

Translation Strategy and Terms of Acceptability in a *Dungeons and Dragons*

Translation

Hendry Ignatius Hasibuan and Siegfrieda A. S. Mursita-Putri

Department of English Literature, Universitas Kristen Krida Wacana, Indonesia

Abstract

Gaming has become increasingly popular in the past few years, with many games originating in foreign countries bringing unfamiliar terms within them. With their global releases, a game would usually come with localized terms which are sometimes inaccurate and leave the players scratching their heads in confusion. This study examines the acceptability of translation containing fantasy and gaming terms in the translation of "Dungeons and Dragons" and identifies the difficulties which arose from the interpretation of the unfamiliar terms. The study used two theoretical frameworks to answer the research questions; the first one was Cortales' (2012) translation strategies, and the second was Nababan et al. (2012) acceptability assessment. The strategy employed aimed to observe the subject from several angles. The local translation from the narrator (Dungeon Master) was examined alongside the interpretation and their acceptability. The data was collected in three steps. The first one was recording and observing a session of gameplay of Dungeons and Dragons. The second step was to interview the player discussing their translation strategy as well as the results of their translation. The last step was to hand out a translation acceptability questionnaire to the players which they then filled out. The data collected was analyzed based on the theories and concluded to synthesize the overall research process.

Keywords: acceptability, gaming; guidelines, localization model, tabletop games

Author Note

Hendry Ignatius Hasibuan  [0000-0003-1625-0322](https://orcid.org/0000-0003-1625-0322)

Siegfrieda A. S. Mursita-Putri  [0000-0002-1852-2216](https://orcid.org/0000-0002-1852-2216)

We have no known conflict of interest to disclose.

Correspondence concerning this article should be addressed to Hendry Ignatius Hasibuan, Department of English, Faculty of Humanities & Social Sciences, Universitas Kristen Krida Wacana, Indonesia.

Email: hendry.2017ude007@civitas.ukrida.ac.id

Translation Strategy and Terms of Acceptability in a *Dungeons and Dragons*

Translation

Playing games can be considered one form of entertainment that goes way back in history. The history of games can be traced to their earliest form in the pre-historic era. In particular, traces of early board games were found by historians dating back to 5000 BCE with the finding of the oldest gaming token in Turkey (Lorenzi, 2013). Other early forms of board games that have been discovered are ball games, dice games, bear games, tic-tac-toe, and others that resemble checkers. In general, there were many other forms of board games originating from various countries around the world.

Throughout history, various other board games began to emerge even up to this modern time. Nowadays board games are commonly associated with snake and ladders, monopoly, chess, etc. In this current study, we refer to a particular board game known as *Dungeons and Dragons*, which was first published in 1974. Commonly abbreviated as D&D, this board game is categorized as a tabletop role-playing game with fantasy as its genre.

Dungeons and Dragons is an open-ended role-playing game, typically played by a group of players. It is open-ended in the sense of giving the players the freedom to approach any situation that they encounter. There is no limit to how many players can play this game. However, the game mostly consists of four to five players. One player takes on the role of Dungeon Master (DM), while the other players create and control a single fictional character that represents them inside the game. Essentially the players face a certain objective to complete. This is where the role of a Dungeon Master comes in. The DM serves as a referee and storyteller who explains the story and the goal and the rules of the game. The players take turns working together as a group to achieve the objective.

Since *Dungeons and Dragons* was developed by American board game designers, it inherently brought various English terminologies that necessitate the players to have the

sufficient background knowledge to play the game. This would not be a problem for native English speakers as players of the game; however, it can be problematic for non-English speaking players. This issue becomes elevated especially when the players are faced with certain terminologies in the source language that have little to no translation equivalence in the target language. These certain terminologies can be referred to as unfamiliar terminologies due to their lack of use in day-to-day conversation. Additionally, these terminologies are designed for the fantasy genre. For example, the term "magic missile" is commonly found when playing the game, which has almost no translation equivalence in the target language, which is Bahasa Indonesia.

This issue of having little to no translation equivalence imposes several challenges on the players that affect their overall experience when playing the game. The challenges range from miscommunication between the players to disruption of the pace of the game. The players needed to explain the unfamiliar translated terms before they continue their turn. According to Hevia (2007), successful localization is categorized by how it affects the player experience by maintaining the gameplay look and feel of the original. This indicates the issue that is present in *Dungeons and Dragons*. There is a certain term that has almost no translation equivalent in the target language, therefore affecting the players' experience. In other words, successful game localization has to ensure that the translation feels natural to the players, e.g., idiomatic translation for the players to maintain the immersion of playing the game.

Considering this issue in translation, this study intended to analyze the common translation strategy employed by players when facing an unfamiliar term in *Dungeons and Dragons*. It also examined the acceptability of the translation to formulate a better solution in their translation, that can help non-English speakers to play and enjoy the game as intended. Studying translation acceptability along with common translation strategies is necessary to

reveal particular translation strategies resulting in translations that are acceptable to the players.

The current study aimed at analyzing translation acceptability as one of its focuses. According to Nababan et al. (2012), acceptability is an essential part of the translation process. Although a translation may be equivalent in terms of content and messages, the translation may get rejected by target readers if it is contrasted with the target culture, norm, or rules of the target language. For example, Ndhlovu and Botha (2017) found that most Ndebele translators resorted to using translation strategies that promoted euphemism, and those that deviated were often criticized by the target readers for disrespecting their culture. This indicates that translation acceptability is not only important but crucial to ensure that translation can be accepted by the target readers. In case of *Dungeons and Dragons*, it contains English fantasy terminologies that often do not have equivalent translations in the Indonesian language. Therefore, translation acceptability plays an important role in determining whether the translation of these fantasy terminologies is acceptable to the target readers.

This study is expected to bring academic and practical benefits in that it can be a stepping-stone for other researchers interested in studying game terms. According to Roturier and Bernal-Merino (2015), the video game industry is a fast-growing entertainment industry that has received little academic attention within the gaming industry. This study may contribute to increasing academic attention and expanding the research possibilities. Additionally, it can also be beneficial for non-English speakers who want to improve their English capability by using games as a learning medium, especially for younger generations. Findings in this study may also help the non-English speaking players by learning acceptable translations revealed from this study.

This study might as well narrow the gap in translation research, specifically in tabletop gaming due to the lack of research there. Much preceding research was geared toward studying video games.

Literature Review

Translation Strategies in Video Game Localization

According to Cortales (2012), when it comes to translating video games, there is no right or wrong. However, translators need to focus on achieving their primary objective, which is to preserve the game experience. Therefore, the objective of gaming translation according to Cortales (2012) is to transfer text from the source language to the target language in a way that does not disrupt the experience of playing the game. Achieving this objective is no easy feat considering the players need to be well-versed in the textual references of the video games. In the case of *Dungeons and Dragons* term translation, the players must first learn and study all its rules, basics, the terms used, lore, stories, etc., to have sufficient knowledge of what is expected as a player to preserve the game experience. Many translation strategies can be employed. For instance, Baker's translation taxonomy contains a list of translation strategies that participants can use, be it translating books, films, or other forms of media. Though many professional translators apply Baker's taxonomy for most of their translation work, it can be argued that the translation strategies suggested by Baker are only for the general translation, not specifically tailored for video game translation, which is different from general translation. Instead, Cortales (2012) suggested four translation strategies in video games localizations that consist *Domestication*, *No Translation*, *Transcreation*, and *Literal Translation*.

Domestication

Domestication is a strategy that emphasizes using terms and phenomena that have already existed in the target language. The domestication strategy is when one translates a text and makes changes or adaptations to it so that it does not sound alien or foreign.

According to Venuti (1995), the domestication strategy is aimed at adapting those texts to particular features and standards of the target culture. This approach can be applied to the case of *Dungeons and Dragons*. Domestication strategies are intended to keep the look and feel of the original game and transfer it from the source culture to the target locale (Cortales, 2012). An example of this strategy can be found in a graphic adventure like the classic “*Monkey Island 2: LeChuck's Revenge*.” The main character inquires about several addresses and false answers are provided, including “Palacio de la Moncloa S/N” or “La Zarzuela.” In the English version, those addresses change into “Baker Street,” “10 Downing Street,” or “1600 Pennsylvania Avenue,” while in the Indonesian version those addresses changed into “Jalan Panjang,” “Gajah Mada,” or “Tanjung Duren.”

Foreignization/No Translation

Foreignization is a strategy that preserves the terms and phenomena of the translated language to deliver the meaning of the text. Foreignizing translation brings a foreign sensation to the translation by eliminating the cultural values of the target culture to preserve the original meaning. There is a wide array of translation strategies for foreignization; however, the study focused more on one type of foreignization, which is no translation strategy.

According to Cortales (2012), in some levels of different localization, a game may have no localization, partial localization, and complete localization. A no translation strategy can be used by the translator at any given point of the game. The choice of not translating certain names, terms, places, or expressions is subject to a foreignization strategy. In some

cases, the game experience can be hampered if all the dialogue, names, and expressions are translated.

For example, the famous video game "Street Fighter" has its skill movement sets not translated into any language. If a special movement like *hadouken* were to be translated into English, it would turn out to be "fireball," which in Indonesian is translated to *bola api*. The expectation for the players would not be met, since the players are used to the specific term or in this case the original term of this famous fighting game.

Transcreation

A new concept defined by Mangiron (2006), transcreation is a strategy used to make a difference from canonical translation as it gives more freedom for the translator to work with the term. That said, transcreation is a free re-creation of a term without losing its meaning, but also keeps the characteristic of an effective translation (Rodriguez, 2013). Using the transcreation strategy requires more effort from the translator since the translator needs to invent new words which will fit in the target text to replace words that cannot be translated properly.

Literal Translation

This is one of the most commonly known strategies used in translation studies. A literal translation is defined as the source language grammatical constructions being converted to the nearest target language grammatical equivalence. But the lexical words are translated singularly and out of context (Newmark, 1988). In the context of *Dungeons and Dragons*, this strategy is used to translate an accepted term from the source language into the target language, where the target audience easily recognizes the translated term, therefore achieving their expectation successfully.

An example of literal translation can be found in most racing genres where some of the terms usually used are tires, brake, top speed, acceleration, and handling. They can be

translated into the Indonesian language as *ban*, *rem*, *kecepatan tertinggi*, *percepatan*, and *kendali*. The complexity found in the genre above is minimum compared to other genres like adventure or RPG games.

Translation Acceptability Assessment

To answer the second research question, an assessment is needed to measure the quality of the translation from English to Indonesia. This study used the instruments of translation quality from “Pengembangan Model Penilaian Kualitas Terjemahan”(Development of Translation Quality Assessment Mode) by Nababan et al. (2012). There are three instruments of translation quality assessment, one of which is in conjunction with this study. The reason why the researcher only focused on the translation acceptability aspect for this study was because of the time limitation to complete this study.

Determining an Unfamiliar Term

According to Farkas (2018), an unfamiliar term is a term that appears less frequently in a general context. In technical and professional communication, we are often required to introduce terms that will be unfamiliar to some or most of the audience. Similarly, in gaming, people also need to know specific gaming-related terms. For example, in *Dungeons and Dragons*, a character class can be considered an unfamiliar term due to the term appearing with less frequency in a general context than appearing in a gaming context.

Another way to determine an unfamiliar term is by matching the translation data with the features of the term. Through this strategy, one can provide a list of features to determine what words can be considered as terms in this study. To understand what can be considered a term, it is important to understand first its definition and features. Words that can be considered as terms are those that have a precise meaning in some uses or that are specifically used in certain subjects or fields, such as science, art, or this case, gaming. In other words, a term must be a certain word(s) that can only be used in a particular subject. Therefore, it can be inferred

that gaming-related terms are words that are specific to gaming as a subject. To analyze the data in this study, the translation results must first be filtered to determine whether they can be considered as terms. Non-relevant words were filtered out.

Methods

This study was a field study analyzing the translation strategy used and the translation acceptability. Field research is a qualitative data collection that aims to observe, interact, and understand people while they are in a natural environment (Misirli et al., 2014). The data was collected by observing and interviewing the participants in the field. In this study, the researcher used a live environment of people playing games to collect the data. Most of the data taken came from the observation stage.

Research Procedure

The data collection process began by setting up a game session of *Dungeons and Dragons* using the application Roll20. Since the data used in the study were primary data and genitive data, the researcher analyzed the observation stage of *Dungeons and Dragons* to examine the acceptability of the translation. Three methods of data collection were used, which were observation, interview, and questionnaire. First, the observation aimed at collecting the translation data from the participant as the basic data which were analyzed to answer the first and second research questions. Second, the interview was to determine which translation strategy from Cortales (2012) was used by the participant as their translation strategy. Lastly, a questionnaire was used to gather data from the participants to assess the translation acceptability and to support the primary data analysis. The three methods of data collection were related to one another. The observation was conducted first, followed by the interview, and then the questionnaire. The data collection steps are as follows:

1. Collect Data by Observing the Session While Playing *Dungeons and Dragons*.

The researcher conducted an observation on the research participants during a session of Dungeons and Dragons gameplay. The observation included both the Dungeon Master (Narrator) and the participants (players) of the game. The participants were then asked to play a campaign designed by the Dungeon Master. The researcher took notes on the important terms used during the gameplay.

2. Match the Data of the Observation with the Features of the Term that Has Been Prepared.

After the session had ended, the researcher then matched the data found during the gameplay with a predetermined feature of the term to confirm whether the data could be used in this research.

3. Conduct an Interview with the Participants Based on the Data that Has Been Found.

The researcher interviewed the participants of the game, including the Dungeon Master, to confirm that the translation strategy used on the data was correct.

4. Send out the Questionnaire on the Translation Acceptability to the General Audience (Excluding Participants).

The researcher created a questionnaire based on the data and their translation counterpart. This questionnaire was then given to 35 other random groups of participants to check whether they approved or disapproved of the results of the translation.

After the data had been collected, the data was then analyzed in the following steps:

1. The data were identified by matching the translation results with the features of the term.
2. The translated terms were curated according to the four translation strategies of Cortales (2012) to answer the first research question. Once the translated terms had been identified, the researcher then classified the translations according to the four

translation strategies of Cortales (2012) to find the common translation strategy applied by the users.

3. The data collected from the interview were analyzed to support the translation analysis. Points of the interview included eliciting the participants' reasoning for their choice of translation. The results of the interview were to support the translation strategies analysis.

To answer the second research question, the data collected from the questionnaire were analyzed and classified according to Nababan's translation acceptability assessment instrument. The researcher sent out a translation acceptability assessment questionnaire to the general audience. Then the general audience gave their rating to the translated terms of whether they were acceptable or not based on the indicators suggested by Nababan (2012). This method of analysis allowed the researcher to find the answer to the second research question, which was to reveal translation acceptability amongst the audience.

Research Finding

The data presented in the research finding was composed of terms that appeared during the observation stage as well as their acceptability score. There were 18 data found that had been filtered using the features of the term. The researcher tabulated the collected data as follows:

Table 1

Translation Strategy

No.	Source Language	Target Language	Translation Strategy Used	Translation Acceptability Score
1	Fighter	-	<i>Foreignization/No Translation</i>	-
2	Ranger	Pemburu	<i>Literal Translation</i>	2.29
3	Sorcerer	Penyihir	<i>Literal Translation</i>	2.69
4	Lizardfolk	Manusia Kadal	<i>Literal Translation</i>	2.51
5	Healing Potion	Ramuan Penyembuh	<i>Literal Translation</i>	2.71
6	Antitoxin	Penangkal Racun	<i>Literal Translation</i>	2.74
7	Healer's Kit	Kotak Obat-obatan	<i>Domestication</i>	2.43

8	Thieves' Tool	Alat Pencuri	<i>Literal Translation</i>	2.63
9	Hit Points	Darah	<i>Domestication</i>	2.09
10	Athletic	-	<i>Foreignization/No Translation</i>	-
11	Strength	-	<i>Foreignization/No Translation</i>	-
12	Firebolt	Bola Api	<i>Transcreation</i>	2.26
13	Rapier	-	<i>Foreignization/No Translation</i>	-
14	Javelin	Tombak	<i>Literal Translation</i>	2.31
15	Poison Spray	Semburan Racun	<i>Literal Translation</i>	2.69
16	Stealth	-	<i>Foreignization/No Translation</i>	-
17	Lay on Hand	Tangan Ajaib	<i>Transcreation</i>	1.83
18	Breath Weapon (Green)	Semburan Naga Hijau	<i>Transcreation</i>	2.20

Results and Discussion

The researcher analyzed the previous finding in the unfamiliar term “fighter.” The player of the game used the strategy of Foreignization/No Translation. The fighter was not translated from the source language to the target language. According to the player, the fighter was a well-known term that could easily be found in numerous games. However, the word itself was used as part of the conversation happening between players. Due to this reason, the player opted to use the Foreignization/No Translation strategy to describe his job title. When a translated term such as *petarung* or *pejuang* was presented to the player, the player refused to use the translated term due to the different feel. This finding was in line with Cortales’ (2012) idea that the Foreignization/No Translation feature involves preserving the foreign flavor and the translator being faithful to the source culture.

The researcher analyzed the unfamiliar term *pemburu*. The player of the game used the strategy of Literal Translation where it was shown that the *pemburu* was picked by the player as the target language (TL). According to the player’s handbook, a ranger was also known as a hunter, archer, scout, or tracker. It is an archetype associated with wilderness survival and hunting. According to Cortales (2012), this translation has no known concept in the target language and is categorized using the Literal Translation strategy. Additionally, the

translated term pemburu received a rating of 2.29 in the translation assessment questionnaire, making it an “Acceptable” translation.

Based on the data above, the researcher analyzed the previous finding in the unfamiliar term *penyihir*. Here, the player of the game chose to use Literal Translation as the translation strategy for the word “sorcerer,” transforming it into *penyihir*. According to Cambridge Dictionary, a sorcerer is a person who practices sorcery. Using Cortales' (2012) features of Literal Translation, it was determined that the source language has no known concept in the target language while using an already existing concept. Additionally, the translated term *penyihir* received a rating of 2.69 in the translation assessment questionnaire, making it an acceptable translation.

The DM chose to use Literal Translation as the translation strategy for the word “lizardfolk,” which was translated into *manusia kadal*. According to the English-Indonesian Cambridge Dictionary, the word “lizard” can be translated into *kadal*, while “folk” refers to *orang-orang*. According to the feature of the Literal Translation of Cortales (2012), the lexical words of *manusia kadal* were translated individually. The term achieved an acceptability assessment with a score of 2.51, making the term Acceptable.

For the term “healing potion,” the DM chose to translate it into the term *ramuan penyembuh* in the TL. According to the English-Indonesian Cambridge Dictionary, the word “healing” can be translated into *penyembuhan*, while “potion” can be translated into *obat* or *ramuan*. The translation strategy used by the DM can be considered Literal Translation. According to the feature of Literal Translation in Cortales (2012), the term is converting the grammatical construct of the source language to the target language. The DM picked the term *ramuan* instead of *obat* because according to the interview, he believed that *ramuan* is more suited due to the theme and the setting of the game. Additionally, according to the

acceptability assessment, the term *ramuan penyembuh* received a 2.71 rating, making it an Acceptable translation to the respondent.

The finding in “antitoxin” can be separated into two words: first the prefix “anti-,” and second the word “toxin.” According to Merriam-Webster, anti- is a prefix that means to oppose in effect or activity, while toxin can easily be translated into *racun*. The strategy used in the translated term was Literal Translation, where according to the features of Literal Translation in Cortales (2012) the morphemes of antitoxin were translated individually. Additionally, *penangkal racun* received a score of 2.74 making it an Acceptable translation to the respondent.

Another unfamiliar term was *kotak obat-obatan*. According to the description in the player’s handbook, a “healer’s kit” is a leather pouch containing bandages, salves, and splints. Looking at the feature of Domestication by Cortales (2012), the translator made an effort in adapting a source concept to an existing target concept, as well as being familiar with both source and target concept and culture. Additionally, *kotak obat-obatan* was well accepted by the respondents, giving it an average score of 2.43 and making it an Acceptable translation.

The term “thieves’ tool” was translated into *alat pencuri* using a Literal Translation strategy. According to the English-Indonesian Cambridge Dictionary, the word thieves can be translated into *pencuri*, while tool can be translated into *alat*. According to the features in Literal Translation by Cortales (2012), the term was translated individually and its grammatical construction was converted into the target language. Additionally, *alat pencuri* was well accepted by the respondents with an average score of 2.63, making it an Acceptable translation.

Regarding the unfamiliar term “hit points” in the player’s handbook character sheet, the term is used to determine the remaining points of health that the player or monster has. Looking at the features of the translated words using features of Domestication by Cortales

(2012), the translator made an effort to adapt a source concept to an existing target concept, as well as to be familiar with both source and target concept and culture. However, *darah* was not well accepted by the respondents. It received an average score of 2.09, making it an Acceptable translation.

The word “athletic” was translated using the Literal Translation strategy. According to the English-Indonesian Cambridge Dictionary, the word athletic can be translated into *atletis*. Both words sound similar and capture the essence of the meaning correctly. However, the translator was faithful to the source culture and also preserved the foreign flavor, which is in line with Cortales' (2012) features of Literal Translation.

The word “strength” was translated using the Literal Translation strategy. According to the English-Indonesian Cambridge Dictionary, the word “strength” can be translated into *kekuatan*. However, the translator was faithful to the source culture and preserved the foreign flavor of the game, which is in line with Cortales' (2012) features of Foreignization/No Translation.

Using references to observe the strategy used to translate *bola api*, according to the Player's Handbook (pp 243), “firebolt” is a magical ability in which a player “hurls a mote of fire at a creature or object within range.” Looking at the features in the translated term, firebolt is a term with no known equivalence. The participant was given the freedom to translate the term. Both of these features are present in Cortales' (2012) feature of Transcreation. Additionally, *bola api* was accepted by the respondents, receiving an average score of 2.26 and making it an Acceptable translation.

As for the word “rapier,” according to the player's handbook, it is a type of sword which has a slender yet sharp pointy edge. Looking at the feature involved in the term, the translator kept the culture of the source language, as well as preserved the foreign flavor as

much as possible, which is in line with Cortales' (2012) features of Foreignization/No Translation.

The word "javelin" was translated into *tombak* using the Literal Translation strategy. According to the Player's Handbook, a javelin is a lightweight throwable spear. Using the Literal Translation strategy and the Indonesian-English Cambridge Dictionary, the word javelin can be translated into *lembing*. The word *tombak* was chosen instead to give a more immersive feeling to the game. This method is in line with the feature of Literal translation since the lexical word was translated. Additionally, *tombak* was accepted by the respondent and given an average score of 2.31, which made it an Acceptable translation.

The word *semprotan racun* was translated from "poison" using the Literal Translation strategy. According to the Indonesian-English Cambridge Dictionary, the word poison can be translated into *racun* and the word "spray" can be translated into *semprotan*. Looking at the Literal Translation features, the translated term underwent a grammatical construction from the source language to the target language. The lexical words were translated individually which is in line with the Literal Translation strategy. Additionally, *semburan racun* was accepted by the respondents and received an average score of 2.69, making it an Acceptable translation.

According to the Indonesian-English Cambridge Dictionary, the word "stealth" can be translated into *siluman*. However, the term was used in its original source language. This feature is in line with Foreignization/No Translation since it is faithful to the source culture and preserved the foreign flavor as much as possible.

The term *tangan ajaib* was also analyzed with a reference to the Player's Handbook. "Lay on hand" is a feature in which the player's "blessed touch can heal wounds." Looking at the feature of the target language, the source language has no known equivalence with the target language. Freedom was given to the participant to translate the term and create an

entirely new concept for a nonexistent one. These features are in line with the features of Transcreation by Cortales (2012). *Tangan ajaib* appeared to be a better translation for the term as it received an average score of 1.83. Although it was the lowest score found, it was still a Quite Acceptable translation.

Lastly, similar to the previous data, *semburan naga hijau* was analyzed with reference to the Player's Handbook. "Breath Weapon (Green)" is a feature in which the player "can use their action to exhale destructive energy." This term is associated with a feature only available for the Dragonborn race. The color of the breath matches the color of the scale of the Dragonborn which gives it a special property as a poison. Looking at the feature of the target language, the source language has no known equivalence with the target language. The participant was, therefore, free to translate the term and create an entirely new concept for a nonexistent one. This was in line with the features of Transcreation by Cortales (2012). *Semburan naga hijau* was proven to be an appropriate translation for the term as it received an average score of 2.20, making it an Acceptable translation.

The strategy applied could affect the acceptability score given by the participants. The researcher argued that the Transcreation strategy was less well-received as it only reached an average acceptability score of 2.09, while the Domestication strategy was well-received due to its average acceptability score of 2.26. However, this result does not necessarily suggest that the Transcreation strategy is a less effective strategy for translating an unfamiliar term in gaming. It is because of the small sample used in this study.

Based on the finding of this research, the players tended to use the Literal Translation strategy due to their familiarity with it. It is speculated that the use of another translation strategy might have altered the intended meaning of the target language. It is also speculated that the players might prefer the Literal Translation strategy due to how the first few terms are spoken and played using said strategy.

Conclusion

The researcher analyzed 18 data taken from the Dungeons and Dragons gameplay. The researcher then filtered the terms to only include terms that were in line with the features of the term. Later, the researcher analyzed the translation strategy used by the participant according to Cortales' (2012) theory of translation strategies in video game localization. Finally, the researcher created a questionnaire using Nababan's (2012) theory of acceptability assessment from the data with modifications to determine the acceptability of translated terms. From the data, it was found that there were two Domestication strategies, five Foreignization/No Translation strategies, three Transcreation strategies, and eight Literal Translations. The average score of translation resulting in acceptability ranges from the highest score of 2.74 to the lowest of 1.83.

The Literal Translation strategy was found to be the most common translation strategy used by the participants in this research. This might occur due to the participants' tendency to translate the terms by converting grammatical constructs to the target language as well as translating the morphemes individually. The results of the translation acceptability assessment provided evidence that certain terms can be translated more effectively using certain strategies. For instance, the term that had the highest translation acceptability score was antitoxin, which was translated into penangkal racun in the target language using the Literal Translation strategy. Additionally, the second-highest acceptability score was also the result of using a Literal Translation strategy, which translated the healing potion into ramuan penyembuh. On the other hand, certain translation strategies received lower scores. In this case, the term lay on hand which was translated into tangan ajaib using the Transcreation strategy was difficult to understand. Even in the source language, the term might be an unfamiliar one outside of the gaming context, thus posing difficulties in translation. Employing the Transcreation strategy allows the translator a degree of creativity and freedom

in coming up with new words or phrases that can best deliver the original meaning in the target language. However, the translation result itself is arguably not without flaw, judging by its acceptability score. The general audience often does not have a sufficient understanding of the term in the source language. They might find it difficult to translate the term properly into the target language. Translating contextual terms, in this case, gaming terms requires a certain level of understanding in both the source language and the target language environments to determine which translation strategies can best deliver the original meaning.

After finishing this study, there are several recommendations as well as suggestions offered to build upon in future research. First, those who are interested in game translation should consider the user's cultural background which can affect the translation results. Secondly, this study hopefully can become a reference for future researchers, especially in translation studies, and assist new translators interested in gaming. One recommendation for the future researcher, when designing a translation acceptability questionnaire, is not to give the respondents the source text. It will help reduce biased data for analysis. Lastly, the researcher hoped that this research would be a useful reference for English department students who are interested in studying games.

References

- Athletic*. Cambridge Dictionary. (n.d.). Retrieved July 16, 2021, from <https://dictionary.cambridge.org/dictionary/english/athletic>
- Cortales, A. F. (2012) Exploring translation strategies in video games localization. *Journal of Translation and Interpretation Monographs* 4, 385–408. <https://doi.org/10.6035/MonTI.2012.4.16>.
- Farkas, D. K. (2018). Techniques for introducing unfamiliar terms. *Technical Communication*, 67(1), 96-108. https://www.researchgate.net/publication/342261792_Techniques_for_Introducing_Unfamiliar_Terms
- Healing*. Cambridge Dictionary. (n.d.). Retrieved July 16, 2021, from <https://dictionary.cambridge.org/dictionary/english/healing>
- Hevia, C. M. (2007). Video games localization: Posing new challenges to the translator. *Perspective*, 14(4), 306–323. <https://doi.org/10.1080/09076760708669046>
- Javelin*. Cambridge Dictionary. (n.d.). Retrieved July 15, 2021, from <https://dictionary.cambridge.org/dictionary/english/javelin>
- Lizard*. Cambridge Dictionary. (n.d.). Retrieved July 15, 2021, from <https://dictionary.cambridge.org/dictionary/english/lizard>
- Lorenzi, R. (2013, August 14). *Oldest gaming tokens found in Turkey*. Seeker. <https://www.seeker.com/oldest-gaming-tokens-found-in-turkey-1767702348.html>
- Misirli, A. T., Bener, A., Çağlayan, B., Çalikli, G., & Turhan, B. (2014) Field studies: A methodology for construction and evaluation of recommendation systems in software

engineering. In M. Robillard, W. Maalej, R. Walker, & T. Zimmermann (Eds.), *Recommendation Systems in Software Engineering* (pp. 329 – 355). Springer.

https://doi.org/10.1007/978-3-642-45135-5_13

Nababan, M., Nuraeni, A. & Sumardiono, S. (2012). Pengembangan model penilaian kualitas terjemahan [Development of Translation Quality Assessment Model]. *Kajian Linguistik dan Sastra*, 24(1), 39–57.

<https://publikasiilmiah.ums.ac.id/handle/11617/2220>

Ndhlovu, K., & Botha, R. (2017). Euphemism vs explicitness: A corpus-based analysis of translated taboo words from English to Zimbabwean Ndebele. *South African Journal of African Languages*, 37(2), 235–243.

<https://doi.org/10.1080/02572117.2017.1378278>

Newmark, P. (1988). *A Textbook of Translation*. Pearson Education.

https://www.academia.edu/25420034/A_TEXTBOOK_OF_TRANSLATION_Peter_Newmark

Poison. Cambridge Dictionary. (n.d.). Retrieved July 16, 2021, from

<https://dictionary.cambridge.org/dictionary/english/poison>

Rodriguez, A. V. (2013). *Transcreation in the localization of video games: The case of “Animal Crossing: Wild World.”* [Dissertation, University of Valencia].

https://www.academia.edu/5301775/_DFD_English_Studies_2013_Transcreation_in_the_Localisation_of_Video_Games_The_Case_of_Animal_Crossing_Wild_World

Roturier, J., & Bernal-Merino, M. A. (2015). Translation and localisation in video games: Making entertainment software global. *Machine Translation*, 29, 301–303.

<https://doi.org/10.1007/s10590-015-9174-3>

Sorcery. Cambridge Dictionary. (n.d.). Retrieved July 15, 2021, from

<https://dictionary.cambridge.org/dictionary/english/sorcery>

Spray. Cambridge Dictionary. (n.d.). Retrieved July 15, 2021, from

<https://dictionary.cambridge.org/dictionary/english/spray>

Stealth. Cambridge Dictionary. (n.d.). Retrieved July 16, 2021, from

<https://dictionary.cambridge.org/dictionary/english/stealth>

Strength. Cambridge Dictionary. (n.d.). Retrieved July 15, 2021, from

<https://dictionary.cambridge.org/dictionary/english/strength>

Thieves. Cambridge Dictionary. (n.d.). Retrieved July 16, 2021, from

<https://dictionary.cambridge.org/dictionary/english/thieves>

Venuti, L. (1995) *The translator's invisibility: A history of translation*. Routledge.

<https://www.taylorfrancis.com/books/mono/10.4324/9781315098746/translator-invisibility-lawrence-venuti>