishing.

Larson, M. (1984).*Meaning-based translation: A guide to cross-language
equivalence*. Lanham, MD: University Press of America.

Lin, Ying-Chia H. (2006). *Culture, Technology, Market and Transnational
Circulation of Cultural Products: The Glocalization of EA Digital Games
in Taiwan*. PhD Thesis: University of Washington.

Lincoln, YS. & Guba, EG. (1985). Naturalistic Inquiry. Newbury Park, CA: Sage
Publications.

LISA (The Localization Industry Standards Association). Online:
http://www.lisa.org/

Lundin, T. 2009. *Game Localization and the Game: How Localising Accents and
Dialects Affects the Game Experience*. BA thesis: Dublin City University,
Ireland.

Machali, R. (2000). *PedomanbagiPenerjemah*. Jakarta: Gramedia.

Mangiron, C. (ed). (2007). *RevistaTradumàtica* 5. Online: www.fti.uab.es/tr
adumatica/revista/num5

Mangiron, C. & O'Hagan, M. (2006). Game Localisation: Unleashing
Imagination with 'Restricted' Translation. *The Journal of Specialised
Translation*, vol. 6, online:
http://www.jostrans.org/issue06/art_ohagan.php

Manovich, L. (2001). *The Language of New Media*. Cambridge, MA: MIT Press.

Mayoral, R., Kelly, D.& Gallardo, N. (1988). Concept onConstrained Translation:
Non-Linguistic Perspectives of Translation". *Meta*, vol. 33,hal. 356-67.

Mazel, J. (2011): *Retail and digital video game software sales over $33 billion in
2010, VGCharts website.* Online:
http://www.vgchartz.com/article/84906/retail-and-digital-software-sales-
over-33billion-in-2010/

Merino, B. M. Á. (2006). On the Translation of Video Games. *The Journal of Specialised Translation, issue 6.* online: http://www.jostrans.org/issue06/art_bernal.php

Merino, B. M. Á. (2009). Video games and children's books in translation. *The Journal of Specialised Translation,* vol. *11,* hlm. *234–247*. Online: http://www.jostrans.org/issue11/art_bernal.pdf.

Merino, B. M. Á. (2015). *Translation and Localisation in Video Games. Making Entertainment Software Global*.NewYork/London: Routledge

Millstone, J. (2012). Teacher attitudes about digital games in the classroom. The Joan Ganz Cooney Center at Sesame Workshop. Retrieved from http://www.joanganzcooneycenter.org/wp-content/uploads/2012/07/jgcc_teacher_survey1.pd

Mitchell, D. (2007a). *The rise of the handheld console*. BBC. Online: http://news.bbc.co.uk/1/hi/technology/6387551.stm

Mitchell, D. (2007b). *Mobile phones set to play the game*. BBC. Online: http://news.bbc.co.uk/1/hi/technology/6445617.stm

Molina, L., & Hurtado, A. (2002). Translation techniques revisited: a dynamic and functional approach. *Meta,* vol. 47, no. 4, hlm. 498-512

Munday, J. (2016). *Introducing Translation Studies: Theories and Applications*. London/New York: Routledge.

Nababan, M.R., Nuraeni, A. & Sumardiono. (2012). Pengembangan model penelitiankualitasterjemahan. *KajianLinguistikdanSastra*, vol. 24, no. 1, hlm. 39-57.

Nababan, M.R. (2003). *Arah Penelitian Penerjemahan*, Makalah disajikan dalam Kongres Nasional Penerjemahan, di Tawangmangu, 15-16 September 2003.

Nachbar, J & Lause, K. (1992). *Popular Culture: An Introductory Text*. Ohio: Bowling Green University Popular Press.

Newmark, P. (1988). *A textbook of translation*. New York: Prentice Hall International

Nida, E. A. (1964). *Toward a Science of Translating*. Brill.

Nida, E. A. & Taber, C.(1982). *The Theory and Practice of Translation*. Leiden: E. J. Brill.

Nord, C. (1997).*Translating as a Purposeful Activity*. *Functionalist Approaches Explained*. Manchester: St. Jerome.

O'Hagan, M & Mangiron, C. (2013). *Game Localization: Translating for the Global Digital Entertainment Industry.* Amsterdam/Philadelphia: John Benjamins.

O'Hagan, M & Mangiron, C (2004).GamesLocalization: When 'Arigato GetsLostinTranslation. *Proceedings of New Zealand Game Developers Conference Fuse* 2004,57–62.Dunedin: University of Otago.

O'Hagan, M. (2003). Middle Earth poses challenges to Japanese subtitling. *LISA newsletter*, vol.1, no.5. online: https://scholar.google.com/scholar?cluster=1868305589930529980&hl=en&oi=scholarr

O'Hagan, M (2005) Multidimensional translation: A game plan for audiovisual translation in the age of GILT. *MuTra Conference Proceedings*. Online: www.euroconferences.info/proceedings/2005_Proceedings/2005_O'Hagan_Minako.pdf

O'Hagan, M (2007a). Video games as a new domain for translation research: From translating text to translating experience. *RevistaTradumàtica*, vol. 5. Online: www.fti.uab.es/tradumatica/revista/num5/articles/09/09.pdf

O'Hagan, M (2007b). Video games as a new domain for translation research: From translating text to translating experience. *RevistaTradumàtica* vol. 5. Online: http://www.fti.uab.es/tradumatica/revista/num5/articles/09/09central.htm

O'Hagan, M (2009). Evolution of User-Generated Translation: Fan subs, Translation Hacking and Crowdsourcing. *TheJournal of Internationalisation and Localisation*, vol. 1. Online: http://www.lessius.eu/jial/documents/JIAL_2009_1_2009_APA.pdf

O'Keeffe, I.R. (2012). Soundtrack Localisation: Culturally Adaptive Music Content for Computer Games. *The Journal of Internationalization and Localization*, vol. 2, hlm. 36–65.

O'Malley-Deming, S. (2009). The right tools for the right job. *Presented at Localization World International Conference*. San Francisco, 20 October. Manuscript.

Patton, M. (1990). Qualitative evaluation and research methods. Beverly Hills, CA: Sage.

Petrů, J. (2011).*Video game translation in the Czech Republic - from fan translation to professionalism*. Diploma thesis: Masaryk University, Czech Republic.

Poh, M. (2013). *Evolution of Video Games User Interface (UI)*. Retrieved from Hongkiat: https://www.hongkiat.com/blog/video-games-ui-evolution/

Premnath, J. M, (2008) *Essentials in Assets*. Retrieved from Deccan Herald: https://www.deccanherald.com/

Purnama, SF. L.S (2014). *AnalisisDampakTerjemahan Pre-Battle Dialogue Terhadap Myth Yang Direfleksikan Hero DalamTrilogi Video Game Devil May Cry Karya Capcom (Pendekatan Popular Culture).* MasterThesis*:* UniversitasSebelasMaret.

Pym, A. (2004). *The Moving Text: Translation, Localization and Distribution.* Amsterdam/Philadelphia: Benjamins

Ray, S. G. (2014, March 17). Why in-game dialogue and character conversations matter. (M. Farokhmanesh, Interviewer)

Ricoy, P. (2012). Multimodality in translation: Steps towards socially useful research.*Journal Multimodal Communication,*vol.1. no, 2, hlm. 181-203.

Rogers, S. (2014). *Level up!: the guide to great video game design.* Chichester: Wiley.

Rollings, A., & Adams, E. (2007). *Fundamentals of Game Design.* Upper Saddle River, NJ: Pearson Prentice Hall.

Russell, D. (2011, February 2). *Video game user interface design: Diegesis theory*. Retrieved from devmag: http://devmag.org.za/2011/02/02/video-game-user-interface-design-diegesis-theory/

Santosa, R. (2014). MetodePenelitianKualitatifKebahasaan. TidakDipublikasikan. Surakarta: UniversitasSebelasMaret.

Shinbun, S. (2007). *Chiwa Ugoku: Contentsu Ryku* (*Transferable Intelligence:The Power           of           Content*).           Online: http://www.sankei.co.jp/culture/enterme/070314/ent070314012.htm

Snell, M. & Hornby. (1998). *Translation Studies: An Integrated Approach*. Amsterdam/Philadelphia: John Benjamins Publishing Company.

Spradley, J.P. (1980). Participant Observation. Florida: Harcout Brace Jovanovich College Publisher.

Stake, E. (1978). *Qualtitative Research: Studying How Things Work*. New York: The Guilford Press.

Steiner E. &Yallop C. (2001)(eds). *Exploring Translation and Multilingual Text Production:Beyond Content*. Berlin/New York: Mouton de Gruyter

Strauss, A.L & Corbin,J.M.(1990). Basics of Qualitative Research: techniques and Procedures for Developing Grounded Theory. Thousand Oaks: Sage Publications, Inc.

Stuart, K. (2011). PS3 overtakes Xbox 360. Or does it? And will this trigger the next     console     war     anyway?     *The     Guardian*.     Online:

www.guardian.co.uk/technology/gamesblog/2011/apr/05/ps3overtakes-xbox360

Suddaby, P. (2012, August 31). *The Many Ways to Show the Player How It's Done With In-Game Tutorials*. Retrieved from envato-tuts+: https://gamedevelopment.tutsplus.com/tutorials/the-many-ways-to-show-the-player-how-its-done-with-in-game-tutorials--gamedev-400

Suryawinata, Z. & Hariyanto, S. (2003). *Translation: BahasanTeoridanPenuntunPraktisMenerjemahkan*. Yogyakarta: Kanisius.

Sutopo, H.B. (2002). *Metodologi Penelitian Kualitatif: Dasar Teori dan Terapannya dalam Penelitian*. Surakarta: Sebelas Maret University Press

Szurawitzki, A. (2010). *Japanese Video Games and Localization: A case Study of Sony's Sairen Series*. Master Thesis: University of Helsinki, Finland.

Thayer, A. & Beth E. Kolko. (2004). Localization of Digital Games: The Process of Blending for the Global Games Market. *Technical Communication*, vol. 51, no. 4, hlm. 477–488.

Translating EverQuest II. (2006). 翻訳事典2007 [Dictionary of Translation 2007], 36–37. Tokyo: Alc.

Vandepitte, S. (2008). Remapping Translation Studies: Towards a Translation Studies Ontology. *Meta,* vol. 53, no. 3, hlm. 569–588.

Venuti,L. (1995). *The Translator's Invisibility*. London/New York: Routledge.

Vinay, J.-P., & Darbelnet, J. (1977). *Stylistique comparée du français et de langlais: méthode de traduction*. Montréal: Beauchemin.

Voorhees, G. (2009). The Character of Difference: Procedurality, Rhetoric, and Roleplaying Games. *the international journal of computer game research*.

Webb, E. J., Campbell, D. T., Schwartz, R. D. and Sechrest, L.(1966).*Unobtrusive Measures: Nonreactive research in the social sciences*. Chicago, IL: Rand McNally.

Wilson, G. (2006, February 14). *Off With Their HUDs!: Rethinking the Heads-Up Display in Console Game Design*. Retrieved from GamaSutra: http://www.gamasutra.com/features/20060203/wilson_01.shtml

Wood, V & Ranyard, D. (2009). Sony Computer EntertainmentEuropeinterview.*The*

Wyatt, D. (2012). *The Art of Cutscenes*. Retrieved on August 2017 from in motion gaming: http://www.inmotiongaming.com/the-art-of-cutscenes/

Yin, R.K. (2003). Case Study Resea(Ellison, 2008)rch: Design & Methods. California: Sage Publications.

Yin-Poole, W. (2012). *From panties to shorties: why the young anime girls of Tera were censored.* Online:http://www.eurogamer.net/articles/2012-05-14-from-panties-to-shorties-why-the-young-anime-girls-of-tera-were-censored


Website Articles:

http://www.oxforddictionaries.com/

http://www.merriam-webster.com/

http://www.britannica.com

http://www.worldlingo.com/resources/ glossary_pop.html

https://www.alsintl.com/blog/game-translation-mistakes/

http://www.ign.com/articles/2006/04/19/top-10-tuesday-worst-in-game-quotes

http://forum.lyto*videogame*.com/

http://www2.gameloft.com/corpo_press.php?date=2008&press1=656

http://www.agatestudio.com

http://www.nintendolife.com/news/2012/ 08/feature_classic_gaming_typos_errors_and_translations

https://www.bekraf.go.id/berita/page/8/bekraf-bidik-konten-lokal-untuk-pengembangan-game-tanah-air

https://www.bekraf.go.id/subsektor/page/aplikasi-dan-pengembang-permainan

https://ekonomi.bisnis.com/read/20120627/12/83346/industri-kreatif-kebutuhan-penerjemah-meningkat

https://streetfighter.fandom.com