TRANSLATION TECHNIQUES USED IN RF-ONLINE GAME

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ASBTRACT

This thesis is entilted Translation Techniques used in RF-Online Game. This study is aimed at analyzing the types of translation techniques used in RF-Online Game and its Indonesian translation by Game Master. This thesis was conducted in order to describe the types of translation techniques found in RF-Online Game. The data of this research are all description, information and conversation, found in RF-Online Game. The data were analyzed by using descriptive qualitative method and framework of Molina and Albir (2002:509-511). Based on the analysis, there are four of eighteen kinds of translation techniques of translation used in the game. Those four types of translation techniques are Calque, Borrowing, Literal Translation, Substitution which are found by the researcher. The mostly employed translation technique is Borrowing which consists of 135 numbers of translation technique with the total percentage of 51.85%. Those types occurred in order to make the meaning become acceptable and readable by the audience.

Keywords: *RF-Online Game, Translation, Translation Techniques*

INTRODUCTION

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.

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.

RESEARCH METHOD

Data and Subject

This research used the descriptive-qualitative research. Glass and Hopkins (1984) stated that descriptive research involves gathering data that describe events and then organize, tabulate, depict, and describe the data collection. While qualitative research is to gain and understanding of a specific organization or event, rather than surface description of a large sample. The data of this research were collected from Rising Force Online and its translation

Unit of Analysis

The unit of analysis of this research was description, conversation and information, and its translation taken from the game of Rising Force Online by Game Master. All the data in this research were in written form. There are some sentences found in the source of data.

Technique of Data Collection and Analysis

Firstly, playing game RF Online and reading Indonesian version of game's description, Secondly conversation and information, then the English one.The third is grouping every sentence of the text according to translation technique by Molina and Albir and presenting the data into table. Then, Taking the data from the previous table that have already been analyzed. Grouping the data in new tables based on the techniques of translation proposed by Molina and Albir.The next is providing description and arguments of the result of the data analysis. The last one is drawing the conclusions.

Finding

Table 4.1 Translation Techniques Used in RF-Online Game

No.	Translation Techniques		Data	Precentage
1.	Calque		22	9.05%
2.	Borrowing	Pure	126	51.85%
		Naturalized	9	3.71%
3.	Literal Translation		85	34.98%
4.	Substitution		1	0.41%
Total			243	100%

Table 4.1 reveals that there are 244 data of Translation Techniques found in RF-Online Game. There are 6 of 18 translation techniques used. They are Calque, Borrowing, Literal Translation, Subsitution, and Reduction. As can be seen, Borrowing is used as much as 135 times or 51.85%. Next, it is followed by Literal Translation with 85 times or 34.98%, Calque with 23 times or 9.05%, and Subsitution with 1 data or 0.41%.

The translation techniques mostly employed in RF-Online Game is Borrowing. Most of the utterances are translated into the target language by pure and naturalized borrowing. It is because there are many utterances that have no equivalent meaning and difficult to be translated into the equivalent in the target language. Furthermore, the lowest frequently employed is translation technique Substitution. Moreover, the change of linguistic elements for paralinguistic elements or Substitution is less found here in the data for most of the utterances do not change of linguistic elements.

Discussion

According to the findings, there are some classification of translation techniques used in translating the utterances in RF-Online Game. Through this sub chapter, the researcher identified and described each translation techniques used.

Calque

It means literal translation of a foreign word or phrase. It can be lexical or structural. There are 23 phrases which are translated using calque

Excerpt 1 (Appendix 35)

SL : Special Effects

TL : Efek Spesial

As seen in the SL above, there is a phrase Special Effects. The phrase Efek Spesial in the TL is used to translate the phrase Special Effects in the SL. The phrase Special Effects is found in the description of information about the weapon. The translator used translation technique of calque to translate the phrase in the SL by using the real meaning. If it is translated word for word, the word Special in the SL has a meaning as Spesial in the TL, while the word Effects in SL can be translated into Efek in the TL. In addition, it can be done since the translator translated the SL phrase accurately and completely. Therefore, calque technique is used to translate the words or utterances literally or structurally.

Excerpt 2 (Appendix 253)

SL : General Info

TL : Informasi Umum

There is a SL phrase General Info translated into a TL phrase Informasi Umum. The phrase Informasi Umum is found in the description of information about ability of the character. The translator used translation technique of calque to translate the phrase in the SL by using the real meaning. If it is translated word for word, the word General in the SL has a meaning as Umum in the TL, while the word Info in SL can be translated into Informasi in the TL. In addition, it is done since the translator translated the SL phrase accurately and completely. Therefore, calque technique is used to translate the words or utterances literally or structurally.

Borrowing

It is a type of translation which takes a word or expression straight from another language. It can be pure (without any change). There are 135 words or utterances which are translated using borrowing.

Pure Borrowing

Excerpt 3 (Appendix 33)

SL : Quest

TL : Quest

Here, it can be seen that there is a SL word quest translated into a TL word by quest as well. The word quest is found in the description of information about command for player and obligatory to starting mission from race leader. In the game, quest is all about seeking something important, and it often involves a journey. The translator used translation technique of pure borrowing to translate the word in the SL by taking the word straight from another language. In addition, it can be done because the translator translated the SL word purely without any change. Therefore, pure borrowing technique is used to translate the words or utterances straight from the source language.

Excerpt 4 (Appendix 40)

SL : Amulet

TL : Amulet

There is a SL word Amulet translated the same into a TL word Amulet. In the game, the word Amulet is found in the description about the accessories and item for character in RF Online.

Moreover, Amulet is an object whose most important characteristic is the power ascribed to it to protect its owner from danger or harm. The translator used translation technique of pure borrowing to translate the word in the SL by taking straight the word from the SL. Furthermore, it is done since the translator preserved the SL word purely into the TL without any change. Therefore, pure borrowing is used to translate the words or utterances straight from the source language.

Excerpt 5 (Appendix 53)

SL : Purge

TL : Purge

From the excerpt above, the word Purge found in the SL description about the name of skill force as warlock spell. It is the removal of people who are considered undesirable by those in power from a government, another organization, their team owners, or from society as a whole. Then, it is translated into Purge in the target language. The translator used borrowing technique in the form of pure borrowing for it is translated by taking straight the word from the SL. Moreover, the translator kept maintaining the word Purge in the TL to introduce the SL culture to the audiences, so the word Purge is applied in the TL.

4.2.2.2 Naturalized Borrowing

Excerpt 6 (Appendix 182)

SL : Capsule

TL : Kapsul

Here, Capsule is an item to covert when used it . Then, it is translated into the TL word kapsul. Capsule is found in the description for recovery a class and nuclear by enemy . By the translator, Capsule in SL is translated same in TL. The translator kept mantaining the SL word to be applied in the TL. The borrowing technique used is naturalized borrowing. Accordingly, there is spelling change from SL to TL. Moreover, it can be seen that the spelling of Capsule in SL is changed into Kapsul.

Excerpt 7 (Appendix 190)

SL : Journal

TL : Jurnal

Journal is required of player data Rf Online. Here, it is translated into the TL word Jurnal. In the game, it is found in the description about the instruction, special quest, item quest and book quest. By the translator, Journal in SL is translated same in TL. The translator kept mantaining

the SL word to be applied in the TL. The borrowing technique used is naturalized borrowing. Accordingly, there is spelling change from SL to TL. Moreover, it can be seen that the spelling of Journal in SL is changed into Jurnal.

Excerpt 8 (Appendix 196)

SL : Process

TL : Proses

The translation technique of borrowing is used here to translate a SL word Process into a TL word Proses. As it is translated by taking straight from the SL word, so it is categorized into borrowing technique in the type of naturalized borrowing. In the game, the word Process is found in the description at NPC (Non Player Computer) Rf Online as a shopper can be trade with player. The translator used translation technique of pure borrowing to translate the word in the SL into the TL by using almost same word, only different in spelling.

Literal Translation

It is a technique which is done in translating the word or expression by word to word. There are 84 words or utterances which are translated using literal translation.

Excerpt 9 (Appendix 5)

SL : All races

TL : Semua Bangsa

As seen in the SL above, there is a phrase All races. The phrase Semua Bangsa in the TL is used to translate the phrase All races in the SL. The phrase All races is found in the description about the type of items and can be used as weapon, potion, armor and shield The translator used translation technique of literal translation to translate the phrase in the SL by word for word translation. The word All in the SL has a meaning as Semua in the TL, while the word Races in SL can be translated into Bangsa in the TL. In addition, it can be done since the translator translated the SL phrase by word for word. Therefore, literal translation technique is used to translate the words or utterances word for word.

Excerpt 10 (Appendix 180)

SL : Character has been created successfully

TL : Karakter telah dibuat dengan sukses

The translation technique used here is literal translation technique. It is used to translate a SL clause Character has been created successfully into a TL clause Karakter telah dibuat dengan sukses. As can be seen, the SL clause contains several words, in which each of those words is translated literally in the TL (Character = Karakter, has = telah, been created = di buat,

successfully = dengan sukses). Moreover, in the game, the clause is found in the information when player create a new character and success to gameplay . The translator used translation technique of literal translation to translate the clause in the SL by word for word. The translator might want to make the foreign gamers easily understand.

4.2.4 Substitution

It is the change of linguistic elements for paralinguistic elements (intonation, gestures) or vice versa. There is only 1 word or utterance which is translated using substitution.

Excerpt 11 (Appendix 204)

SL : I'll pay you front for it

TL : Aku dapat membelinya langsung

In the SL above, there is an utterance I'll pay you front for it translated into Aku dapat membelinya langsung in the TL. In the game, the uterance above can be found in the conversation at NPC (Non Player Computer) Rf Online as a shopper can be trade with player. The translator used translation technique of substitution to translate the utterance in the SL by changing its linguistic elements. The utterance I'll pay you front for it sounds confusing for the foreign gamers if the translator does not have a good skill of translation. It would sound unnatural if the the translator translated literally, it would be Aku akan membayarmu di depan. Actually, the word front here has a connotation meaning as directly, in which the meaning will be I'll pay you directly. Accordingly, It has a change of linguistic elements for paralinguistic elements.

CONCLUSION

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.

From the data analysis in the previous chapter, it can be concluded that the total number of utterances found in RF-Online Game is 240 data. There are 4 techniques used from 18 translation techniques. They are Calque, Borrowing, Literal Translation and Substitution. Moreover, Borrowing becomes technique the most frequently used by the translator. As can be seen, Borrowing is used as much as 126 times or 51,85%. Next, it is sequential followed by Literal Translation with 85 times or 34.98%, Calque with 23 times or 9.05%, and Subsitution with 1 data or 0.41%.

Based on the result of the data above, the translation technique mostly employed in translating the description, information, and conversation found in RF-Online Game is Borrowing. Most of the utterances are translated into the target language by pure and naturalized borrowing. It is because there are many utterances that have no equivalent meaning and difficult to be searched the equivalent in target language. Furthermore, the lowest frequently employed is technique of Substitution. It is the change of linguistic elements for paralinguistic elements or Substitution is less found here in the data for most of the utterances do not change of linguistic elements. Consequently, most of sentences which are translated by technique of Borrowing are not understandable enough for the target readers if the technique is used too frequently.

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