Translation Techniques and Quality Assessment in Video Game Localization: Genshin Impact Prologue Chapter

Muhammad Daffa Haydar P,
Valentina Widya S
Universitas Dian Nuswantoro,
Jl. Imam Bonjol No.207, Pendrikan Kidul, Semarang, Jawa Tengah
311202002271@mhs.dinus.ac.id
valentina.widya@dsn.dinus.ac.id

ABSTRACT

This research is entitled "Translation Techniques and Quality Assessment in Video Game Localization: Genshin Impact Prologue Chapter''. This research discusses the translation techniques and quality assessment employed in localization of the prologue chapter of the popular video game, Genshin Impact, into Indonesian. In this research, the researcher uses descriptive qualitative methods outlined by Ary et al., (2010) to analyze the goal of this analysis. The data used in this research comes from the prologue of the Genshin Impact storyline, which consists of three narrative parts and focuses on the dialogues between characters. To achieve the research goal, the researcher used theoretical framework of Molina and Albir (2002: 509) about translation techniques to classify the translation techniques used in the localized version of Genshin Impact, and The Quality Assessment model proposed by Nababan (2012) to evaluates the translation quality based on Nababan's criteria of accuracy, acceptability, and readability. There were more than 400 data analyzed qualitatively to identify the types of translation techniques used and to evaluate the quality of the translation. The localized dialogues mostly translated using the amplification translation technique, with established equivalence being the second most frequently used technique. The quality of the translated version of the game also showed an excellent result with a good score on accuracy, acceptability, and readability.

Keywords: Genshin Impact, Translation, Translation Quality Assessment, Translation Techniques, Video Games Localization.

INTRODUCTION

Video games have emerged as a highly popular form of entertainment among millions of users worldwide. Due to their recent rise in popularity, they are now seen as more than just a kid's toy rather, they are seen as a serious medium with great potential (Gacek, 2019). In many countries, the progression of the video game industry has surpassed even the popularity of the music and film sectors. According to Bernal and Merino (2014) video games have been one of the most widely used forms of entertainment in the globe during the past 60 years. one of the genres of video games and the most popular is Massively Multiplayer Online Role-Playing Game (MMORPG)

MMORPGs is an online game which has players be able to interact with virtual objects and other players in a virtual world (Wu & Hsu, 2018). Furthermore, players could interact with others in these virtual worlds and choose to collaborate or compete against each other. Therefore, MMORPGs provide a lot of freedom to many players in terms of communication with the virtual world and other players. It has been a characteristic feature of this genre in Video games. As a result, MMORPGs exhibit distinct characteristics compared to single-goal achievement game genres, accommodating a variety of gaming styles and appealing to a wide range of players.

Genshin Impact is an example of an MMORPG genre game. Genshin Impact is an action and adventure game which was developed by Hoyoverse. It was released on September 28, 2020 and available on various platforms. Genshin Impact has been downloaded by more than 10 million players in the world and was selected as the best game in the MMORPG genre in October 2021. Genshin Impact was also nominated as best ongoing games in the Game Awards for 3 consecutive years, in 2021, 2022, and 2023. The achievement of Genshin Impact has significant success as the most popular and profitable games in various platforms. In 2017, this development was initially designed for mobile platforms but subsequently announced to be released on both various consoles and PC. the game gathered attention in the gaming world for its beautiful graphics, expansive open world, and dynamic combat system. Setting in the fantasy Teyvat world, consisting of seven nations within different elemental naturals, Genshin Impact allows players to explore diverse regions. The game is well-known for several unique characters. The achievement of Genshin Impact has significant success as the most popular and profitable games in various platforms. In addition, expansions to PlayStation 5 and Nintendo Switch. Genshin Impact maintains its popularity through additional content and frequent updates. One of the reasons for Genshin's popularity is that they offer a variety of language options and use localization in game production. For example, Genshin Impact has Indonesian language as a game language and it's localized into Indonesian language.

Genshin Impact's stories and game lore are also among the main selling points of the game. Currently, Genshin Impact has five main story chapters: the prologue chapter set in Mondstadt, chapter 1 in Liyue, chapter 2 in Inazuma, chapter 3 in Sumeru, and the most recent story chapter 5 in Fontaine. At the end of each chapter, there are also interlude and Traveler chapters, delving into the main character's journey before continuing to another region. Additionally, the hidden regions in Genshin Impact have their own stories and lore, making the game's narratives numerous and diverse. The stories in Genshin Impact are not all released at once. When Genshin Impact initially launched, it only featured two story chapters: the prologue and chapter 1, each consisting of three parts. Despite appearing small, these story chapters contain extensive dialogue between the player and the in-game characters. As the prologue story chapter coincided with the game's release, appearing very early on, researchers were intrigued to examine how Genshin Impact's translators managed to translate the dialogues in the story with high quality, providing effective localization.

In the process of translation, there are various translation techniques used by translators to produce a good translation that is acceptable to the readers. According to Molina and Albir (2002: 509) there are 18 different techniques for translators when translating a text. However, translating a video game text is slightly different from other types of translation. According to Bushouse (2015) Translation of video games is such a fresh and difficult task. Video game translators have to ensure that the player's gaming experience is maintained while accurately translating the game text. Therefore, players from Indonesia can enjoy the same gaming experience as other global Genshin Impact players. To ensure that gamers stay engaged while playing the game, video game translators have to use the best translation techniques when translating content. Because of this matter, the researcher is interested in analyzing the translation techniques that are used by Genshin Impact translation teams to produce high quality translation.

High quality translation is important in the translation process. Nababan (2012) states that the translator's skill has a significant impact on the translation's ability to fulfill its role as a communication tool between text language writers and the source text. Since a translation is typically intended for a specific reader, the translator must take into account the reader's cultural background and level of understanding while selecting words, phrases, and sentence patterns. A quality assessment is necessary to evaluate a product's quality and fulfill its role as a communication medium. High quality translations will help the reader's full understanding of the translated text, in this context a video game text. Nababan (2012) also states that there are 3 aspects that need to be considered when assessing the quality of a translation, namely accuracy, clarity, and readability. Effective localization is mostly dependent on high-quality translation.

Localization is very similar to 'internationalization' and 'globalization' (Tariq, 2023). In earlier times, localization has been attributed to the ongoing digital revolution that began in the second half of the 20th century, which has allowed for a wide range of digital communication exchanges between sociolinguistic and sociocultural communities and increased the global reach of digital texts through digital networks (Jiménez-Crespo,2018). Localization is frequently used for software, websites, and video games that are offered internationally or originate from multiple countries with various languages (Nafi'ah, 2022). Therefore, we can see that localization is a result of a demand that arises as a result of the globalization phenomenon, which is to adapt a product to the language and cultural needs of a target market in a particular country or region.

Localization of video games has grown in importance in the worldwide gaming business as companies aim to reach a larger international audience. Video game localization is modifying a game's content, such as dialogues, user interface elements, and cultural references, to specific target markets' language, cultural complications, and tastes. In translating a video game localized version, it is more than simply translating text from one language to another, it entails a larger range of changes to make the product feel native and relevant to the target audience.

This study focuses on examining the translation techniques and the quality of translation in the video game Genshin Impact. Genshin Impact was selected due to its immense popularity as an MMORPG with an engaging story and numerous characters. The researcher aims to identify the translation techniques used in Genshin Impact to ensure a high-quality localized version. The quality of translation will also be evaluated to determine its accuracy. The dialogue from the prologue chapter was chosen for analysis because it was introduced simultaneously with the game's release and contains many pivotal conversations in the storyline. Thus, the researcher is interested in analyzing the translation techniques and assessing the translation quality in the prologue chapter of Genshin Impact's localization.

METHOD

This research approach uses a descriptive qualitative method, which involves gathering data, interpreting it, and drawing conclusions based on the findings. The unit of analysis for the research study Translation Techniques and Quality Assessment in Video Game Localization: Genshin Impact would be Genshin Impact. The focus of the study is on analyzing the translation techniques and its quality in localizing the in-game dialogues. The units of analysis for this research include sentences, phrases, and words. The source of data for this research is the Genshin Impact video game. Researchers only used the prologue chapter, which opens the game,

as their source of data. The researcher uses 4 step to collect the data. First, the researcher plays the game Genshin Impact in two different languages. Second, the researcher takes the dialogues from the prologue chapter of Genshin Impact as the primary data source. Third, the researcher accessed the game's archives to obtain comprehensive and detailed data. Lastly, the researcher collected and documented various conversations from the Indonesian localized version to analyze the translation techniques used and assess the overall quality of the translation. The researcher then analyzed the data using the following steps. First, the researcher analyzed the data gathered from playing the game and the game archives. Second, they classified the prologue chapter's dialogues into 18 translation techniques based on Molina and Albir's framework (2002: 509). Third, the researcher analyzed the identified translation techniques. Fourth, they assessed the translation quality in the game's localized version. Fifth, a questionnaire featuring multiple dialogue lines from the localized game was created to aid in evaluation, with raters who were fluent in English and experienced in translation. Finally, the researcher drew conclusions from the findings, identifying the most and least used translation techniques and evaluating the overall quality of the translation in the localized version of Genshin Impact.

FINDINGS AND DISCUSSION

Table 1 :
Translation Techniques in Genshin Impact Prologue Chapter

No.	Translation Techniques	Frequency	Percentage (%)
1.	Amplification	109	21,2%
2.	Literal translation	77	15,0%
3.	Borrowing	71	13,8%
4.	Establish equivalence	60	11,7%
5.	Adaptation	58	11,3%
6.	Reduction	56	10,9%
7.	Modulation	22	4,3%
8.	Variation	20	3,9%
9.	Transposition	16	3,1%
10.	Linguistic compression	8	1,6%

11.	Generalization	4	0,8%
12.	Discursive creation	4	0,8%
13.	Particularization	3	0,6%
14.	Linguistic amplification	3	0,6%
15.	Compensation	2	0,4%
Total Data		513	100%

Based on the table above, it can be seen that 15 translation techniques are used in the localization of the Genshin Impact Prologue chapter. The amplification technique becomes the most frequently translation technique used with 109 data (21,2%), followed by the literal technique as the second most frequently technique used with 77 data, and borrowing as the third most frequently technique used with 71 data. The frequent use of the amplification technique is logical because the translator wants players to have a clearer understanding of what is happening in the game. Detailed information about the translation techniques and their quality in accuracy (acc), acceptability (acp), and readability (rea) in the localized version is provided below:

1. **Amplification**

    Amplification technique is a translation technique that adds or inserts particular details, such as clear explanations or paraphrases, that are not present in the source language (SL) to make the translation clearer and more natural in the target language (TL). The information given should not alter the message expressed in the source language (SL). The following are some examples of **amplification** techniques:

Excerpt 1:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Paimon	There's something huge, **in the sky!**	Ada sesuatu yang besar sekali…**terbang di langit!**	Amplification	3	3	3

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 1 is about Paimon and the traveller (player) are exploring the suburbs of Mondstadt. While wandering

the area, Paimon suddenly noticed something huge fly above them. Paimon was shocked and immediately told the traveller what she had just seen.

The data above is an example of **amplification** technique used in Genshin Impact Prologue Chapter. It belongs to **amplification** technique because the translator adds the word "**terbang**" (flying) before "**di langit**" (in the sky) in the target language (TL), as it provides more specificity about the location of the "something huge" compared to the source language (SL). With this technique the translation in the target language (TL) feels more natural, and it becomes easier for players to understand what Paimon means.

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 3 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater all messages from the source language are conveyed without any loss of meaning. The translation in the target language also very natural and easy to understand for the readers, particularly for players.

2. Literal Translation

Literal Translation is a translation technique that translate a word, phrase, or sentence from source language (SL) word to word to target language (TL). The following are some examples of **literal translations** technique:

Excerpt 2:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Ac c	Ac p	Re a
Amber	**I have a present for you**	**aku punya hadiah untukmu**	Literal Translation	3	3	3

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 2 is about Amber who wants to give a present to aether. Amber gave a special gift to Aether because Paimon wouldn't use it. The gift that Amber gave to Aether was a tool to float in the air. tools that must be mastered by Mondstadt knights.

The data above is an example of **literal translation** technique used in Genshin Impact Prologue Chapter. The reason why it belongs to **literal translation** because the translator translates the source language (SL) to the target language (TL) word for word without adding or removing information. The word "**I**" is translated into "**Aku**" in the target language (TL), the word "**have**" is translated into "**punya**", the word "**present**" is translated into "**hadiah**", the word "**for**" is translated into "**untuk**", and finally the word "**you**" is translated into "**kamu**" in the target language (TL).

Without adding or subtracting words, the message conveyed is accurate and clear for the players.

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 3 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater all messages from the source language are conveyed without any loss of meaning. The translation in the target language also very natural and easy to understand for the readers, particularly for players.

3. Borrowing

Borrowing is a translation technique that takes a word or phrase straight from the source language. The following are some examples of **borrowing** technique:

Excerpt 3:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Amber	**Stormterror…** is attacking **Mondstadt** itself!	**Stormterror** … menyerang **Mondstadt!**	Borrowing	3	3	3

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 3 Amber, Aether, and Paimon arrived in the capital city of Mondstadt. Upon their arrival, Amber was shocked to see the Stormterror dragon attacking his own city.

The data above is an example of pure **borrowing** technique used in Genshin Impact Prologue Chapter. It is called **pure borrowing** because the translator takes a phrase directly from the source language (SL). **"Stormterror"** translated into **"Stormterror"** and **"Mondstadt"** translated into **"Mondstadt** in the target language (TL). The translator does not translate these names because these names are a dragon's nickname and a name of a city. Not translating the names also gives a more fantasy feel to the players.

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 3 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater all messages from the source language are conveyed without any loss of meaning. The translation in the target language also very natural and easy to understand for the readers, particularly for players.

4. Establish Equivalence

Establish equivalence is a translation technique that involves using of a word or terms that dictionaries or the target language recognize as being equivalent in the target language (TL). The following are some examples of **establish equivalence** technique:

Excerpt 4:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Aether	**Emergency food.**	**Makanan darurat.**	Establish equivalence	2	1	1

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 4 is about Amber, one of the Monstadt soldiers on patrol at the city's perimeter, halted Paimon and Aether. Amber asked Paimon and Aether about their relationship because she had no idea who they were. and Aether jokingly replies that Paimon is just "emergency food."

The data above is an example of **establish equivalence** technique used in Genshin Impact Prologue Chapter. The translator translates "**Emergency food**" from the source language (SL) to "**Makanan darurat**" in target language (TL) which is a common translation in target language (TL) and also an equivalent expression that conveys the same meaning in the target language (TL). Translators use this technique because the target language (TL) has an equivalent that has the same meaning as the source language (SL).

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 2 in accuracy (acc), socre of 1 in acceptability (acp), and score of 1 readability (rea). According to the rater the messages from the source language are not fully conveyed . The translation in the target language did not feel natural and hard to understand for the readers, particularly for players. The rater suggest to translate it to "**makanan instan**" to make it more acceptable and readable for the readers.

5. Adaptation

Adaptation is one of the translation techniques where translator swaps out the terms that are commonly used in the source language (SL) text with ones that are acceptable and known in the target language (TL). The following are some examples of **adaptation** technique:

Excerpt 5:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Aether	**Barely broke a sweat.**	**Gampang.**	Adaptation	1	1	1

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 5 is Aether, Amber, and Paimon encountered a hilichurl on the outskirts of Mondstadt. They swiftly engaged in battle with the hilichurl and defeated it. Impressed by Aether's combat skills, Amber complimented him, then Aether responded, " Barely broke a sweat."

The data above is an example of **adaptation** technique used in Genshin Impact Prologue Chapter. the reason why it is belongs in **adaptation** technique is because the idiom "**Barely broke a sweat**" means it is not hard for someone to do in the source language (SL). Instead of translating "**Barely broke a sweat**" word for word into Indonesian, the translator uses the word "**gampang**," which is more understandable and conveys the same meaning as the idiom "**Barely broke a sweat**." In target language (TL).

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 1 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater the main messages from the source language incorrectly translated. The translation in the target language did not feel natural and hard to understand for the readers, particularly for players. The rater suggest to translated it into "**sangat mudah**" to make it more acceptable and readable for the player.

6. Reduction

Reduction is one of the translation techniques where the information feature from the source language (SL) text is compressed or pressed into the target language (TL), however, the information from the source language (SL) must not be lost or changed in the target language (TL) The following are some examples of **reduction** technique:

Excerpt 6:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Kaeya	**The Acting** Grand Master of the **Knights of Favonius is**	Grand Master ingin bertemu	Reduction	3	3	3

	also very interested in meeting **you**					

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 5 is after Aether, Paimon, and the knights temporarily stopped the Stormterror attack, they rushed to the knights' headquarters. Upon arrival, Kaeya told Aether and Paimon that Grand Master Jean wanted to meet with them.

The data above is an example of **reduction** technique used in Genshin Impact Prologue Chapter. "**The Acting Grand Master of the Knights of Favonius is also very interested in meeting you**" in the source language (SL) translated into "**Grand Master ingin bertemu**" in the target language (TL). It belongs to **reduction** because these words "**Knights of Favonius is also very,**" and "**you**" are omitted in the target language (TL). Although target language (TL) sentences get shorter, the main information from source language (SL) still exists in the target language (TL).

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 3 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater, even some of the words are omitted, the messages from the source language are conveyed without any loss of meaning. The translation in the target language also very natural and easy to understand for the readers, particularly for players.

7. **Modulation**

Modulation technique is a translation technique that involves changing the perspective, area of interest, or cognitive category in relation to the text in source language (SL). The following are some examples of **modulation** technique:

Excerpt 7:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Ac c	Ac p	Re a
Paimon	**As we all know**, poetry and language flow like the wind...	**Semua orang tahu kan**, bahasa dan puisi terbang bersama angin	Modulation	2	2	2

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 7 is Paimon is explaining the power of Anemo, the Anemo God, and Mondstadt, where the Anemo God resides. The Anemo God is renowned for his mastery over Anemo and his love for poetry. Paimon is confident that the Anemo God knows where his little sister is, as language travels swiftly like the wind.

The data above is an example of **modulation** technique used in Genshin Impact Prologue Chapter. It is called **modulation** technique because the phrase "**As we all know"** in source language (SL) is translated into "**Semua orang tahu kan"** in target language (TL). The translation in target language (TL) changes the perspective or focus of the phrase as "**we**" in source language (SL) is translated into "**semua orang**" in target language (TL) which means "**everybody**". Because of the change in perspective in the translation, it can be said that this translation uses modulation techniques.

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 2 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater the messages from the source language are translated faithfully into the target language but there is still a loss of meaning. The translation in the target language has some issue with the usage of the words and some phrases need to be read more than once.

8. Variation

Variation is one of the translation techniques that involves changing the linguistic or paralinguistic components that affect linguistic variance, such as gesture and intonation. The following are some examples of **variation** technique:

Excerpt 8:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Paimon	**Oh wowwwww!**	**Uwaaaaaaaw!**	Variation	3	3	3

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 8 is Aether (the player) and Paimon, our travel companion, have just embarked on their journey in the world of Teyvat. Early in their adventure, they came across the Statue of The Seven, a monument for worshipping and praying to specific gods. Paimon looked at the statue and was astonished by the sight of the Statue of The Seven.

The data above is an example of **variation** technique used in Genshin Impact Prologue Chapter. The phrase "**Oh wowwwww!"** from the source language (SL) is translated into "**Uwaaaaaaaw!**" in the target language (TL).

The " **Oh wowwwww!**" that Paimon said didn't have any special meaning, but it conveyed Paimon amazement. The translator translated it as " **Uwaaaaaaaw!**" to better match the intonation of the target language (TL) and convey the same expression from the source language (SL). In this way, players can better understand Paimon's amazement for Statue of The Seven.

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 3 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater all messages from the source language are conveyed without any loss of meaning. The translation in the target language also very natural and easy to understand for the readers, particularly for players.

9. **Transposition**

Transposition is a translation technique that involves changing the target text's grammatical category from the source text, for example, from verb to noun or phrase to word. The following are some examples of **transposition** technique:

Excerpt 9:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Kaeya	**So the Master, Jean,** has stepped in to oversee the Knights while he's gone.	Saat ini semua kewajiban Grand Master diserahkan ke Master kami, **Jean.**	Transposition	2	2	2

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 9 is Kaeya explained to Aether and Paimon that Jean is not the original Grand Master of Mondstadt. She stepped into the role temporarily because the previous Grand Master, who usually leads the city, is currently away on a mission. Jean has taken on the responsibilities of Grand Master in his absence.

The data above is an example of **Transposition** technique used in Genshin Impact Prologue Chapter. It belongs to **transposition** technique because there is a shift in grammatical structure in the target language (TL). In the source language (SL) the subject of the sentence "**the Master, Jean**" is at the beginning of the sentence, while the subject "**Jean**" in the target language (TL) located at the end of the sentence, Adapt the sentence structure accordingly in the target language (TL).

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 2 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater the messages from the source language are translated faithfully into the target language but there is still a loss of meaning. The translation in the target language has some grammatical mistake and some phrases need to be read more than once.

10. Linguistic compression

Linguistic compression is a translation technique that compiles all of the language elements into one. This method is frequently applied to subtitling and impromptu oral translation. The following are some examples of **linguistic compression** technique:

Excerpt 10:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Kaeya	Come closer. **Can you smell that?**	**Sini. Kecium tidak?**	Linguistic compression	3	3	3

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 10 is Kaeya, Aether, and Paimon enter a domain in the wild. As they enter, Kaeya smells something that catches his attention. He then asks Aether and Paimon if they smell it too.

The data above is an example of **linguistic compression** technique used in Genshin Impact Prologue Chapter. It belongs to **linguistic compression** because the translator compresses the linguistic element in source language (SL) so there is no subject in the target language (TL), make it more compact and easier to comprehend specifically gamer that plays the game

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 3 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater all messages from the source language are conveyed without any loss of meaning. The translation in the target language also very natural and easy to understand for the readers, particularly for players.

11. Generalization

Generalization is translation technique that involves using more general or neutral terms in the translation. The following are some examples of **generalization** technique:

Excerpt 11:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Jean	Lisa has revealed the sources of Stormterror's power with her **detection magic.**	Lisa sudah berhasil menemukan sumber kekuatan Stormterror, berkat **sihirnya.**	Generalization	3	3	3

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 11 is Jean, Lisa, Paimon, and Aether are discussing the Stormterror attack. Jean tells Paimon and Aether that Lisa has discovered the source of Stormterror's power.

The data above is an example of **generalization** technique used in Genshin Impact Prologue Chapter. The phrase "**detection magic.**" is translated into "**sihirnya**" in target language (TL). "**Detection magic**" literally me means "**sihir pendeteksi**" but the translator generalizes it into "**sihir**" which is a **generalization** technique.

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 3 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater all messages from the source language are conveyed without any loss of meaning. The translation in the target language also very natural and easy to understand for the readers, particularly for players.

12. Discursive Creation

Discursive creation is a translation technique that that involves using transient equivalents that were taken out of context or without explanation. The following are some examples of **discursive creation** technique:

Excerpt 12:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Venti	**Harness its energy.**	**dan naik menembus awan...**	Discursive Creation	1	1	1

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 12 is Aether was helped by a mysterious person when the dragon attacked the city, allowing him to stay

in the air for a long time. The mysterious person turned out to be Venti. While Aether floated thanks to Venti, Venti told him to harness the energy.

The data above is an example of **discursive creation** technique used in Genshin Impact Prologue Chapter. The reason is because the sentence "**Harness its energy**" is translated out of context in the target language (TL). "**Harness its energy**" literally means "**manfaatkan energinya**" but the translator translated it as "**dan naik menembus awan...**" which means "**and rose through the clouds**." The translation is unrelated to the source language (SL).

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 1 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater the main messages from the source language incorrectly translated. The translation in the target language did not feel natural and hard to understand for the readers, particularly for players. The rater suggest to translated it into "**manfaatkan energinya**" to make it more acceptable and readable for the player.

13. Particularization

Particularization is a translation technique where the translator uses more concrete or explicit terminology. The following are some examples of **particularization** technique:

Excerpt 13:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Lisa	We've got **many resources** here in the library.	Ada **banyak buku** tentang mereka di perpustakaan.	Particularization	2	2	2

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 13 is Aether and Paimon go to the Mondstadt Library to meet Lisa. When they meet Lisa, Aether asks her about the monsters roaming around. Lisa replies that the library has many sources of information about the monsters.

The data above is an example of **particularization** technique used in Genshin Impact Prologue Chapter. "**Many resources**" in the source language (SL) is translated into "**banyak buku**" in source language (SL). The phrase "**Many resources**" in source language (SL) could be mean a journal, a document, or a book. "**buku**" in target language (TL) which means "**books**" is one of the resources. So, it can be said that the utterance is translated using particularization translation technique.

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 2 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater the messages from the source language are translated faithfully into the target language but there is still a loss of meaning. The translation in the target language has some issue with the usage of the words and some phrases need to be read more than once.

14. Linguistic amplification

Linguistic amplification technique is one of translation techniques that adds some language or linguistic elements in the target language (TL). This method is frequently applied to dubbing. The following are some examples of **linguistic amplification** technique:

Excerpt 14:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Jean	We simply ask that you repose in Mondstadt while we help you seek out **your sister**.	Silakan istirahatlah di Mondstadt. Kami akan membantumu menemukan **adikmu.**	Linguistic amplification	3	3	3

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 14 is after successfully driving the dragon out of the city temporarily, Grand Master Jean invited Paimon and Aether to stay and rest in Mondstadt. While they rest, Jean and the knights will help search for Aether's sister.

The data above is an example of **linguistic amplification** technique used in Genshin Impact Prologue Chapter. The word "**sister**" in source language is translated into "**adik**" since Indonesian does not distinguish gender with the word "**adik**," This also make it clearer to the target language (TL) because adding "**adik**" here means "**little sister**"

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 3 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater all messages from the source language are conveyed without any loss of

meaning. The translation in the target language also very natural and easy to understand for the readers, particularly for players.

15. Compensation

Compensation is one of translation techniques that involves incorporating elements of the source text or stylistic effects into different positions in the target text when they cannot be directly mirrored in the same positions as in the source text. The following are some examples of **compensation** technique:

Excerpt 15:

Speaker	Source Language (SL)	Target Language (TL)	Translation Techniques	TQA		
				Acc	Acp	Rea
Kaeya	Are you **a new ally...** or **a new storm?**	Kamu ada **di pihak kami** ... atau **di pihak badai?**	Compensation	3	3	3

The table above shows example of utterance spoken in Genshin Impact Prologue Chapter. The context in excerpt 15 is Aether and Paimon had just arrived in the city of Mondstadt when the Stormterror dragon appeared and threatened to attack. Shortly after, Kaeya, one of the knights approached them and asked who they were, wanting to know if they were enemies.

The data above is an example of **compensation** technique used in Genshin Impact Prologue Chapter. The direct terms **"ally"** and **"storm"** are translated to **"pihak kami"** and **"pihak badai,"** the nuance of **"new"** is not directly translated. Instead, the idea of newness and choice is compensated by the structure and context of the question, making the contrast between the sides clear and retaining the intended meaning.

The table above shows the Translation Quality Assessment of the data. The rater gives a score of 3 in all aspects, namely accuracy (acc), acceptability (acp), and readability (rea). According to the rater all messages from the source language are conveyed without any loss of meaning. The translation in the target language also very natural and easy to understand for the readers, particularly for players.

CONCLUSION

In the previous chapter's data analysis, the researcher identified 15 translation techniques used in the Genshin Impact Prologue Chapter localization. The translation techniques used are: Amplification with 109

data (21,2%), Literal translation with 77 data (15%), Borrowing with 71 data (13,8%), Establish equivalence with 60 data (11,7%), Adaptation with 58 data (11,3%), Reduction with 56 data (10,9%), Modulation with 22 data (4,3%), Variation with 20 data (3,9%), Transposition with 16 data (3,1%), Linguistic compression with 8 data (1,6%), generalization with 4 data (0,8%), Discursive creation with 4 data (0,8%), Particularization with 3 data (0,6%), Linguistic amplification with 3 data (0,6%), Compensation with 2 data (0,4%). The translated version of the game demonstrated high quality translation. Overall the localized version of the game received excellent scores for accuracy, acceptability, and readability in the TQA.

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