CHAPTER I

INTRODUCTION

1.1   Background of the Study

International language of the whole world is English. Primary language is not only used the countries and English is very famous. Some countries use it in novel, magazine, game, etc. It is common that some of those countries still cannot give a proper English education. Eventhough, English is in everywhere, but many people still cannot understand them.

This is the translator's job do to make people who cannot understand about English (understand the text). Newmark (1988:5) states that "translation is rendering the meaning of a text into another language as the author intended." This is how a translator should work. All the intended information inside the Source Language (SL) should be delivered clearly, albeit in a different language that is the Target Language (TL). That includes the cultural aspects, as they are also an important part of the message contained in the SL. If they were handled poorly, the reader (player) might not understand the text even if it is nicely translated.

Moreover, the translation work also occurs in the translation of game. It occurs because there are several games translated into other languages. One of them is Indonesian. This makes Indonesian gamers who do not comprehend in English will experience some difficulties in playing the game. Furthermore, many games are not only consumed by adult people, however they are also played by the children. From the explanation above, it can be seen that game is universal. Thus, it is important to have a basic skill in English in order to easily play the game. One of the games played by a lot of people from children to adult is *Rising Force Online*.

Rising Force Online, usually called *RF Online*, is a 3D MMORPG developed by CCR. The first version of the game was released in South Korea and was later followed by Chinese (Mandarin), Japanese, Indonesia, Portuguese and English translations. The North American/European version of the game launched its retail phase on February 21, 2006. A mixture of science fiction and classic fantasy, *RF Online* is set in a distant planet in the Novus system where magic exists alongside high technology. Like most MMORPGs it follows the typical fantasy setting complete with swords and sorcery, but it also emphasizes the three-way Race vs Race vs Race (RvRvR) concept and modern/futuristic technology such as mecha and nuclear weapons.

The NA/EU game service was brought down as of November 9, 2008, due to licence expiration. However, the developers, CCR have started to relaunch the game hosting it themselves for NA/EU. In August 2012, *RF Online* was confirmed to relaunch stateside via the publisher GamesCampus. RFO is currently a free-to-play game. *RF Online* version 1.5 launched via the publisher GamesCampus Europe in April 2013.

As described above, *RF Online* is a popular online game and so it is developed into other versions with various languages. This is where the hand of translator is needed to solve this translation problem. It is meant to make the foreign gamers understand about the game they play. It means that the gamers who do not comprehend in English relies on the translator's work in translating the foreign language in game into the target language one. This is also a challenge for the translators to overcome the translation in game. It is the same as other translation works that require a good translation technique so that the gamers can fully understand about the game they play.

Besides this research analyzed the words and sentences on *RF Online*. The game online is one of the most popular in this world. The translation for this game could be complex, as it has many cultural phrases and idioms that

cannot be translated literally (Mangiron, 2004). This is where techniques for translating is needed by the translator, so he can maintain the equivalence and message of the Source Language to The Target Language. Jakobson in Leonardi (2000) states that 'whenever there is deficiency, terminology may be qualified and amplified by loanwords or loan-translations, neologisms or semantic shifts, and finally, by circumlocutions'. Shortly it depends on the translator to convey the meaning in translation, even if he has to modify some of the forms the of the Source Text.

As explained above, the researcher focused on analyzing words and sentences in *Rising Force Online* game by using translation techniques approach. One of the mostly employed translation techniques, mainly by professional translators, is made by Molina and Albir (2002: 509-511). They composed translation techniques to solve all the issues in transferring Source Language into Target Language. Those techniques are: Adaptation, Amplification, Borrowing, Calque, Compensation, Description, Discursive creation, Established Equivalent, Generalization, Linguistic Amplification, Linguistic Compression, Literal Translation, Modulation, Particularization, Reduction, Transposition, Variation, and Substitution.

1.2 Statement of the Problems

The statement of the problems can be stated as follows:

1. What techniques are used by the translator in translating *RF Online* game to Indonesian?
2. Which technique is mostly employed in translating *RF Online* game?

1.3 Scope of the Study

This study focuses only on the translation techniques of the *Rising Force Private Server* to *Rising Force Online* and translated into Indonesian by Game Master of RF Online, published also by *RF Online* in 2007.

1.4 Objectives of the Study

Based on the statement of the problems, the objectives of the study can be summed up as follows:

1. To describe the translation techniques used in translating RF Online game to Indonesian?

2. To identify which technique is mostly employed in translating *RF Online* game?

1.5 Significance of the Study

It is hoped that the result of the study would give valuable contribution for:

1. The researcher, to add the rearcher's knowledge about translation, especially translation techniques

2. Other researchers who are interested in this subject and have strong commitment to do further research.

3. Anybody who reads this study and is interested in studying translation especially about translation techniques.

4. Dian Nuswantoro University, especially the English Department student. It is expected that by reading this study, they will be encouraged to seriously learn the subject related to the aspect of translation technique by analyzing the problem of this matter.

1.6 Thesis Organization

This research is divided into five chapters, and each chapter discusses different topics.

Chapter 1 discusses about Introduction. In this chapter, there are six elements which are background of the study, statement of the problems, scope of the study, objectives of the study, significance of the study, and thesis organization.

Chapter 2 discusses about Review of Related Literature. It consist the theories about language, translation, translation techniques by Molina and Albir, and game.

Chapter 3 discusses about Research Method, which contains research design, unit of analysis, source of data, technique of data collection, and technique of data analysis.

Chapter 4 presents finding and discussion of translation techniques used in *RF Online* game.

Chapter 5 presents conclusions and suggestions of the study.