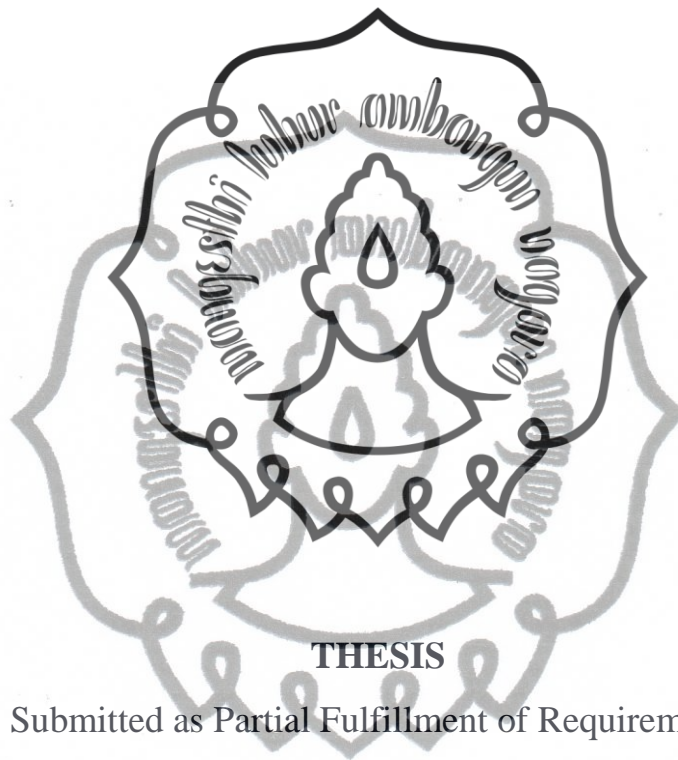


**AN ANALYSIS OF VIDEO GAME TRANSLATION ON *PAMALI*:
INDONESIAN FOLKLORE HORROR GAME IN THE WHITE LADY'S
SUBTITLE**



THESIS

Submitted as Partial Fulfillment of Requirements
For *Sarjana* Degree in English Department

By:

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**ENGLISH DEPARTMENT
FACULTY OF CULTURAL SCIENCES
UNIVERSITAS SEBELAS MARET**

2021

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APPROVAL OF THESIS SUPERVISOR**AN ANALYSIS OF VIDEO GAME TRANSLATION ON PAMALI:
INDONESIAN FOLKLORE HORROR GAME IN THE WHITE LADY'S
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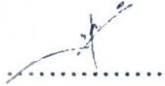


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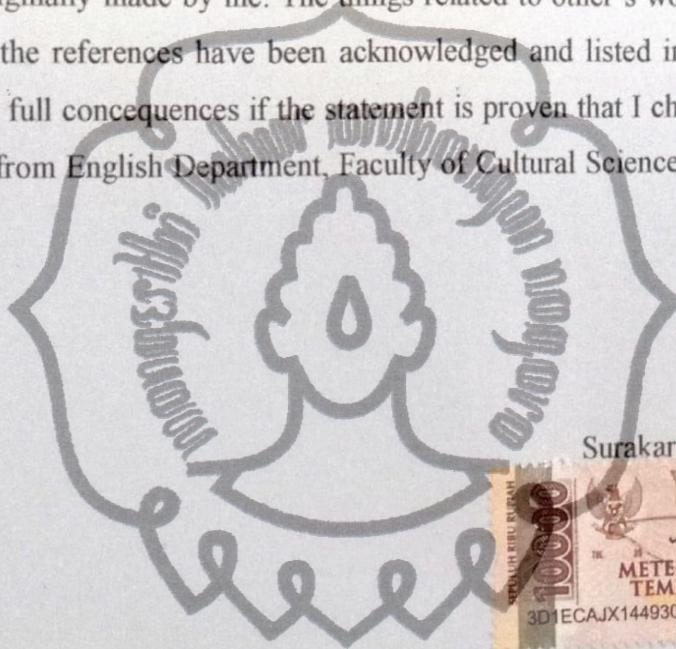
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This is to certify that all contents in this thesis entitlet *An Analysis of Video Game Translation on Pamali: Indonesian Folklore Horror Game in The White Lady's Subtitle* are originally made by me. The things related to other's work are written in quotation and the references have been acknowledged and listed in bibliography. I understand the full consequences if the statement is proven that I cheated, I take any responsibility from English Department, Faculty of Cultural Sciences, Sebelas Maret University.



Surakarta, 22 April 2021



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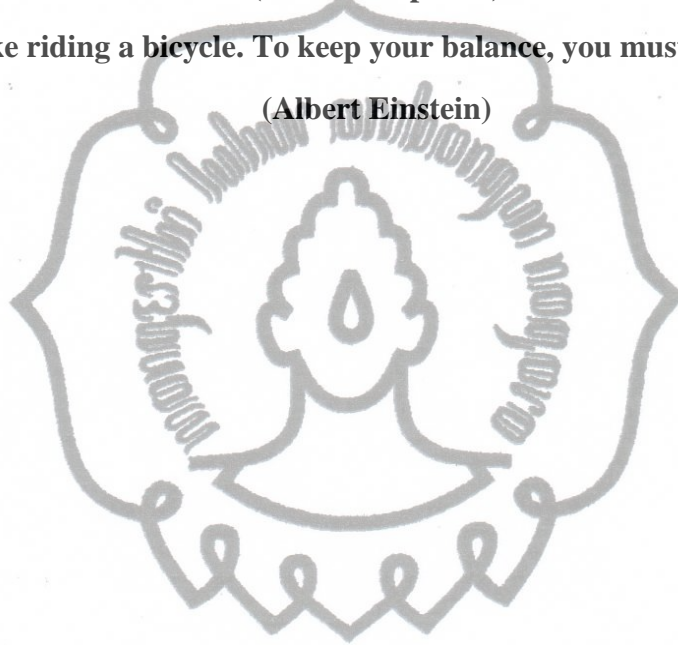
MOTTO

Everyone needs that support. Even if the first you don't think you do, but look around. See who's on your side and in your corner. You don't have to go it alone.

(Louis Zamperini)

Life is like riding a bicycle. To keep your balance, you must keep moving.

(Albert Einstein)



DEDICATION

This thesis is dedicated to people who feel interested in translation studies.



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Surakarta, 22 April 2021

The Researcher,

Devanni Kusuma Putri

ABSTRACT

Devanni Kusuma Putri. 2021. **AN ANALYSIS OF VIDEO GAME TRANSLATION ON *PAMALI: INDONESIAN FOLKLORE HORROR GAME IN THE WHITE LADY'S* SUBTITLE.** Undergraduate Thesis. English Department. Faculty of Cultural Sciences. Sebelas Maret University, Surakarta. Supervisor: Prof. Drs. M.R Nababan, M.Ed., M.A., Ph.D.

This research aims to identify the translation techniques applied by the translator in translating the Indonesian subtitle of *Pamali: Indonesian Folklore Horror Game* in *The White Lady* version into English and found out the impact of the translation technique used by the translator on the translation quality in terms of accuracy, acceptability, and readability.

This research applied descriptive qualitative method since the results were described in words and sentences. The sources of data in this research were divided into two. They were documents and informants. The documents were all Indonesian subtitles in *The White Lady* version in the forms of the utterance from the characters. Meanwhile, the informants involved in this research were three raters including the researcher herself. The informants identified the translation technique and assessed the translation quality. In collecting the data, this research used content analysis and focus group discussion.

The result of this research shows that 153 data apply 18 translation techniques. The techniques are established equivalent, explicitation, implicitation, modulation, paraphrase, transposition, compensation, pure borrowing, reduction, generalization, particularization, variant borrowing, literal translation, discursive creation, deletion, adaptation, addition, and linguistic compression. Based on the result, established equivalent is the mostly used technique which gave the good impact on the translation quality, while deletion technique gave the bad impact on translation quality. In addition, the result shows that the average of translation quality of *The White Lady's* subtitles is 2.94. For the details, the average score of accuracy is 2.93, acceptability is 2.96, and readability is 2.97. The reasons why the average of translation quality could not reach perfect score of three are that some data lost the partial and whole message, they sounded strange and did not follow grammatical rules, and the cultural terms kept in the target text made the target readers hardly understand the message.

Keywords: *Video Game Translation, subtitle, translation technique, translation quality, Pamali: Indonesian Folklore Horror.*

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ABSTRAK

Devanni Kusuma Putri. 2021. AN ANALYSIS OF VIDEO GAME TRANSLATION ON PAMALI: INDONESIAN FOLKLORE HORROR GAME IN THE WHITE LADY'S SUBTITLE. Skripsi. Sastra Inggris. Fakultas Ilmu Budaya. Universitas Sebelas Maret, Surakarta. Pembimbing: Prof. Drs. M.R Nababan, M.Ed., M.A., Ph.D.

*Penelitian ini bertujuan untuk mengidentifikasi teknik penerjemahan yang digunakan oleh penerjemah dalam menerjemahkan subtitle Bahasa Indonesia ke dalam Bahasa Inggris di *The White Lady*, salah satu seri game *Pamali: Indonesian Folklore Horror Game* dan mengetahui dampak dari teknik penerjemahan tersebut terhadap kualitas terjemahannya yang meliputi keakuratan, keberterimaan, dan keterbacaan.*

*Penelitian ini menggunakan metode kualitatif deskriptif karena hasil penelitian ini dijabarkan dengan kata-kata dan kalimat. Sumber data yang digunakan dalam penelitian ini dibagi menjadi dua, yaitu dokumen dan informan. Data penelitian ini adalah subtitle berbahasa Indonesia yang merupakan ujaran dari karakter dalam game *The White Lady*. Informan yang dilibatkan dalam penelitian ini disebut raters yang terdiri dari tiga orang termasuk peneliti. Teknik pengumpulan data yang digunakan adalah analisis konten dan *Focus Group Discussion*.*

Hasil penelitian ini menunjukkan bahwa 153 data menggunakan 18 jenis teknik penerjemahan. Padanan lazim adalah teknik yang paling sering digunakan dan berdampak baik pada kualitas terjemahannya. Sedangkan penggunaan teknik delesi berdampak buruk pada kualitas terjemahan. Teknik lain yang ditemukan antara lain; eksplisitasi, implisitasi, modulasi, parafrase, transposisi, kompensasi, peminjaman murni, reduksi, generalisasi, partikularisasi, variant borrowing, terjemahan literal, kreasi diskursif, adaptasi, penambahan, dan kompresi linguistik. Selain itu, rata-rata nilai kualitas terjemahannya adalah 2,94 dari 3. Lebih lengkapnya, rata-rata nilai rata-rata nilai keakuratannya adalah 2,93, keberterimaannya adalah 2,96, dan keterbacaannya adalah 2,97. Alasan mengapa kualitas terjemahannya tidak bisa mendapat nilai sempurna adalah karena adanya pengurangan makna baik sebagian dan menyeluruh pada teks target, beberapa target teks terdengar aneh dan tidak mengikuti susunan gramatikal, serta mempertahankan istilah kebudayaan yang sulit dipahami oleh pembaca target.

Kata Kunci: Video Game Translation, subtitle, translation technique, translation quality, Pamali: Indonesian Folklore Horror.

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