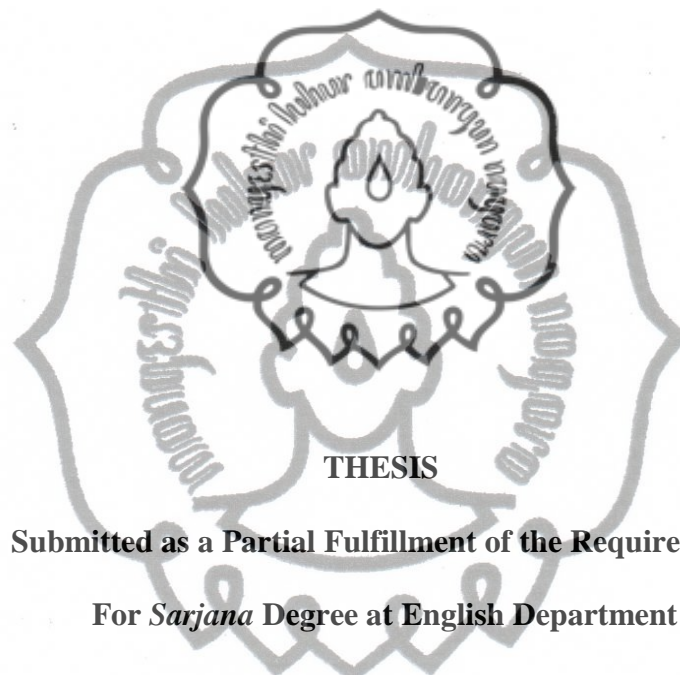


**VIDEO GAME TRANSLATION: AN ANALYSIS OF TRANSLATION
TECHNIQUES AND QUALITY OF AGRICULTURAL TECHNICAL
TERMS IN VIDEO GAME ENTITLED *HARVEST MOON BACK TO
NATURE***



THESIS

Submitted as a Partial Fulfillment of the Requirement

For *Sarjana* Degree at English Department

Faculty of Cultural Sciences

Sebelas Maret University

By:

Sudrajat Satria Jaya

C0312061

English Department

Faculty of Cultural Sciences

Sebelas Maret University

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2019

THESIS APPROVAL

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The researcher stated whole-heartedly that this thesis entitled *Video Game translation: An Analysis of Translation Techniques and Quality of Agricultural Technical Terms in Video Game Entitled Harvest Moon Back to Nature* is originally made by the researcher. The things related the people's work are written in quotation and included within the bibliography.

If it is proved that the researcher cheats, the researcher is ready to take the responsibility.

Surakarta, 31 January 2019

The Researcher

Sudrajat Satria Jaya

MOTTOS

“Hardwork betrays none, but dreams betrays many”

(Hachiman Hikigaya – Oregairu)

“If I don’t have to do it, I won’t. If I have to do it, I’ll make it quick.”

(Oreki Houtarou – Hyouka)

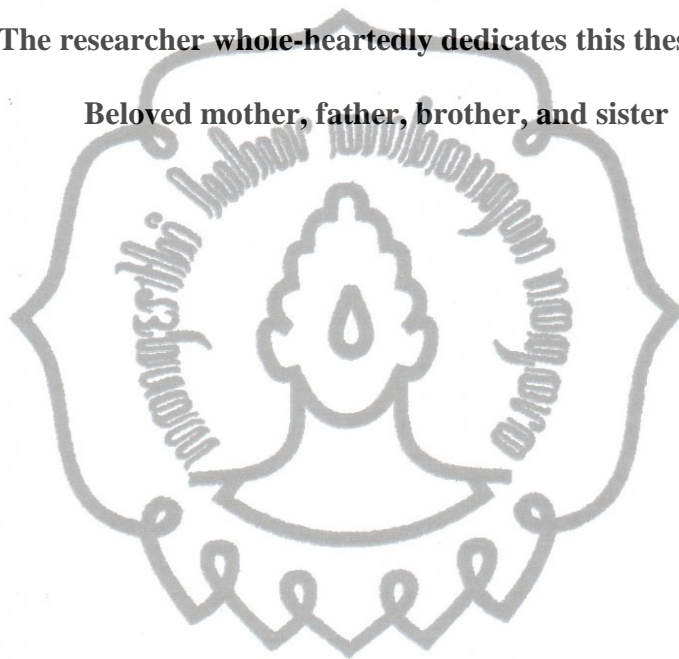
“Everybody is a genius. But if you judge a fish by its ability to climb a tree, it will live its whole life believing that it is stupid”

(Albert Einstein)

DEDICATION

The researcher whole-heartedly dedicates this thesis to:

Beloved mother, father, brother, and sister



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ACKNOWLEDMENT

I would like to deliver my gratitude to Allah SWT for the blessing and guidance in accomplishing the thesis entitled *Video Game translation: An Analysis of Translation Techniques and Quality of Agricultural Technical Terms In Video Game Entitled Harvest Moon Back to Nature* as the partial fulfillment of the requirement for Sarjana degree.

However, there are also many supports and helps coming from many people around. Thus, the researcher would like to express the gratitude to:

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Finally, I hope that this research will be beneficial for students, researchers, and for those who are interested in translation studies, especially the translation of agricultural text and video game.

Surakarta, 31 January 2019

Sudrajat Satria Jaya

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TABLE OF CONTENTS

TITLE	i
THE APPROVAL OF THE CONSULTANT	ii
THE APPROVAL OF THE BOARD EXAMINER	iii
PRONOUNCEMENT	iv
MOTTOS	v
DEDICATION	vi
ACKNOWLEDGEMENT.....	vii
TABLE OF CONTENTS	ix
LIST OF TABLES	xii
ABSTRACT	xiv
CHAPTER I: INTRODUCTION	
A. Introduction	1
B. Research Limitation	6
C. Problem Statements	6
D. Research Objectives	7
E. Research Benefits	7
CHAPTER II: LITERATURE REVIEW	
A. Definition of Translation	9
B. Problem of Translation	10
C. Translation Techniques	14
D. Translation Quality Assessment	22

commit to user

E. Agricultural Technical Terms	24
F. Video Game	25
G. Harvest Moon Back to Nature	26

CHAPTER III: RESEARCH METHODOLOGY

A. Research Type and Design	27
B. Data	27
C. Source of Data	28
D. Sampling Technique	29
E. Method of Data Collection	30
F. Technique of Data Analysis	33
G. Research Procedure	34

CHAPTER IV: RESEARCH FINDINGS AND DISCUSSION

A. Introduction	35
B. Research Findings	35

1. The Analysis of Translation Technique Used in Translating Agricultural Technical Terms in Video Game Entitled <i>Harvest Moon Back to Nature</i>	35
a. Established Equivalent	37
b. Borrowing (Pure Borrowing)	40
c. Generalization	43
d. Literal Translation	45
e. Particularization	48
f. Deletion	49

commit to user

g. Explication	50
h. Implication	51
i. Discursive Creation	52
j. Modulation	53
k. Addition	54
2. Translation Quality Assessment	55
a. Accuracy	55
1. Category A	55
2. Category B	59
3. Category C	60
b. Acceptability	62
1. Category A	62
2. Category B	65
3. Category C	67
c. Readability	68
1. Category A	69
2. Category B	70
3. Category C	71
C. Discussion	72
1. Translation techniques According to Molina and Albir ...	72
2. The previous research in the video game translation	75
CHAPTER V: CONCLUSION AND RECOMMENDATIONS	
A. Conclusion	78

commit to user

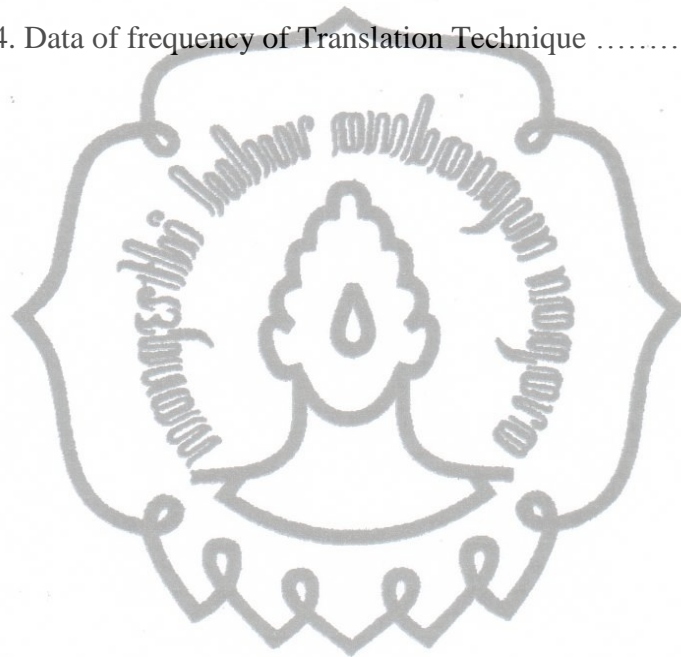
B. Recommendations	80
BIBLIOGRAPHY	82
APPENDICES	



commit to user

LIST OF TABLES

Table.1 Scale for assessing Accuracy	31
Table.2 Scale for assessing Acceptability	32
Table.3 Scale for assessing Readability	32
Table.8.4. Data of frequency of Translation Technique	36



ABSTRACT

Sudrajat Satria Jaya. C0312061. 2019. Video Game Translation: an Analysis of Translation Techniques and Quality of Agricultural Technical Terms in Game Entitled *Harvest Moon Back to Nature*. Undergraduated Thesis, Surakarta. English Department. Faculty of Cultural Sciences. Sebelas Maret University.

The research focuses on the analysis of translation technique and quality of the agricultural technical terms in video game Entitled *Harvest Moon Back to Nature*.

The objectives of the research are to find out and identify the translation techniques affects the quality of translation of agricultural technical terms in the video game entitled *Harvest Moon Back to Nature*.

The research was conducted using descriptive qualitative method. The data were collected using purposive sampling technique. The methods of data collection were content analysis and focus group discussion. From the content analysis, there are 130 data found. In a focus group discussion, questionnaires were distributed to three raters to help the researcher gather the information of translation technique and quality.

The result of the data analysis shows there are 11 translation techniques that are used to translate the agricultural technical terms. They are established equivalent (77 data), pure borrowing (44 data), generalization (7 data), literal translation (4 data), particularization (3 data), deletion (3 data), explicitation (2 data), implicitation, (2 data), discursive creation (2 data), modulation (1 datum), and the addition (1 datum). Dealing with the quality, the accuracy result shows: 121 data (93%) classified as accurate, 1 datum (1%) classified as less accurate, and 8 data (6%) classified as inaccurate. The acceptability shows: 123 data (95%) classified as acceptable, 4 data (3%) classified as less acceptable, and 3 data (2%) classified as unacceptable. And, the readability shows that: 123 data (95%) classified as readable, 4 data (3%) classified as less readable, and 3 data (2%) classified as unreadable. Therefore, it can be concluded that the translation of agricultural technical terms are mostly accurate, acceptable, and readable.

In translating agricultural technical terms, especially in the video game, the translator should consider not only the accuracy of the message, but also the acceptability and readability of the translation of agricultural technical terms, especially in the video game context.

Keywords: Agricultural technical terms, video games, translation technique, translation quality