AN ANALYSIS OF THE TRANSLATION PROCEDURES USED BY DIGITAL HAPPINESS

A Thesis
Submitted as a Partial Fulfillment of the Requirements for S1-degree

By:
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FACULTY TARBIYAH AND TEACHER TRAINING
RADEN INTAN STATE ISLAMIC UNIVERSITY
LAMPUNG
2022 M /1444 H

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Study Program : English Education
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ABSTRACT

This research wanted to know what kind of Translation Procedures were used by Digital Happiness while translating DreadOut and DreadOut 2. The research also wanted to know the Translation Procedure that translated the meaning between TL and SL the best. Translation Procedure is a certain method or steps a translator could use to mitigate lexical gaps between languages. Newmark's theory was being used to find the Translation Procedures in the games. DreadOut and DreadOut 2 are video games that occurred in Bandung and follow the story of Linda combating various Indonesian mythical creatures.

This document analysis research used documentation in collecting the data. The instruments of this research are documents, field notes, the theory of Translation Procedures by Peter Newmark and the researcher himself. There are 3 major steps that will be used to analyze the data: First, determine and then isolate Common Component (CC) of the meaning of the lexicon in English and Indonesia; Second, determine and then isolate Diagnostic Component (DC) of the meaning of the lexicon in English and Indonesia; Determine the similarity (+) and difference (-) in the translation in a column. Finally, investigator triangulation was used to validate the data analysis result.

After analyzing the DreadOut and DreadOut 2 it was found that Digital Happiness were using certain Translation Procedures to translate their games; Transference, Neutralisation, Cultural Equivalent, Functional Equivalent, Synonymy, Through-Translation, Shift, Paraphrase, and Translation Note, Addition, Glasses. With Cultural Equivalent being used 20 times and 80% of the times translated the meaning equivalently into the TL, it can be concluded that it was the best Translation Procedure on the list.

Keywords: *Document Analysis, Dreadout, DreadOut 2, Translation Procedures*

DECLARATION

The researcher's identity, the undersigned below:

Name   :   Galang Tirta Yudha
NPM   :   1711040064
Study Program :   English Education
Thesis Title :   An Analysis of Translation Procedures
                  Used by Digital Happiness

Hereby declared that the thesis entitled "An Analysis of Translation Procedures Used by Digital Happiness" is truly the researcher's own original work. The responsibility is fully for the publication of the thesis. The sources and structure of the writings in the research have complied with the provisions and ethical standards.

Bandar Lampung, April 25th 2022
Declared by

Galang Tirta Yudha
NPM. 1711040064

APPROVAL

Title : AN ANALYSIS OF TRANSLATION PROCEDURES USED BY DIGITAL HAPPINESS

Student's Name : Galang Tirta Yudha

Student's Number : 1711040064

Study Program : English Education

Faculty : Tarbiyah and Teacher Training

APPROVED

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ADMISSION

research proposal entitled: **An Analysis of Translation Procedures Used by Digital Happiness, by: Galang Tirta Yudha, NPM: 1711040064, Study Program: English Education** was tested and defended in the examination session held on: Friday, August 12th 2022.

Board of Examiners:

The Moderator   : Syofnidah Ifrianti, M.Pd   (.....................)

The Secretary   : Sri Suci Suryawati, M.Pd   (.....................)

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MOTTO

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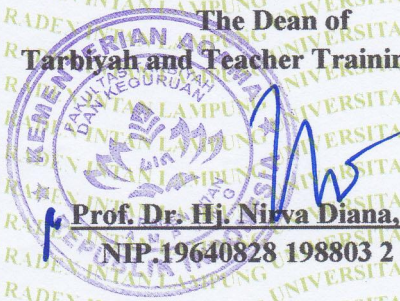
يَـٰٓأَيُّهَا ٱلنَّاسُ إِنَّا خَلَقْنَـٰكُم مِّن ذَكَرٍ وَأُنثَىٰ وَجَعَلْنَـٰكُمْ شُعُوبًا وَقَبَآئِلَ لِتَعَارَفُوٓا۟

إِنَّ أَكْرَمَكُمْ عِندَ ٱللَّهِ أَتْقَىٰكُمْ إِنَّ ٱللَّهَ عَلِيمٌ خَبِيرٌ ﴿١٣﴾

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O humanity! Indeed, We created you from a male and a female, and
made you into peoples and tribes so that you may ˹get to˺ know one
another. Surely the most noble of you in the sight of Allah is the most
righteous among you. Allah is truly All-Knowing, All-Aware.
(QS Al-Hujurat: 13)[1]

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[1] Agus Hidayatulloh, Lc., M.A., et. al., Aljamil Al-Qur'an Tajwid Warna, Terjemah Per Kata, Terjemah Inggris (Jawa Barat: Cipta Bagus Segara, 2012), 531.

DEDICATION

This graduating paper is dedicated to:
1. My beloved parents, Mr. Parsono and Mrs. Suwarni who always give me unconditional support and love. Thank you, May Allah bless your life.
2. My beloved little sister Nur Aida Zulfa for her selfless love, support and valuable prayers. Thank you for your kindness and togetherness.
3. And special thanks to my almamater UIN Raden Intan Lampung.

CURRICULUM VITAE

Galang Tirta Yudha was born on September 11th, 2000 in Margakaya, Pringsewu. He famously called by his friends, Galang. Galang is the firstborn of Mr. Parsono and Mrs. Suwarni. He has one sister named Nur Aida Zulfa..

In academic background, Galang accomplished his formal education at SDN 1 Margakaya in 2005 and he graduated in 2011. In the same year, he continued his study in MTsN 1 Pringsewu and finished in 2014. Then he was accepted at MAN 1 Pringsewu and graduated in 2017. Then, in 2017, he continued his study at UIN Raden Intan Lampung as the student of English Study Program of Tarbiyah and Teacher Training Faculty.

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Bismillahirrahmanirrohim,
Assalamualaikum Warahmatullohi Wabarakatuh

In the name of Allah, the most gracious and the most merciful who has given His blessings and guidance so that can complete this undergraduated thesis. Peace and salutation may always be upon the holy world leader, Prophet Muhammad S.A.W., the man of any good deeds who never think hard for the shake of better and better way of Islamic life. In the third place, thank you address to:

1. Prof. Dr. Hj. Nirva Diana, M.Pd, the dean of Tarbiyah and Teacher Training Faculty, Raden Intan State Islamic University Lampung with all staff, who has allowed the researcher to study until the end of this thesis composition.
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12. All people who cannot be mentioned one by one, for your concern and contribution to finishing this thesis. Finally, none or nothing is perfect and neither is this thesis. Any corrections and suggestions for this thesis are always open-heartedly welcome.

Finally this graduating paper is expected to be able to provide useful knowledge and information to the readers. Moreover, suggestion is more than accepted and contribution from readers for the improvement of the graduating paper.

Bandar Lampung, April 25th 2022
The Writer

Galang Tirta Yudha
1711040064

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CHAPTER I
INTRODUCTION

A. Title Confirmation

Video games are often overlooked by scholars because of their history as mindless fun. As we have known, video games are just another type of media like a novel, movie, or even comic. Unlike those kinds of media, certain aspects set video games apart; the ability to control the main character and how it impacts the story.

Other than that, video games also not being dominated by Western companies, rather non-English speaking companies share the market with them. And yet there are also a lot of Western audiences, which means the said non-English speaking companies have to translate their games into English in order to make English audiences able to enjoy the story. Thus the translation of video games was born and being a part of the video games themselves.

This research will be analyzing the translated version of a video game titled: *DreadOut* and *DreadOut 2* which was produced by *Digital Happiness*. With their setting, which is located in Bandung, it is certainly hard to completely make the player feel as if they are in the same place where *DreadOut* and *DreadOut 2* took place, the research will look for translation procedures that were being used in translating those titles.

The title of this research will be "An Analysis of the Translation Processes Used by Digital Happiness"; The research design that will be used in this research is Descriptive Analysis design which is a scientific method of research with observing and picturing the subject's behavior as in the fact.[1]

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[1] Shuttleworth, Martyn. Explorable: Descriptive Research Design, Accessed online https://explorable.com/descriptive-research-design, on September 1st, 2022

Translation Procedures is a more compact form of translation method. Compared to a translation method, translation procedures have more concern with dialogue or sentences. **Digital Happiness** is a video game developer company that is located in Bandung and no stranger to translating video games from Indonesia to English.

B. Background of the Problem

There are many problems in translating a language to another language. One of them is lexical gaps. When words or lexicons from the source language do not exist in the target language, it creates untranslateable gaps that are called lexical gaps. It is a very common trait, that we might already experience a translation work that loses its meaning because of lexical gaps as *SpongeBob Squarepants*'s translation team failed to translate lexical gaps in many of their works, one of them is in the episode *Funny Pants*[2]:

Source Language

Sandy	: Hi Patrick! Want to hear a joke?
Patrick	: Sure, Sandy!
SpongeBob	: Sure! I love good laugh!
Sandy	: What has four wheels and *flies*? A garbage truck!

Target Language

Sandy	: *Hai Patrick! Mau dengar guyonan?*
Patrick	: *Pasti aku mau, Sandy!*
SpongeBob	: *Tentu, aku ingin sekali tertawa!*
Sandy	: *Apa yang memiliki roda empat dan sayap? Truk sampah!*

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[2] Luke Brookshiere (Writer), Tom King (Writer), & Steven Banks (Writer). (2005, September 30) *Funny Pants* (Season 4, Episode 65) [TV Series Episode]. In Paul Tibbitt (Producer), *SpongeBob Squarepants.* Nicklodeon.

As we can see, even *Nickelodeon'*s translation team that has countless hours of translating English to Indonesia cannot fully translate the joke due to the lack of equal lexicon in the target language. Flies in English can mean both (*noun*) small flying insects with two wings and (*verb*) a move through the air. As Bahasa Indonesia does not have such a lexicon that carries both meanings, the translator resort to using *through-translation* to translate the lexicon.

Lexical gaps is bound to happen as languages evolve over time, making them more and more different from one another. Newmark says that every language has its own lexical gaps.[3] That is happening because of differences between languages. Nida classifies those differences into five main classes; *ecology, material culture, social culture, organization, gestures.*[4] Those classifications will be further explained in Chapter II.

Based on the definition of lexical gaps, we can say that a translator cannot escape lexical gaps. James Brian Baer also acknowledges such problems, and rather than skip them, a translator should embrace them[5] and use translation procedures to overcome the lexical gaps. There are many translation procedures that a translator can use, here are some that Newmark has listed in his book; *Transference, Neutralisation, Cultural Equivalent, Functional Equivalent, Descriptive Equivalent, Synonymy, Through-Translation, Recognised Translation, etc.*[6] Rajendran also listed some of those procedures as such: *Adaptation, Borrowing, Calque, Compensation, Paraphrase, Translator Note, and etc*[7]. Those two theories, especially Newmark's one are the most widely used procedures to tackle the lexical gaps. Furthermore, Newmark's procedures are highly concerned about

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[3] Peter Newmark. A Textbook of Translation. (New York: Prentice Hall. 1988) p. 70

[4] *Ibid* p. 91

[5] Brian James Baer. *Translation and the Making of Modern Russian Literature*. (New York: Bloomsbury Publishing USA. 2015)

[6] Peter Newmark. *OP Cit.* p. 81-89

[7] Rajendran Sankravelayuthan. "*Lexical Gaps and Untranstlability in Translation*" (Research Gate. 2020) p. 1

culture[8] which is also vital part in this research. Although in the example of Sandy's joke in *SpongeBob Squarepants* translators are using such procedure as *Trough-Translation*, it might be not the best procedure to use in the situation as the result is hardly understandable.

It was found that video game translation has always been an integral part in the video game itself. This is because of how influential non-Western companies are in the video games industry.[9] Companies like *Nintendo, Sony, SEGA, Konami,* and *From Software* are just a few examples that have had great influence in the video games industry. Even in the early days of video games, the word *Nintendo* was interchangeable with video games themselves.[10] Although in the early days of video games, translation was not that great of a concern. Video games like *Castlevania II: Simon Quest* by *Konami* and *Shenmue I* by *SEGA* are the most high-profile two. *Castlevania II: Simon's Quest* even made gamers misunderstood its ending[11], while *Shenmue I* is just a bad translation that makes people laugh at it[12]. These notoriously bad translations were the byproduct of the translator's lack ability of choosing the right translation procedures to overcome lexical gaps. Although as the time goes by, those afforemention companies are getting better at translating their games, the problem of translator's inability to judge which translation procedures to use is still persisting to this day.

Indonesian developers are also starting to get into video games industry. One of them is *Digital Happiness.* They are mainly making horror games with the goal of the players stuggle to survive with Bandung as thier setting. Just like those Japanese

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[8] Peter Newmark. *OP Cit.* p. 94

[9] Elizabeth Bushouse, "The Practice and Evolution of Video Game Translation: Expanding the Definition of Translation" (2015). *Masters Theses*. p. 7

[10] *Ibid* p. 1

[11] AVGN. "Castlevania II". Retrieved from: https://legendsoflocalization.com/avgn/castlevania-ii/ February 6th 2022

[12] Clyne Mandeline. 11th June 2015. "*The Shenmue Girl Who Looks Like a Cat*". Retrieved from: https://legendsoflocalization.com/qa-the-shenmue-girl-who-looks-like-a-cat/ February 6th 2022

companies, *Digital Happiness* are also making their games available in English. One reason is they want to reach bigger audience, but the main reason why they are providing English in their video games is because Indonesian video games market is very unhealthy and full of piracy[13]. *DreadOut* and *DreadOut 2* are their main games that has been sold over ten million copies[14] across the internet. In addition, the main reason why the games were chosen is because among all four games that *Digital Happiness* had created, *DreadOut* and *DreadOut 2* are the most reviewed two with over 1500 mostly positive reviews for *DreadOut 2*[15] and 3600 mostly positives for *DreadOut,*[16] or over 7000 mostly possitives if we include the demo version of *DreadOut.*[17] With those overwhelming amount of good reviews, it means that people who played the games are cared enough to leave messages for future player baout how good the game is, and it would not be possible if the target audience cannot understand the story. As those games are filled with cultural and slang words that should make lexical gaps when being translated to English, therefore, the research wants to know what kind of translation procedures are used by *Digital Happiness* translating their video games.

Digital Happiness was chosen due to its history as one of the earliest game developers from Indonesia that's highly regarded in the Western market. Besides, the novelty in this research with previous and relevant researchs lies in the procedure taken or the way translators translate media. Previous researchers dive deeply into the video games translation process and how to make a good

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[13] BSA. First Anual BSA and IDC Global Report. "*Piracy Study*". July 4th 2020. p. 3

[14] Jakarta Globe. (2018, December 5th) *Get Your Popcorn Ready, Nerd Out on DreadOut!.* Retrieved from: jakartaglobe.com/culture/get-popcorn-ready-nerd-dreadout

[15] Steam. (2020, February 22nd) *DreadOut 2.* Retrieved from: store.steampowered.com/app/945710/DreadOut_2

[16] Steam. (2014, May 16th) *DreadOut.* Retrieved from: store.steampowered.com/app/269790/DreadOut/

[17] Steam. (2014, May 16th) *DreadOut.* Retrieved from: store.steampowered.com/app/299130

video games translation. Video games were chosen because it is severely underestimated as a form of media and how translation brings a new set of challenges. The goal of this research is to understand what process do translators chose when they are facing a lexicon that is missing in the target language. Thusly, the games made by *Digital Happiness* under the title **'An Analysis of Translation Procedures Used by Digital Happiness'** is researched.

C. Focus and Sub-Focus of the Problem

Based on the background of the research, this research focuses on the translation procedures used by *Digital Happiness* to overcome the lexical gaps in translating their games. On the other hand, the sub-focus of this research is to analyze types of translation procedures used by *Digital Happiness* in translating *DreadOut* and *DreadOut 2* based on Peter Newmark and Rajendran's Theory.

D. Formulation of the Problem

Based on the focus and sub-focus of the research, the problem is formulated as follows:

1. What are the translation procedures used by *Digital Happiness* in translating *DreadOut?*

2. What are the translation procedures used by *Digital Happiness* in translating *DreadOut 2?*

3. What is the translation procedures that translate lexical gaps in *DreadOut* and *DreadOut 2* the best?

E. Objective of the Research

Based of the formulation of the problem, the objective of the research are as follow:

1. To find out the translation procedures used by *Digital Happiness* in translating *DreadOut.*

2. To find out the translation procedures used by *Digital Happiness* in translating *DreadOut 2.*

3. To find the best translation procedures that translate lexical gaps in *DreadOut* and *DreadOut 2.*

F. Significance of the Research

1. Theoretically

The result of the research should be able to answer the question of what are the translation procedures used by *Digital Happiness* in translating both *DreadOut* and *DreadOut 2.*

2. Practically

a. For Translation Lecturers

Lexical gaps is occuring on all languages. Lecturers of translation subject can take the result in this research and get general idea of how a translator overcomes lexical gaps. And what is the best translation procedures to overcome that.

b. For Translation Students

As mentioned before, lexical gaps will always exist in every language. By understanding how to overcoming these gaps by using what translation procedures to use is a vital part of language translation class. Students can use this paper to understand such translation procedures usage.

c. For Game Developers

Video games might be daunting to translate to another language because of how complex it is. By using this research, it is hoped that he can give some input those developers in making translation to another language

without removing what makes the source language special.

d. For Language Translator

This research will hopefully make their task easier when confronting Lexical Gaps. By finding and learning from Digital Happiness what is the best translation procedures to use in certain situation one translator can make a translation work without removing the special trait of source language.

G. Relevant Research

1. *The Practice and Evolution of Video Game Translation: Expanding the Definition of Translation* by Elizabeth Bushouse; this research mainly talks about how the translation of video games evolves overtimes. They undergo some kind of evolution from the early day when the translation was a total mess, like Castlevania to actually being decent, like Final Fantasy. Furthermore, Eli talks about how the translation of the game actually happens. From the process to what hurdles to overcome and how to actually overcome them. This research takes this research as a foundation to actually understand the process of video games translation.

2. *Video Game Translation From Localization Perspective* by Puwaningsih Rahayu; there is nothing to write home about this research, but Purwaningsih totally nailed the subject from the Indonesian perspective. About how translation evolves and what makes translation and localization similar and also different. It is good research that this research will be based on.

3. *Japanese Video Games Localization* by Szurawitsky; this research shares a lot of similarities with Elizabeth's research. From the histories, hurdles, and such. The main emphasis of this research is on the process of translation, Surawitsky actually follows an actual video game translation and makes

research out of that. It is very incredibly detailed and amazing as the baseline for a further researcher.

4. *The Translation of Indonesian Cultural Lexicons in the Novel Saman* by Evert H. Hilman; this research is the base research for this research. This research draws inspiration from this research because of how similar this research is to Hilman's research. Hilman in their research looking for translation techniques used by Saman translator based on Peter Newmark Translation Procedures.

H. Research Method

1. Research Design

It can be said that research design is kind of a blueprint for research. It accommodates all of the critical aspects of research; research question, relevant data, data collection, and data analysis. It is a vital part of research that any researcher cannot overlook. A research design is much more than a 'plan', although it definitely can be one, a good and thoughtful research design will help researcher stays on their path till the end of the research. It means that the goal; answering the initial research question, is easier to achieve.[18]

The research design that writer uses in this research is Qualitative Document Analysis, which based on the book, represented as document or content analysis, it focuses on analysing and interpreting recorded material to learn about human behaviour.[19] The reason why this kind of method is well suited for this very research is by the fact that we will mainly dig into *DreadOut and DreadOut 2* translation. As a recorded material in a form of video game, analyzing it will yield a result of how a a culture can be translated.

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[18] Robert K. Yin. *Case Study Research: Design and Methods.* (London: SAGE Publication. 2014)

[19] Donald Ary, et al. *Introduction to Research in Education* (8th Ed) (Belmont: Wadsworth. 2010) p. 26

The reason why Qualitative Document Analysis design is well suited to this research is similarity from which the problem comes. By studying video game translation, we can understand how some meaning lost and gained in the process. Translating culture is amazingly hard. A translator should, as Nida said, understand both languages to fill lexical gaps.[20] Thus why by anaylysing the document with Qualitative Documkent Analysis we can see how far the translator effort to fill the gaps or whether or not they can pull off an original full of souls translation like James Brian Baer suggested.[21]

With that being said, this research is qualitative research. In which writer does not talk about numerical value. This research will mainly talk about how a culture is being translated and how the translator fill the lexical gaps that innevitably exist in both languages.

2. Research Procedure

The research procedure is the procedure that should be known and followed in conducting this research. The procedure of this research is as follows:

a. Pre-Field Stage

This stage is an activity that is done before collecting the data, namely:

1) Arrange the research

2) Determine the focus of the research.

3) Prepare for the theory and the method in conducting the research.

4) Seminar proposal.

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[20] Eugene A. Nida. Language Structure and Translation. (Stanford: Stanford University Press. 1975) p. 68-77

[21] Brian James Baer. *Translation and the Making of Modern Russian Literature.* (New York: Bloomsbury Publishing USA. 2015)

b. Field Work Stage

At this stage, the research is done by:

1) Play the game.

2) Collect the data.

c. Data Analysis Stage

All of the data which already gathered during the research would be analyzed and the data of the research would be validated. The steps of this stage, namely:

1) Analyze the data

2) Interpret the data[22]

3. **Research Instrument**

Ary, et. al. in his book stated that the main trait of qualitative research is the method it used to collect the data, and also the means to analyze it.[23] Also, he continued by mentioning Guba, that human is highly involved in the research because qualitative in heart, studies about humans. Their experience and situation.[24]

Based on this, the instrument of this research is the researcher himself. The researcher will be the one who reads the document about video games translation, collects the translation result, analyzes it with the appropriate method, and gets the result. Qualitative research is all about fieldwork methods and it will be the one who's responsible for all of those tasks.

Field notes, computer and documents are also included as innstrument in this research. Field notes is a note containing

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[22] Lexy J. Moelong, *Metode Penelitian Kualitatif*, (Bandung: PT. Remaja Rosdakarya, 2014), p. 127-151

[23] Donald Ary, et al. *Introduction to Research in Education* (8th Ed) (Belmont: Wadsworth. 2010) p. 424

[24] *Ibid*

anything that the is seen, heard and thought during data collection process. It exist in the form of scribbles. Computer is an electonoc machine that can be programed to run specific application, in this instance; *DreadOut* and *DreadOut 2*. The game will be played entirely in the computer. Document in this context is transcrip and tranlsated text of *DreadOut* and *DreadOut 2*.

4. **Data Source**

A data source is a very important thing in every research. Sugiyono mentioned that sources could be anything from an animal, human, place but not limited to those three.[25] The data source could have also come from documents.

The primary source of data in this research is from *DreadOut* and *DreadOut 2* video games. It was developed by *Digital Happiness* and both were released in 2014 and 2018 subsequentially.

5. **Data Collecting Method**

This research will be using the **Document** analyzing method to collect the data. As for what is a document, it is a wide array of written, physical, and visual material that includes anything from auto-biographies and video.[26] There are many kinds of documents, but in this research, document means the transcription text of both *DreadOut* and *DreadOut 2*. Those data will be collected from every dialogues that occur in the game and also Lida's notebook which contains ghosts information and a sliver bit of lore. The researcher will then sort the data and separate the data that has cultural meaning from data that has not.

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[25] Sugiyono. *Metode Penelitian: Kualitatif, Kuantitatif, dan RnD*. (Bandung: Alfabeta. 2016) p. 215

[26] Donald Ary, et al. *Introduction to Research in Education* (8th Ed) (Belmont: Wadsworth. 2010) p. 442

6. **Data Analysis**

The way this research will analyze the data is by using the Logic Method. This method is, as Mulroy and Lauber mentioned by Robert K. Yin, very suitable for evaluation type of research, which is frankly what this research is. As an analytic technique, a logic method is used by matching empirically observed events, which is the translated text to theoretically predicted events, which is translation procedures. With logic, both variables are matched to make analyzed research.[27]

Thusly, the framework of data analytics for this research will look like this;

After the data is collected the data will be divided and classified by using procedures that have been discussed in Translating Culture;

1) Transference

2) Neutralisation

3) Cultural Equivalent

4) Functional Equivalent

5) Descriptive Equivalent

6) Synonymy

7) Trhough-Translation

8) Transposition or Shift

9) Paraphrase

10) Translation Note, Addition, Glasses

After the data is classified, then, component analysis technique will be utilized to break down the component of the expression. By utilizing this technique, we can determine whether or not the change in meaning is happening or not,

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[27] Robert K. Yin. *Case Study Research: Design and Method.* (New Delhi: SAGE Publication India. 2014)

whether or not the translation work is equal or not and finally determine the effect of the change in terms of player understanding in the story.

The analysis technique procedure is as following steps:

a. First, determine and then isolate Common Component (CC) of the meaning of the lexicon in English and Indonesia;

b. First, determine and then isolate Diagnostic Component (DC) of the meaning of the lexicon in English and Indonesia;

c. Determine the similarity (+) and difference (-) in the translation in a column;

7. **Trustworthiness of the Data**

There are kinds of credibility checks. Sugiyono in his book explained that there are six kinds of it; extended observation, increasing perseverance in doing research, triangulation, peer scrutiny of the research project, negative case analysis, and doing member check. And in this research, this research will only use two kinds of checks, namely Increasing perseverance and doing triangulation.

a. Increasing Perseverance

Increasing perseverance means doing more in-depth analysis and observing the subject more carefully. With those methods, the data will be recorded in a more precise and systematic manner. For example, a group of people doing morning exercise. For average Joe, this may look like they want to increase their physical capability or just maintain their health. That might be true, but in the eye of a researcher with increased perseverance, that's not the whole story. With more careful observation,

the main reason those people doing morning exercise is to widen their business network.

That is one of many examples of why increasing perseverance can increase data credibility. It is basically like students recheck their answers to ensure that nothing is wrong or left unanswered. A researcher can increase his/her research by constantly reevaluating the findings just like the students do to their answer sheet.

The first step to take in increasing perseverance is by reading a lot of reference books or research findings and documentation about said findings. With reading a lot, the knowledge will be increased and with that knowledge, a researcher can check the credibility of the data.

b. Triangulation

Sugiyono mentioned William Wiersma in this book that 'Triangulation is qualitative cross-validation. It assesses the efficiency of the data according to the convergence of multiple data sources or multiple data collection procedures.[28] This means that triangulation checks the credibility of data by multiple sources, techniques, and times.

1) Source Triangulation

Source triangulation is widely used to check the data's credibility by checking the data that had been obtained by multiple sources. An example of this method is checking the obtained data from an employee, employer, and peers. Those data will be compared and if all of them do not contradict each other, then the data is credible.

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[28] Sugiyono. *Metode Penelitian: Kualitatif, Kuantitatif, dan RnD*. (Bandung: Alfabeta. 2016) p. 274

2) Technique Triangulation

In this triangulation, a researcher will compare the data obtain through different data collection methods. For example, in researching something, the data will be obtained through observation, documentation, and questioner. Just like source triangulation, those data will be compared and if all of them do not contradict each other, then the data is credible.

3) Time Triangulation

Time also influences the data's credibility. In the morning where the interviewee is still fresh, the data tend to be more credible. Because of that, it is sometimes a must that data should be obtained more than once in a different set of circumstances to make the data valid and reliable.

This research will use source triangulation to check its data credibility. The way it is implemented is by checking the source with external checkers, the researcher's advisor, and the researcher himself.[29]

I. Systematic of the Discussion

There are five chapters in this proposal which the discussion will be systemized into. The structure is as follow:

CHAPTER I : This chapter is an introduction to the problem and contains; title confirmation, background of the problem, focus and sub-focus of the problem, research formulation, research objective,

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[29] Sugiyono. *Metode Penelitian: Kualitatif, Kuantitatif, dan RnD*. (Bandung: Alfabeta. 2016) p. 270

significance of the research, relevant research, and research methodology.

CHAPTER II : This chapter is all about the theory from experts about video games and their translation also translation procedures to overcome lexical gaps. This chapter includes; concept of, problem in and benefit of video games translation.

CHAPTER III : This chapter shows the general overview of the research subject. Which in this case are *DreadOut* and *DreadOut 2,* also how the data will eventually be presented.

CHAPTER IV : This chapter is about the result of the research. The researcher will talk about what he get from analysing the data. The are two main things in this chapter; findings and discussion. List of data will be given, that contains certain Translation Procedures found in DreadOut and DreadOut 2 Meanwhile in discussion, this research will explain the answer of research questions.

CHAPTER V : This chapter is about conclussion and recommendation. Conclussion contains the researcher's statement about the result. While recommendation contains suggestion about what this research should be and could be.

CHAPTER II
LITERATURE REVIEW

A. Theory

1. Video Games

a. Definition of Video Games

Esposito, in their journal, described video games as; "a game which we play thanks to an audio visual apparatus and which can be based on story".[30] This shows how advance video games are. It's not just *a* game, it's more than that, but as a form of media that people associate with mindless fun and waste of time, it is hard for scholars to take video games as a worthy literacy study, but video games at their core are just a medium of storytelling just like a book and movie. What separates video games from those kinds of media is the fact that video games are interactive. Players control the main character and experience what the main character they control does.[31]

Video games also have many names, including PC games which stands for personal computer games which means the player play the games on PC instead of gaming console.[32] Gaming console a device specifically designed to play video games, notable mentions are like *Sony's PlayStation*, *Microsoft's Xbox* and *Nintendo Switch*. Both PC and gaming consoles are called platform, which means the place where the game take places. See,

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[30] Esposito. "A short and simple definition of what video games is" in *Proceedings of the DiGRA Conference: Changing Views-Worlds in Play,* (British Coplumbia: University of Vancouver. 2015)

[31] Elizabeth Bushouse, "*The Practice and Evolution of Video Game Translation: Expanding the Definition of Translation*" (2015). Masters Theses. p. 7

[32] Usman Ahmed. 2013. Video Games Addiction: Positive and Negative Effects of Playing Video Games on Youth and Childern. In *Master's Thesis.* Boras: University of Boras. P. 20

video games are, in nutshell, just a mean for human to interact with electronic devices o those aforementioned platform through some kind of user-interface.

The difference of video games from other type of computer entertainment media is that the player can control the character in video games. One can play or control the video game through some short of control device which is being pluged in inside the platform, called game controllers. There numerous kind of controllers in video games, from humble mouse and keyboard to joystick to dancing pad or even complete gaming wheel which mimic steering wheel in car. Different games and different platform call for different controllers.[33]

Video games nowadays however, have little something for everyone. It could be used from simply pure entertainment to working out your body; and of course, to push story. Video games could act as narrative, performace, simulation, meditaition, and researcher argue..., art. Video games could also be used as media in education, tool in education, playground for social interaction and even object in physocology study.

Some genres of video games even embrace the storytelling part and build a game around it. Video games genre such as Visual Novel although bears the name of the novel and nowhere can a player control the character in traditional manner is still being classified as a video game because there is a certain aspect of control a novel could not bring. Players choose the way character behaves through multiple choices throughout the game that will accumulate and give the player multiple outcomes.

This multiple outcomes is one of many reasons why sometimes video games are the superior form of media. As advanced as movies, novels, and comics could

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[33] Baer., et. al. 1972. *TELEVISION GAMING APPARATUS AND METHOD.* 02/851865

be, the consumer of the story has no bearing on the outcome. On the other hand, it is completely possible for a video game to give its player choices upon what the character will be. Some titles such as *The Elder Scrolls* Series, *Grand Theft Auto* and *Red Dead Redemption* even give the players the ability to control how the main character lives its life, it could be a scumbag or a normal person just trying to make a living, every choice is up to the players.

Unlike other mediums, video games are not dominated by Western market. It is rare to see blockbuster movies in theatre that were not made by Western companies. Ever since the dawn of video games, Japan had been the powerhouse of them.[34] From the Arcade era, companies such as SEGA and *Capcom* had been dominating this industry. And after the video games crash of 1983, one of the Japanese companies, *Nintendo*, with their *Nintendo Entertainment System* (NES) dominated the market and even had their name interchangeable with video games itself[35]. Albeit, at the time, *Nintendo* was far from the only video games console.[36] Even to this day, Japanese companies like *Nintendo* and *Sony* are two of three major players in the video games console industry and had sold millions of unit of consoles[37], while *Microsoft* being the only Western company.

b. Video Games in Language Translation

With the ever increasing demand to online learning and how efficient in term of time that method can be, we cant deny the fact that students now have more

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[34] *Ibid*

[35] *Ibid*

[36] Steven L. Kent. *The Ultimate History of Video Games: From Pong to Pokemon – The Story Behind the Craze that Touched Our Lives and Changed the World.* (New York: Thre Rivers Press. 2001). p. 303

[37] *Ibid*

time in their hand more then ever. With the addition of pandemic limiting their ability to meet their friends, what they mostly do are either learning or spending their time with their gadget. Some students are even possibly spending time with their gadget more than with their learning materials. That is just the side effect of online learning that teachers or lecturers can not do anything about.

With their inability to meet their friend in real world and gadgets that can connect them virtually, it's almost guarantee that they are using those gadgets to socialise. Other than using social media, most of students are using video games to play along and have fun with their friends. As mentioned before, video games are more than capable to facilitate this kind of stuff. It can be used as party place, playing ground and meet someone that they dont even know.

Even before pandemic started, back in 2008, Paw Research found out that 97% of teenagers playing video games almost one hour a day. It also showed that it was not restricted to boys, but girls also, with 99% boys and 94% girls play them. With this fact, teachers or lecturers should remove their stigma to video games as only means to wasting time, rather use it to their advantage.

See, the most occuring problems in learning is students bored to death. As a young learner they prone to lose their interest during learning time very easily. In US, Mark Baurlein stated that most students that left the school and never attending it ever again are mostly because of this reason with 47% of them calimed that school was boring and 69% said that school didnt wotivate or exice them.[38] This lack of motivation is not a

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[38] Daniel Carter. Can Video Games Technology be Used for Educational Purpose? *Mater Thesis.* 2017. University of Huddersfield. P. 19

side-effect of difficulty in the subjects but rather because it is soo easy that they dont feel the challenge.[39]

At the opposite side of the spectrum, we have got video games. By sparking such an exciting topic as video games, teachers can mitigate the boring side of the class. With the evidence that Daniel Carter shown, it was working. Fifty five percents of the students are more motivated when the researchers sparked conversation or using video games as teaching tool. It also more pronounce among low performing students with 47% among them feel highly motivated.

Video games as we disscussed earlier were matured wnough that it can be shaped as anything basically. Teachers or lecturers can use wide array of video games selection to facilitate learning. Using story driven video games to guide them in conversation. Use multi-language video games to teach them about language trasnslation. The possiblity is endless.

In broader term, video games can also be used as mean to learn communication in language class in general. Almost all popular multiplayer games in which player can make team with either friends or strangers, are integrating chat in some short for team coordination. Games like *World of Warcraft, League of Legends, DOTA* and other simmiliar games are providing such chat box as basic feature. Albeit it can be full of tocix people cursing each other, study had proven that it also can create low-stress environment for students to learn to communicate with foreign language.[40] This might be because in video games, people generally dont have to think about score in grammar while typing or even good spot-on pronounciation in voice call in video game. They are

[39] *Ibid*

[40] Thorne et. al. 2009. Second Language Use, Socialisation, and Learning in Internet Interest Communities and Online Gaming. In *The Modern Language Journal.* 93. p. 802

having fun while learning to communicate with other language.

It can be applied in foreign language class, especially in ESL class. Lecturer can make chat room where students have to use English to discuss about anything. The discussions are divided through boards; hobby board, casual talk boards and of course school related issues board.[41] In these boards, students dont have to use perfect English because the one they will mainly talk to is their mate. Teacher will be moderating the chat, but in loose term. This can be achieved using video-game related chat room like *Dicord.* Learning English through this way can make students broaden their vocabulary because they will learn about terminology specific for certain hobby in which cannot be learned in conventional class.[42]

Using video games in a classroom can also allow students to practice the language like thwy will use it in *real word*.[43] Video games can be a safe virtual environment where students can be themselves and use game feature like chat to help each other and practice the language. Helping them comfortable using foreign langauge.

Not only in-game, video games can help students learn language, but post-playing them are also a viable way to learn language. In games like *Dark Souls, BloodBorne, Sekiro* and *Elden Ring* from *From Software* are notorious for their hidden lore. *From Software* have history of hiding their best stuff behind illusory walls and obescure mecahnic that would take years for an individual

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[41] Bikowski et. al. 2011. Making the Most Difficult Boards in the ESL Classroom. In *TESOL Journal.* 11(3) p. 27

[42] Ingram et al. 2000. Beyond Chat on the Internet. In *Computers and Educations.* 35(1). p. 28

[43] Al Shaiji. 2015. Video Games Promote Saudi Childern's English Vocabulary Retention. In *Education,* 136(20) p. 126

to find them out by themselves. This has never been truer in their newest game, *Elden Ring*. With massive world to discover, one finding all the secret and lore in the game is simply impossible. That doesnt even including things like optimal stat, class and strategies.

The result is players have to communicate with other players in social media. Online communities promote informal type of learning that are beneficial for students development as well as for their sense of self-efficacy in foreign language.[44]

2. Translation Procedures and Lexical Gaps

a. Definition of Lexical Gaps

Translating language is not an easy task. Every language that is still exists had and still undergoes some kind of evolution form.[45] This evolution makes the difference between languages even more apart. Even within a family of language, a word could go an evolution making a word that came from one ancestry word has a completely different meaning.

Language cannot be separated from its culture. Culture is the way of life and its manifestation that are specific to a community that uses a specific language as its means of expression.[46] The more specific a language describes a language phenomena the deeper it embedded in culture.

One of these examples is some differences in Tagalog and Bahasa Indonesia. Both of them came from Austronesian Language but if both speakers speak with each other, they feel that they should be able to

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[44] Thorne et al. *OP. Cit*

[45] Lieberman, Erez, et al. "Quantifying the evolutionary dynamics of language." *Nature* 449.7163 (2007)

[46] Peter Newmark. *A Textbook of Translation*. (New York: Prentice Hall. 1988) p. 94

understand but cannot.[47] An example of these differences is plural words. In Bahasa Indonesia, to make a plural word a speaker or writer just need to repeat the noun, but in Tagalog, the speaker could just add a word mga to define a noun as plural. For example 'cats', in Bahasa Indonesia it will be *kucing-kucing* and in Tagalog it will be *mga pusa.*

It even becomes worse when the languages came from a different ancestors. An example would be time dependency. Time is an integral part in every verb of English. A speaker or a writer should specify whether the action *happened, happens, happening*, or *will happen*, but time integration in every verb is not necessary in other languages like Chinese and Malay. Sure, they could specify a time to an action, but it is not a requirement.

Another example is a feature like clusivity. It does not exist in English but is used very often in South Asia, Austronesian, and various languages all over the world. The lack of clusivity in English makes the word 'we' very confusing sometimes. A person could scream: '*we won the lottery!*' to another person and it can have two different meanings. First, those who won the lottery are the speaker including the listener. Second, those who won the lottery are the speaker excluding the listener. In languages with clusivity, both excluding we and including we have a different words.

Lexical gap or lacunae could be understood as a feature, word, or any lexicon that exists in some language but does not in other language. Newmark describes lexical gaps as a word that flat-out does not exist in another language. This means that there is some disparity in SL and TL thus it requires a translator to improvise. He also

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[47] LangFocus. "*How Similar are Talagog and Indonesian*". Retrieved from: https://www.youtube.com/watch?v=V_JIreztWNY

mentions that every language has its own kind of lexical gaps.[48]

Nida on the other hand believes that lexical gaps exist because every language has a different basic principle that is not overlapping each other. These differences include various things;

1) Ecological difference, a difference because of unsimiliarity in living things, seasons, objects, etc.

2) Social culture difference arises because the way of life of every culture is different.

3) Material culture difference like food and basic human needs, a food that exists in a place could be unrecognizable in another place.

4) The religious difference, a religion usually constructed or being constructed by culture. This only means that religious lexicons usually baked deeply as it grows with the culture itself.

5) Linguistic culture difference. This is the only problem that arises from the translator itself. This happens when the translator does not understand both SL and or TL features.[49]

Rajendran in his book defines lexical gaps as a *vacuum* in the language structure of vocabulary.[50] He furthermore explains that this vacuum also includes some hole or gap making non-existing words in a language that could be filled.[51] Clusivity, time dependency, and plural form in those examples are three of many things that makes the lexical gap exists.

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[48] Peter Newmark. *A Textbook of Translation*. (New York: Prentice Hall. 1988) p. 70

[49] Peter Newmark ... p. 95-102

[50] Rajendran Sankravelayuthan. "Lexical Gaps in the Vocabulary Structure of a Language". *Language in India*. Vol. 19: March 3th 2019.

[51] Rajendran Sankravelayuthan. "*Lexical Gaps and Untranstlability in Translation*" (Research Gate. 2020) p. 1

Lexical gaps also share same ideas as or even completely interchangeable with is untranslatability. Untranslatability is a text property or anything that bears no equivalent in the target language when it is being translated. That is, no one-to-one equivalent in other languages that can translate the phrase to the full extent of its meaning. To solve this issue, a translator could and should resort to number of translation procedures.

A translator would always face translation gaps or untranslatable text in translating a text. Brian James Baer even goes as far as if a translator does not face the untranslatability, said translation lacks originality while the product of translation itself is but an imitation. Brian James Baer sees those untranslatabilities as a national genius, they have essence of language that makes the final product matter as a work. He also refers Jean-Jacques Rousseau and Alexandra Jaffe, stating that those language geniuses are what makes and creates everything out of nothing..., when translators talk about untranslatable, they often reinforce the notion that each language has its own genius an essence that naturally sets it apart from all other languages and reflects something of the soul of its culture or people.

We can see a lexical gap as a gap that existed in a translation work because of various reasons. From the translators' lack of ability to understand both languages to simply a cultural differences. At its heart, a lexical gap happens most of the time because a language cannot be separated from the culture surrounding it.

As Baer and Newmark stated, lexical gaps is simply exist and no one can do anything about it. What a translator can do is improvise. Not by make one-o-one translation to erase the culture surrounding, but translate the culture as well. By translating culture a translator will also translating the national genius of SL, carrying the

soul of source will make a good translation and not a mere machine made translation.

b. Lexical Gaps and Problem in Video Games Translation

As mentioned in the Definition of Video Games, non-English language, mostly Japanese language, ended up being the main source language in the video games industry[52]. Admittedly, other Japanese literature forms such as *Anime* and *Manga* is as popular as ever now, Japanese video games predated and defeated those kinds of literacy in term of popularity. Chris Kohler even writes: "Only a handful of Americans knew about manga in 1980. Meanwhile, the rest of the country had *Pac-Man Fever.*"[53] It means that for most people, the Japanese video game is their gate to understanding Japanese culture thus this proves that video game translation is a big deal.

Indonesia's developers are also trying to enter the mud of the video games industry. Just those Japanese companies, Indonesian developers' games are highly appreciated in the western market. More to that, the video games market in Indonesia is very toxic and unhealthy for developers. Recent studies even rank Indonesia as one of the countries where piracy happens well too often, next to the bottom amongst Southeast Asian countries.[54] With this fact, Indonesian developers are obligated to translate or like *Coffee Talk* by *Toge Productions* completely makes the game in English. Games like *Coffee Talk* could get away with completely making the game in English because the setting is in *Alternative Universe* (AU) Seattle, Washington D.C where a lot of races like Elves

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[52] Chris Kohler. *Power Up: How Japanese Video Games Gave the World an Extra Life* (Indiana: BradyGames, 2015), p. 2

[53] Carmen Mangiron and Minako O'Hagan, *Game Localization: Translating for the global digital entertainment industry* (Amersterdam: J. Benjamins, 2013), 203

[54] BSA. First Anual BSA and IDC Global Report. "*Piracy Study*". July 4th 2020. p. 3

and Mermaids live together. Some games like *DreadOut* and *DreadOut 2* by *Digital Happiness* cannot be made in English from the start because their story is tightly tied to Bandung's atmosphere and folklore.

For both *DreadOut* and *DreadOut 2* to reach a wider western market, they have to be translated into English. Video games translation is such a complex and tedious thing, there is no denying in that. As described before, video games are not just another type of media. There are a lot of interactivity and choices that players could experience. Like any other translation, whether it's a novel, book, or even comic, video game translation is a dynamic translation.[55] There is a lot of contexts that is maybe understandable in one country but completely has no meaning or bears a completely different meaning. Such thing is what scholars described as a lexical gap. These lexical gaps will surely affect how well the translation is delivered to the players to some extend.

3. Translation Procedures

a. Definition of Translation Procedures

The general purpose of translation is making the source language and its content, be it religious, literary, scientific, and philosopical texts, to wider audience by reproducing the said text to other languages.[56] But as already discussed in Lexical Gaps, it is not always that easy to translate a language. Every language has its own lexical gaps,[57] and the bigger the gaps the harder the

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[55] Alexandra Lianeri, "Translation and the Establishment of Liberal Democracy in Nineteenth-Century England: Constructing the Political as an Interpretive Act," in *Translation and Power*, ed. Maria Tymoczko and Edwin Gentzler (Boston: University of Massachusetts Press, 2002), p. 4

[56] Mahmod Ordidari. "Translation Procedures, strategies and method" in *Translation Journal* . 12/20/2010. p. 1

[57] Peter Newmark. *A Textbook of Translation*. (New York: Prentice Hall. 1988) p. 81

language to translate. By hard it means the meaning would not be easily transfered between language.[58]

However, there are many ways a translator could resolve a lexical gap in translating a language to another. One of the many is by using some short of translation procedures or strategies. These translation procedures are specifically designed to combat a occurance when there is a non equivalent word in target language.

Different from translation method, which in range of whole text, trasnlation procedures are more comfortable to use in smaller form of sentence.[59] Those procedures shall be used in variety of different way based on the context. Finding the best procedure to be used in a translating aportion of a text is the best way to overcoming lexical gaps.

Krings defines translation strategy as:

"translator's potentially conscious plans for solving concrete translation problems in the framework of a concrete translation task,"[60]

and Seguinot believes that there are at least three global strategies employed by the translators:

(i) translating without interruption for as long as possible; (ii) correcting surface errors immediately; (iii) leaving the monitoring for qualitative or stylistic errors in the text to the revision stage.[61]

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[58] Culler. *Structuralist Potics: Structrulasim, Linguistic, and the Study of Literature.* (Cornell: Conell University Press. 1976)

[59] Peter Newmark. *A Textbook of Translation*. (New York: Prentice Hall. 1988) p. 81

[60] HP Krings. 1986. Translation Problems and Translation Strategies of Advance German Learners of French. In *Interlingual and intercultural communication.* Tubingen: Gunter Narr. p. 18

[61] C. Senguinot. *The Translation Process.* (Toronto: H.G Prublisher. 1989)

Moreover, Loescher defines translation strategy as:

"a potentially conscious procedure for solving a problem faced in translating a text, or any segment of it."[62]

As it is stated in this definition, the notion of consciousness is significant in distinguishing strategies which are used by the learners or translators. In this regard, Cohen asserts that:

"the element of consciousness is what distinguishes strategies from these processes that are not strategic."[63]

Furthermore, Bell differentiates between global (those dealing with whole texts) and local (those dealing with text segments) strategies and confirms that this distinction results from various kinds of translation problems.

Venuti indicates that translation strategies

"involve the basic tasks of choosing the foreign text to be translated and developing a method to translate it."[64]

He employs the concepts of domesticating and foreignizing to refer to translation strategies.

Jaaskelainen considers strategy as:

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[62] W. Loescher. *Translation Performance, Translation Process and Translation Strategies.* (Tuebingen: Gunter Narr. 1991) p. 8

[63] A.D Cohen. On Taking Test: What the Students Reports. *Language Testing.* (1). p. 4

[64] L. Venuti. 1998. Strategies of Translation. In M. Baker (ed.), *Encyclopedia of Translation Studies.* London: Routledge. P. 240

"a series of competencies, a set of steps or processes that favor the acquisition, storage, and/or utilization of information." He maintains that strategies are "heuristic and flexible in nature, and their adoption implies a decision influenced by amendments in the translator's objectives."[65]

In conclussion, translation procedures can be understand as a way to translate a language to another language without removing the traits trat makes languages special. It is certainly possible that a translator translated one language to another without using any procedure whatsoever. However, it could make the translation full of mess of destroying the *genius* of the source language.

b. **Types of Translation Procedures**

Rajendran listed translation procedures as:

1) Adaptation

Adaptation is replacing a term in the SL to suit the TL in very free degree. Example of this is the change of the name of Tintin's companion dog in *The Adventure of Tintin*. In its original language, Belgian, Tintin trusty canine is named *Milou* while in English it's called *Snowy*.

2) Borrowing

Borrowing is left the original text unchanged. In *Sekiro: Shadows Dies Twice, Sekiro*'s poisonous blade is simply called *Sabimaru* in English and remain unchanged from its Japanese counterpart.

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[65] Jaaskelainen. *Tapping the Process: an Explorative Study of Cognitive and Effective Factors Involved in Translating.* (Joensuu: University of Joensuu. 1999) p. 71

3) Calque

By definition, calque is just another word for loan translation. In this term calque is breaking a long word to an individual word and then translating each indivial word to suit the TL. Example of this is the phrase of 'it goes without saying' which literally translated from France phrase 'cela va sans dire'.

4) Compensation

Compensating is replacing untranslatable aspect of a text with other element of source text. Some text in Bahasa Indonesia is time ambigous by nature, and to compesate those ambigousnesses, a translator could just make the verb in present or present continous.

5) Paraphrase

Unlike in regular context, paraphrase as translation procedure is an amplification of source language to target language. It can be seean as an attempt to describe an ambigous text without resorting to translation notes.

6) Translator Note

As its name suggests, it is a note that is left by translator to make the subject clearer without changing anything in the text. It can be find very often in comic translation.

Those procedures from Rajendran is also in line with procedures Newmark suggested in his translation textbook. Lexical gaps and way to resolve those gaps is disscussed more often that other topics because how

regular a translator faces them. These are some procedures Newmark suggested[66];

1) Transference

At the heart, transference is loaning a lexicon from SL to TL. But unlike loan word, transference adapts those lexicons to be more in line with TL gramatical rules. Example of this is the name of heroine in Mushoku Tense, her name is 'Erisu' in Japan but because it will be weird in English, the translation teams translate her name to 'Elis'. It just loans the lexicon –in this case name, from Japan but not entirely copying one-o-one.

Transference only works if the lexicon is completely foreign to TL. If there is already recognized translation, it will use the more recognizable translation and then fall into neutralization procedure –it will be disscussed later down bellow. Using Transference gives the sense of familiarity in TL but using the meaning of TL.

Lexicons that are usually transfered are usually these;

a) Name, both living and dead people.

b) Geographical and topological names, this very much includes newly born countries and government. Example of this is *Krakatau*. In English *Krakatau* becomes Krakatoa.

c) Names of newspaper and magazines, including some literacy works that are yet to be translated.

d) Names of private companies.

e) Names of institution.

f) And names of streets address and etc.

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[66] Peter Newmark. *A Textbook of Translation*. (New York: Prentice Hall. 1988) p. 81-91

2) Neutralization

As slighly mentioned in Transference section, neutralization is more advance form of transference. As Newmark writes, with neutralization a translator should adapt the SL word to normal pronunciation before adapting it to normal morphology. Example of this is 'coup d'etat' which translated from France to Indonesial will be 'kudeta'. First, it neutralized the pronunciation before using it as morphological subtitute.

3) Cultural Equivalent.

With this procedure a translator translates SL cultural words using simmilarly cultured word in TL. The use of this procedure is fairly limited because it tends to be innacurate translation. Newmark says that the use of this translation will gove immediate effect to the listener/enjoyer, thus it is usually used in drama, book and poster or advertisement.

One of many examples of this procedure is the tanslation of Public Defenders to *Lembaga Bantuan Hukum* (LBH) in Indoenesia. Although it is not the accurate translation because Public Defenders usually works under government run institution and *Lembaga Bantuan Hukum* usually work independence from governement but culturally those institution both defend the unfortunate and poor in court.

4) Functional Equivalent

Newmark says this is an accurate way to translate a text. First a translator should understand the function a word in SL, deculturalized them and then transfer the fuction or find an equivalent word that shares the same function in TL. Therefore a translator should neutralized and generalized the SL words. Word like Sejm in Polish decultulized and

functionally translate to 'Polish parliament' in English.

5) Descriptive Equivalent

   Sometimes, a description has weight heavier than function. It is basically decribe the SL word in TL language. Example of this is Samurai, a Japanese word, translated as will be desribed as 'the Japanese aristocrate from 11th to 19th century.'

6) Synonymy

   Synonymy usually and should be only used in a part of text that is not important. That is a place that does not have critical thought and or grammar in a text. This is because a synonymy is basically find a simmilar word in SL and then translate the word to TL. The original word may has the equivalence in TL or not. Word '*personne gentille*' translated to 'kind' person,

7) Through-Translation

   Through-Translation is translating the word literal to the TL. Other word for ir is caique. The most famous use of this translation is the translation of UN (United Nations) to literally *Perserikatan Bangsa-Bangsa* in Indonesia.

   A translator should not initiate through-translator, in theory. But the use of through-translation is for something that's given. Institution is the most famous use of it, UN, UNESCO, FBI, etc are translated as literal as it can be.

8) Tansposition or Shift

   Shift is basically shifting the grammar for better suit the TL.

9) Paraphrase

Amplificating a portion of a text in term of explanation or menaing is the heart of paraphrase.

10) Notes, Addition, Glosses

As the name suggested, this procedure is basically adding a note to better set the light to a lexicon. This is used often in a translation where the wor ds is hard to translate and the translator need a fast effective procedure. This might not gives immediate result like cultural equivalent but it's very effective.

Example of this is; 'Wayang, a puppet usually made from paper used in a show.'

Graedler tells another procedure in translating:

1) Making up a new word.

2) Explaining the meaning of the SL expression in lieu of translating it.

3) Preserving the SL term intact.

4) Opting for a word in the TL which seems similar to or has the same "relevance" as the SL term.

Defining culture-bound terms (CBTs) as the terms which "refer to concepts, institutions and personnel which are specific to the SL culture", Harvey puts forward the following four major techniques for translating CBTs:

1) Functional Equivalent: It means using a referent in the TL culture whose function is similar to that of the source language (SL) referent.

2) Formal Equivalent or 'linguistic equivalent': It means a 'word-for-word' translation.

3) Transcription or 'borrowing' (i.e. reproducing or, where necessary, transliterating the original term): It stands at the far end of SL-oriented strategies. If the term is formally transparent or is explained in the

context, it may be used alone. In other cases, particularly where no knowledge of the SL by the reader is presumed, transcription is accompanied by an explanation or a translator's note.

4) Descriptive or self-explanatory translation: It uses generic terms (not CBTs) to convey the meaning. It is appropriate in a wide variety of contexts where formal equivalent is considered insufficiently clear. In a text aimed at a specialized reader, it can be helpful to add the original SL term to avoid ambiguity.

In conclusion, the translation procedures that this research will use is Newmark translation procedures. The reason is because Newmark's trnaslation is the most coprehensive one taht includes various procedures.

1) Transference
2) Neutralisation
3) Cultural Equivalent
4) Functional Equivalent
5) Descriptive Equivalent
6) Synonymy
7) Trhough-Translation
8) Transposition or Shift
9) Paraphrase
10) Translation Note, Addition, Glasses

B. Relevance of Literature in English Language Teaching

Teaching English could be done by using a lot of methods. One of those is through literacy. It gains a lot of attention recently as it is one way to integrate practical and theoretical English in one go. Although literacy usually refers to only as novels and such, as researchers repeatedly mentioned,

video games is also a literacy works. Because the basic of literature is an art form taht is written to express the maker idea.

As mentioned by Nasife Aydinoglu, there are some reasons why literacy became so popular in English language teaching;

1. Valuable Authentic Materials

As mentioned before, literacy give teachers ability to teach their students about the richness of English language. Nasife quotes Collie and Shalter to futher explain why literacy can give students valuable authentic knowledge of English;

... literature offers a bountiful and extremely varied body of written materials which is important in sense that it says something about fundamanetal human issues and which enduring rather than ephemeral.... In reading literacy texts, students have also to cope with language intended for native spoeakers and thus they gain additional familiarity with many different linguistic uses, forms and conversations of the written mode, with irony, exposition, argument, naration, and so on.

2. Cultural Enrichment

Cultural enrichment means that students can feel as one of native if the learn about literacy. This is because literatures are usually heavily filled with cultural value that students can collect and gain wihtout actually have to go to English. As old saying, art is immitation of life.

3. Language Enrichment

With two aforementioned reasons, this reasons is the byproduct of learning heavily influenced type of materials. Literature works are usually packed with *unusual* vocabulary, grammatical rules or any lexicons basically that students can absorb and learn.

4. Personal Involvement

Nasif quotes, again, Collie and Slanter in this point. The reason why personal involvement is one of the reasons to use literacy is beacuse it can make students feel like they are part of the literature work. "the fiction summons the whole person into their own world".[67]

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[67] Nasif Aydinoglu. Use of Literature in Teaching Course Book. *International Jurnal of New Trends in Arts, Sports, and Science Education* – 2013 Vol. 2 Issue 2. Asmir University. P. 37

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