LOSS AND GAIN AS FOUND FROM SKILL DESCRIPTION LOCALIZATION IN *MOBILE LEGENDS*

THESIS

Submitted in Partial Fulfillment of the Requirements for the Degree of
Sarjana Humaniora

Written by:

ANISA RACHMAWATI

SRN: 163211093

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ADVISOR SHEET

Subjects : Thesis of Anisa Rachmawati

SRN : 163211093

To:
The Dean of
Faculty of Cultures and Languages
UIN Raden Mas Said Surakarta
in Surakarta

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After reading thoroughly and giving necessary advices, herewith, as the advisor, I state that the thesis of

Name : Anisa Rachmawati

SRN : 163211093

Title : *LOSS AND GAIN AS FOUND FROM SKILL DESCRIPTION LOCALIZATION IN MOBILE LEGENDS*

has already fulfilled the requirements to be presented before the Board of Examiners (*munaqasyah*) to attain the degree of *Sarjana Humaniora* in English Letters.

Thank you for the attention.

Wassalamu'alaikum wa rahmatullahi wa barakaatuh

Sukoharjo, May 12th, 2023,

Dr. SF. Luthfie Arguby Purnomo, SS., M.Hum.
NIP. 19820906 200604 1 006

RATIFICATION

This is to certify that the *Sarjana* thesis entitled LOSS AND GAIN AS FOUND FROM SKILL DESCRIPTION LOCALIZATION IN *MOBILE LEGENDS* by Anisa Rachmawati has been approved by the Board of Thesis Examiners as the requirement for the degree of *Sarjana Humaniora* in English Letters.

Chairman : **Robith Khoiril Umam, S.S., M.Hum.**
NIP. 19871011 201503 1 006 (.....)

Secretary : **Dr. SF. Luthfie Arguby Purnomo, SS., M.Hum.** (.....)
NIP. 19820906 200604 1 006

Main Examiner : **Dr. M. Zainal Muttaqien, S.S., M.Hum.** (.....)
NIP. 19740313 200312 1 002

Surakarta, May 22nd, 2023

Approved by

The Dean of Faculty of Cultures and Languages

KEMENTERIAN AGAMA FAKULTAS ADAB DAN BAHASA RADEN MAS SAID REPUBLIK INDONESIA

Prof. Dr. Toto Suharto, S.Ag., M.Ag.
19710403 199803 1 005

DEDICATION

Above all, I thank Allah SWT, the almighty, for giving me the strength and patience to complete this work.

This thesis is dedicated to:

1. My beloved parents, Suryani and Tugiyo, always give love, support, and prayers.
2. My beloved brothers Putra Melinda, Nandana Jonathan, and Achmad Ichwani always supported me in finishing my thesis.
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MOTTO

“Indeed, Allah (God) will not change the condition of a people until they change what is in themselves.”

(QS. Ar-Ra’d: 11)

“Nothing lasts forever, we can change the future.”

(Alucard)

PRONOUNCEMENT

Name : Anisa Rachmawati

SRN : 163211093

Study Program : English Letters

Faculty : Faculty of Cultures and Language

I hereby sincerely state that the thesis entitled *LOSS AND GAIN AS FOUND FROM SKILL DESCRIPTION LOCALIZATION IN MOBILE LEGENDS* is my own original work. To the best of my knowledge and belief, the thesis contains no material previously published or written by another person except where due references are made.

If later proven that my thesis has discrepancies, I am willing to take the academic sanctions in the form of repealing my thesis and academic degree.

Surakarta, May 12th, 2023

Stated by,

Anisa Rachmawati

SRN: 163211093

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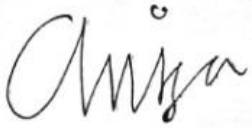
The researcher realizes that this thesis is far from being perfect. Thus, any suggestions are received for the betterment of this research. Hopefully, this research could give a positive impact on the readers as well as those who want to carry out further research.

Surakarta, May 12th, 2023

The Researcher,



Anisa Rachmawati
SRN: 163211093

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ABSTRACT

Anisa Rachmawati. 2023. *Loss and Gain as Found from Skill Description Localization in Mobile Legends*. Thesis. English Letters, Faculty of Cultures and Language.

Advisor : Dr. SF. Luthfie Arguby Purnomo, S.S., M.Hum.

Keywords : Translation, Video Game Translation, Translation Strategies for Video Game, Loss, Gain, *Mobile Legends*

The translation of a video game is a crucial component of localization because it enables more players to enjoy a game in their language. Video games are such a popular and influential medium for many factors. One of the video games that is popular in Indonesia is *Mobile Legends*. This research aims to describe translation strategies for video game localization and describe translation strategies that contribute to the loss and gain of description skills in *Mobile Legends*.

On *Mobile Legends*, there are skills or battle spells that the researcher chooses to discuss using translation strategies for video games based on Fernandez Costales. Every time translating a language into another language allows loss and gain, especially in a video game.

The researcher has chosen descriptive qualitative data research and used qualitative data procedure for the data analysis. Data in this research will be obtained from conducting by playing the game *Mobile Legends* and reading the skills description. There are three activities to analyze data in this research. Those activities are categorizing the data based on Costales's theory, explaining the data based on Costales's, Nozizwe's, and Ncube's theories, and explaining the conclusion.

In the findings of this research, the researcher found translation strategies, loss, and gain of descriptive skill on *Mobile Legends* that the translators used. Based on the analysis, 73 data were found on translation strategies by Costales's theory. These 25 data were categorized as having no translation, and 48 as having literal translation and not found on other Costales's strategies. Based on the analysis, 57 data of loss and gain in descriptive skill were found by Nozizwe's and Ncube's theories. There were 10 data of loss on descriptive skill and 47 data of gain on the descriptive skill of *Mobile Legends*. The dominant data found in gain on no translation strategy.

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LIST OF ABBREVIATIONS

FUN : Function

IMP : Impact

PAR : Participation

NT : No Translation

LT : Literal Translation

L : Loss

G : Gain

TL : Target Language

CSI : Culture Specific Items

ST : Source Text

TT : Target Text

CHAPTER I

INTRODUCTION

A. The Background of The Study

Globalization has two meanings: generally, it refers to the globalizing scope of the economy and business activity. In the context of localization, it refers to the business activities related to marketing a product or service in multiple regional markets. Internationalization describes the "process of enabling a product at a technical level for localization" (Lommel & Ray, 2007). Localization is a relatively new field of activity for language experts. It is closely linked to digital media and computer products. More practically, localization is the "process of modifying a product for a specific locale" (Yunker, 2003). The aim of localization should be for people from a specified locale to use the product without difficulty in their language.

The translation is the process of transferring text from one language into another, depending on the aim of localization. Text can be found in various contexts, including user manuals, academic dissertations, news articles, ads, and so on. Besides, that text is often accompanied by pictures, animations, logos, diagrams, and other visual effects. Visual effects change when transferred to a target language (TL). That is in principle what localization means: it goes beyond the translation and adapts the source content to the culture of the place where the translated text is to be used.

Based on the meaning of localization, the translation of a video game is a crucial component of localization because it enables more players to enjoy

a game in their language. Nowadays, most titles provide high-quality translations, far from the poor standards of the well-known English adaptation of Zero Wing, which turned the famous sentence “All your base belong to us” into a famous game industry icon. However, adapting games to a different culture is not a straightforward process, and it goes beyond the ‘simple’ language transfer from one language into another (Costales, 2012).

Every time translating a language into another language allows loss and gain. Loss is the disappearance of specific features in the target language text present in the source language text. Translation loss refers to “The incomplete replication of the ST in TT” (Dizdar, 2014) when a translator fails to render the entire CSIs and linguistic features of the TT.” In translation practice, there is more probability of CSIs experiencing loss than gain.

Gain is a concept that focuses on the enrichment or clarification of the source language text. (Bassnett, 2013) defined gain as “The enrichment or clarification of the source language text in the process of translation.” The same concept is also proposed by (Nozizwe & Ncube, 2014), who stated that gain in translation, on the one hand, refers to the enrichment or clarification of the source text, which enables language and the target text to be flexible and usable in any social circle. Gain in translation will help languages to adapt themselves to their speakers. There will be chances for them to adapt when two different languages interact. Gain is possible due to the dynamism of language (O'Neil, 2006).

One of the exciting video games to discuss and discover how the translator translates the source language into the target language is *Mobile Legends*. *Mobile Legends* is a multiplayer online battle arena (MOBA) that can be played on a mobile phone. On that video games, there are skills or battle spells that the researcher chooses to discuss using translation strategies for video games based on Fernandez Costales there are seven strategies: Domestication vs. Foreignization, No translation, Transcreation, Literal translation, Loyalty, Loss of meaning and compensation strategies and Censorship. In this chapter, there is an example to depict the discussion generally.

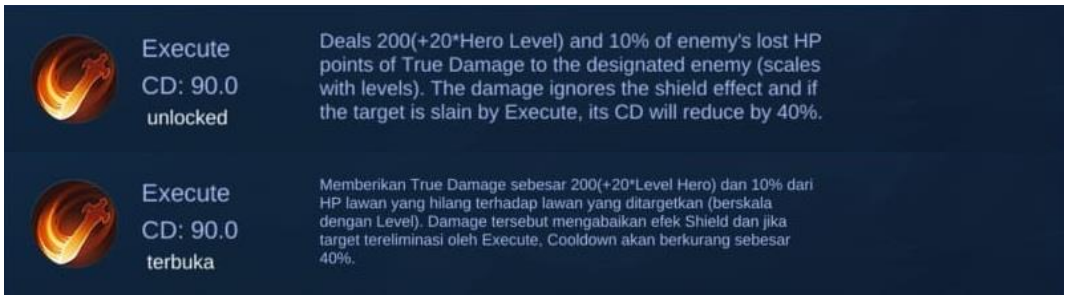

Figure 1.1 Battle Spells: Execute

Table 1.1 Mobile Legend: Function, Impact and Participation in Execute

	Function	**Impact**	**Participation**
ST	True Damage	Deals 200(+20*Hero Level) of True Damage	The designated enemy
TT	*True Damage*	*Memberikan True Damage sebesar 200(+20*Level Hero)*	*Lawan yang ditargetkan*

This example contains three data; function, impact, and participation. The function of the Execute skill description is to give True Damage, the translator using no translation strategy, whereas “the no translation of certain

names, terms, places or expressions may be subject to a wider foreignization strategy" (Costales, 2012). So that translation is a gain because the word easily recognizes by the players. With the impact and participation of Execute skill description, the translator uses literal translation to gain the words in the target text "*sebesar*" and not find loss or gain in participation of the Execute skill description.

Based on that discussion, *Mobile Legends* is one of the popular video games in Indonesia, and there are interesting cases in translation, such as how the translator translates battle spells or skill descriptions into Bahasa. That is why the researcher is interested in analyzing which strategies the translator of *Mobile Legends* uses to translate English into Bahasa and how the pattern of loss and gain that translator translated it.

B. The Limitations of The Study

In this research, the researcher only limits translation strategies for video games translation and translation strategies contribute to the loss and gain of descriptive skill in *Mobile Legends*. The researcher analyzes the problems of translation strategies and focuses on descriptive skill or battle spells in *Mobile Legends*. The researcher focuses on descriptive skill in battle spells because, in *Mobile Legends*, many skills in heroes can be analyzed. The researcher only limits data on *Mobile Legend* on patch 1.5.20, dated October 2020.

C. The Formulations of The Problems

Based on the discussion mentioned in the background of this study, the researcher formulates the following problem:

1. What translation strategies for video games localization are found from skill description on *Mobile Legends*?
2. How do particular translation strategies contribute to the loss and gain of descriptive skill in *Mobile Legends*?

D. The Objective of The Study

Based on the problems, the objectives of the study in this research are:

1. To describe translation strategies for video game localization are found from skill description on *Mobile Legends*.
2. To describe translation strategies contribute to loss and gain of descriptive skill in *Mobile Legends*.

E. The Benefits of The Study

From this research, the researcher hopes that this study has benefits that are divided into theoretical and practical benefits. They are as follows.

1. Theoretical Benefits

   Theoretically, the researcher hopes this study can be used to explain what translation strategies contribute to the loss and gain of descriptive skills on *Mobile Legends*. Another benefit is to help the other researchers understand the game's pattern of loss and gain and what translation strategies are used.

2. Practical Benefits

Hopefully, this research will be helpful for other researchers who are interested in using the same theory. The other is that this study improves the researcher's ability to analyze translation strategies found from loss and gain on games.

F. The Keys of The Terms

1. Video Games Translation

Video Games Translation is crucial to allow more players to enjoy a game in their language. Video games have evolved to become a pervasive format which is beyond entertainment, enjoyed by a broad group of people rather than as a niche activity by hardcore gamers. More recently casual and social games have been further pushing such a trend, turning digital games into a universal phenomenon. (Mangione, O'Hagan & Pilar, 2014).

2. Loss and Gain

Loss is the disappearance of specific features in the target language text present in the source language text (Dizdar, 2014). Gain is the enrichment or clarification of the source language text in translation. (Nozizwe & Ncube, 2014)

3. Translation Strategies for Video Games

Based on Fernandez Costales (2012) has seven strategies: Domestication vs. Foreignization, No translation, Transcreation, Literal

translation, Loyalty, Loss of meaning and compensation strategies, and Censorship.

4. Mobile Legends: Bang Bang

Mobile Legends: Bang Bang (MLBB) is a popular game well-known for players interested in playing Multiplayer Online Battle Arena (MOBA). MLBB is a MOBA game that was developed and published by Moonton. The game is specifically designed to be played on your mobile phones, although you can still play it on a PC by using an Android or IOS emulator. This game is similar to other MOBA games, such as Dota 2 and League of Legends.

CHAPTER II

REVIEW ON RELATED LITERATURE

A. Video Games Localization

A video game translation is crucial to allow more players to enjoy the game in their language, and today most titles provide high-quality translations. Localization is “the process of modifying products or services to account for differences in distinct markets” (Fry, 2003). Game localization combines literature, art, audiovisual translation elements (dubbing and subtitling), and software localization. From this, localization seems different from the concept of traditional translation. It is more complex that involves many businesses in its process that cannot be done by translation only. (Esselink, 2000) states that there are many more activities included in the process of localization than in the process of translation.

In the framework of globalization, new technologies, and digital natives, video games provide an interesting academic analysis. However, even when the figures of the game industry have shadowed other art forms like cinema, this field has been largely ignored by scholars since video games “are easily and readily denigrated as trivial” (Newman, 2004).

Research has been conducted on video games from the point of view of ludology (Frasca, 2013), and studies have been published focusing on the localization process and workflows (Chandler, 2005). As far as Translation Studies is concerned, video games have been studied by several scholars (O'Hagan, 2007), and this can be regarded as an emerging field based on the number of workshops and international congresses where this topic is being

addressed. However, the true potential of video games and the possibilities they can pose for research in translation-related issues have not been comprehensively approached yet: the relationship between audiovisual translation and video games can be further studied as the introduction of voice over, dubbing, subtitling, and lip-sync techniques are to be analyzed; similarly, the question of accessibility in audiovisual translation can also be applied to the case of electronic entertainment (Orero, 2005).

B. Translation Strategies in Video Games Localization Context

As happened in software localization, game developers invest more and more human and economic resources aimed at localizing games to different locales, and simultaneous delivery of titles to several target markets is a must to succeed in achieving global echoes with video games. However, adapting games to different cultures is not easy, and it goes beyond the transfer of 'simple' languages from one language to another (Costales, 2012). Translation strategies for video games based on Fernandez Costales there are seven strategies: Domestication vs. Foreignization, No translation, Transcreation, Literal translation, Loyalty, Loss of meaning and compensation strategies, and Censorship.

1. Domestication vs. Foreignization

Domestication is the most relevant decision to be taken in the translation process since it may influence the whole localization strategy of a video game into the target locale. That will also lead to

applying other particular strategies (for instance, the ‘no translation’ of specific names or items).

Foreignization strategies are intended to keep the original game’s look and feel and transfer the source culture’s atmosphere and taste into the target locale.

On the other hand, domesticating strategies aim to bring the game closer to the target culture. Even when some of the games developed in Japan rely on foreignizing approaches in order to meet the expectations of manga and anime supporters, one of the best-known video game sagas developed in Japan, Final Fantasy, provides an excellent example of domesticating strategies, as it has been concluded by (Mangiron & O’Hagan, 2006): As an overall strategy for localizing these FF titles, the translators opted for a domesticating approach in a Venutian sense (Venuti, 1995); or, to follow Toury’s terminology (1980), an acceptable translation which aims to bring the game closer to the target culture. This domestication is achieved mainly by the use in the target text of idiomatic and colloquial language, the adaptation of jokes, sayings, and cultural references, and the re-creation of new cultural references and plays on words. All this gives a distinctive, original flavor to the localized version.

2. No translation

No translation is a strategy with no localization, partial localization, docs, box, or complete localization. The translator can use

a no-translation strategy at any given point in the game. The standard no translation strategy regarding the titles of video games: unlike the tendency in the film industry, in which the titles of the films are usually translated.

A well-known case of a no-translation strategy can be found in the widespread saga Street Fighter, where many characters combos and unique movements are not translated into any language. If expressions like "*Hadouken*", "*Shoryuken*", "*Shoryureppa*", or "*Tatsumaki Senpukyaku*" were transferred into English or Bahasa, using English expressions like "*Blastwave*" or "*Fireball*" or in Bahasa translated to "*Bola Api*" the expectations of the players would not be fulfilled since they are used to the specific terminology of this fighting game saga. However, they would not be acceptable translations according to the expectations of the players who would reject this domesticating approach.

3. Transcreation

Transcreation is a concept applied to video games by Mangiron and O'Hagan (2006) to refer to the *carte blanche* of translators to preserve the game experience in the target locale. As the other approaches commented on in this section, transcreation can be considered a cross-wise strategy that might be used and applied at specific points in any title. However, some genres would be more likely to be adapted using the freedom of the translator in order to achieve a

practical game experience and preserve the look and feel of the title. As it is suggested by Mangiron (2004), narrative-driven genres can include more translatable assets. This statement can be further commented on, as the narrative of games might be directly linked to the translator's freedom or the degree of creativity they may have when adapting the game. In a nutshell, the more complex and creative a storyline, the more helpful transcreation may turn in the translation process.

A simple example can be found in the adaptation of some of the items players can use in the game Mario Kart Wii: a special shell that 'attacks' the player, causing him or her to lose sometime during the race is named "Spiny Shell" in the English version. It is translated as "*Caparace épineuse*" in the French game. However, it has been adapted as "*Caparazón azul*" in the Spanish version, where no reference to the spines is provided but rather to the color of the shell. The extension of the text might have caused this if the translators had preferred the literal "*Caparazón con espinas*" or "*Caparazón con púas*". Indeed, space restriction is a significant concern for video game translators, and the limitations imposed by the number of characters that can be included in the user interface or even in the manual of the target locale may have some influence on the decision-making process.

4. Literal translation

Literal translation is a strategy that generally literally translates into the target languages. The creativity of translators can be somehow

reduced, and literal translation seems to be a suitable and acceptable strategy to keep the game experience in the destination locale.

Literal translation is an acceptable approach in video games. It may turn out to be particularly effective in the case of sports titles, racing games, or simulators, where there is a good amount of technical words and specific terminology. Racing cars like Forza Motorsport 3, Gran Turismo 4, Formula 1 2011, or the Test Drive series provide databases with complete information about car design and development. The game preferences allow users to adjust the car to fit their preferred driving style. These menus usually include terminology on spark plugs, tires, and exhaust systems that usually are translated into Bahasa as "*busi*", "*ban*", and "*sistem pembuangan*". In this regard, the adaptation of certain games can have some similarities with technical or specialized translation, where terminological issues are one of the main concerns of localizers.

5. Loyalty

Loyalty is a strategy that translators must balance between the transcreation or the freedom to adapt the contents to achieve an appropriate game experience in the target audience with loyalty to the source of the video game. The concept of loyalty (Nord, 1997) or the fidelity to the source text might be relevant in the adaptation of those video games based on literary works or other materials, as the

preservation of the atmosphere of the story will be a crucial element to meet the expectations of the target audience.

However, some games have been designed based on a literary work, a comic book, or a film. This is the case of Indiana Jones, James Bond, Star Wars, Harry Potter games, and superhero titles based on original comic books like Spiderman or Batman Arkham Asylum. In the case of these titles, there are metatextual references to the films, books, or other art forms related to the story being depicted in the game. Therefore, translators must balance the transcreation and the freedom to adapt the contents to achieve an appropriate game experience for the target audience with loyalty to the source of the video game. Superhero games, for instance, should be adapted, considering the editorial policy of the destination locale. While in Spain, there is no translation strategy, and names like "Lois Lane" or places like "Small Ville" are kept in the target text. In Central and South America, they could be adapted as "*Luisa Lane*" and "*Villa Chica*" since this was followed by the editorials distributing DC comics in the area.

6. Loss of meaning and compensation

The creativity and current narrative techniques used in video games can pose additional challenges in translating specific titles. Suppose there is a partial or total loss when translating the text. In that case, translators may engage in partial rewriting to "negotiate functional equivalents" that will allow them to compensate for the loss of meaning

(Di Marco, 2007). The adaptation of humor is a complicated feature to be achieved by translators, as word plays, or puns are becoming more common in video games. It may be complicated to translate from the source into the target culture.

This may be observed in the adaptation of Batman Arkham Asylum into Spanish, where several puns and riddles cannot be effectively transferred into the target language without suffering a partial or total loss in meaning. The impossibility of conveying the message to the target culture might be frequently seen if puns, word plays, or humor are involved.

7. Censorship

The adaptation of a game to a different culture must take all legal issues into account. Some countries have particular rules or regulations regarding video games showing excessive violence or offensive language. This is the case in Germany, where blood must be turned green, and the authorities use of violence or some symbols is intensely monitored and watched (Chandler, 2005).

The question of censorship is a controversial issue in the game industry, and violence is not the only element on the radar screen of the Pan-European Game Information (PEGI) or other related agencies. Sexual connotations like those included in the GTA series can also be an issue when adapting video games and political elements, as many

wars or combat titles are banned in certain countries of Asia and the Middle East due to the historical facts or events recreated in the games.

C. Loss and Gain in Translation

Loss is the disappearance of specific features in the target language text present in the source language text. Translation loss refers to "The incomplete replication of the ST in TT" (Dizdar, 2014) when a translator fails to render the entire CSIs and linguistic features of the TT." In translation practice, there is more probability of CSIs experiencing loss than gain.

Gain is a concept that focuses on the enrichment or clarification of the source language text. Bassnett (2013) defined gain as "The enrichment or clarification of the source language text in the process of translation." The same concept is also proposed by Nozizwe & Ncube (2014), who stated that gain in translation, on the one hand, refers to the enrichment or clarification of the source text, which enables language and the target text to be flexible and usable in any social circle. Gain in translation will help languages to adapt themselves to their speakers. There will be chances for them to adapt when two different languages interact. Eventually, they will complement each other. Therefore, the development of new terminology can happen in any language because language itself is not static but dynamic. Gain is possible due to the dynamism of language (O'Neil, 2006).

Accepting a possible loss in localization also means accepting the possibility of adding to and improving a text during translation. A video game text cannot just lose meaning, fascination, humor, and characterization; on

the contrary, part of the work of the localizer should be to compensate for such loss. However, the extent of this compensation is not simply a matter of individual taste. The customization of the text can be considered appropriate only when it helps maintain the source's underlying textual intention. In other words, localization aims not to produce a literal equivalence of the original text but rather to create the same effect in the game experience for the player as the original text sought to create (Di Marco, 2007).

D. Video Games

Video games are such a popular and influential medium for a combination of many factors. Primarily, however, video games elicit powerful emotional reactions in their players, such as fear, power, aggression, wonder, or joy. Video game designers create these emotions by balancing several game components, such as character traits, game rewards, obstacles, game narrative, competition with other humans, and opportunities for collaboration with other players. Understanding the dynamics behind these design considerations might be helpful for instructional technologists who design interactive digital learning environments. Further, video game playing occurs in rich socio-cultural contexts, bringing friends and family together, serving as an outlet for adolescents, and providing the "raw material" for youth culture. Finally, video game research reveals many patterns in how humans interact with technology that become increasingly important to instructional technologists as they become designers of digital environments. Through studying video games, instructional technologists can better

understand the impact of technology on individuals and communities and how to support digital environments by situating them in rich social contexts (Squire, 2003).

E. Skills

Battle Spells are active skills in *Mobile Legends: Bang Bang*, giving your hero additional abilities. Players can equip a Battle Spell before the start of a match. Mastering Battle Spells makes the player much stronger. Spells are something that the player can use as an additional ability for their hero in-game. A player can select one battle spell while in the pre-game lobby. They cannot be re-set or changed once the match has begun.

Twelve (12) Battle Spells can have offensive, defensive, or supportive effects to help players secure a kill, survive longer, or execute a strategic maneuver. Players can unlock more Battle Spells as the player levels up.

F. Mobile Legends

Mobile Legends: Bang Bang (MLBB) is a multiplayer online battle arena (MOBA) mobile game developed and published by Shanghai Moonton Technology. It was first released on November 9, 2016; the game has become popular in Southeast Asia and was among the games chosen for the first medal event esports competition at the 2019 Southeast Asian Games in the Philippines.

The two opposing teams fight to reach and destroy the enemy's base while defending their base for control of a path, the three lanes known as top,

middle, and bottom, which connect the floors. Weaker computer-controlled characters, called minions, spawn at team bases, and follow the three lanes to the opposite team's base, fighting enemies and turrets. Each team comprises five players, each controlling an avatar known as a hero from their device. Heroes are grouped into six roles: Tank, Fighter, Assassin, Marksman, Mage, and Support.

G. Review of Preview Study

This thesis is the original research by the researcher. To prove the originality of this research, the researcher presents the previous research related to research and the analysis. The first previous study related to the thesis was written by Purwaningsih Rahayu 2018 Degree of *Sarjana* in English Letters Department graduate from the state institute Islamic of Surakarta, entitled Video Game Translation from Localization Perspective (In Case Study From Video Games Localization In *I After Smile Studio* Entitled *Sasratsuki* And *Are You That Parking Good*). The research focuses on the problems and solutions for the problems in video games localization found in *Sastratsuki* and *Are You That Parking Good?* The research purposes are: (1) To describe the problems found in video games translation found *I after Smile Studio*. (2) To know the solutions for the challenges in video games translation taken in *I after Smile Studio*.

Purwaningsih Rahayu uses Mangiron and O'Hagan's theory to analyze her research. The result of this research is to analyze problems found in video game translation from video game localization. The similarity between

Purwaningsih Rahayu and this research is just in the "video game and localization" object. The others are different from video games that used theory until the discussion. This research focuses on translation strategies for video game localization found from the loss and gain of skill description on *Mobile Legends*. The case study is video game localization entitled Video Game Translation from Localization Perspective by game localization approach and the theories related to this subject.

The second previous study related to the thesis written by Agus Nur Shodiqin 2019, Degree of *Sarjana* in English Letters Department graduate from the state institute Islamic of Surakarta entitled Students' Strategies In Overcoming Translation Problems In Video Game Translation (A Case in *Pokémon Ranger* and *Sastratsuki* Translation in English Letters Department IAIN Surakarta). The research focuses on translation problems and strategies used by the students in translating *Pokémon Ranger* and *Sastratsuki* video games. The purposes of the research are: (1) To describe the problems faced by the students in translating *Pokémon Ranger* and *Sastratsuki* video games. (2) To describe the strategies employed by the students in translating *Pokémon Ranger* and *Sastratsuki* video games.

Agus Nur Shodiqin uses the theory of video game translation strategy proposed by Costales and the spatialization strategy proposed by Purnomo to analyze his research. The result of this research is to analyze problems found in video game translation from video game localization. The similarity between Agus Nur Shodiqin and this research is in the "video game localization and Costales's theory" object. The others are different from video

games until the discussion. This research focuses on translation strategies for video game localization found from the loss and gain of skill description on *Mobile Legends*. The case study is video game localization entitled Students' Strategies In Overcoming Translation Problems In Video Game Translation (A Case in *Pokémon Ranger* and *Sastratsuki* Translation in English Letters Department IAIN Surakarta) by game localization approach and the theories related to this subject.

CHAPTER III

RESEARCH METHOD

A. Research Design

This research used descriptive qualitative. Qualitative descriptive studies offer a comprehensive summary of an event in simple terms of those events. The researchers conducting such studies seek descriptive validity, or an accurate accounting of events that most people (including researchers and participants) observing the same event would agree is accurate, and interpretive validity, or an accurate accounting of the meaning's participants attributed to those events that those participants would agree is accurate (Maxwell, 1992). This approach is used for analyzing the data in the form of specific games in writing; one is a skill description. Descriptive qualitative reveals the categories of skill descriptions on *Mobile Legends*.

B. Data and Source of The Data

The research aims to get data. Data are essential tools in research in the form of phenomena in the field and numbers. From the data, the researcher will know the result of the research. Collecting the data must be relevant to the problem of research. This research will be descriptive qualitative data and use qualitative data procedure for the data analysis.

Data in this research will be obtained from conducting by playing the game (*Mobile Legends*) and reading the skill description. In taking data, the researcher needs sources to get the available data. The data source is the

subject of the research from where the data can be obtained. Data sources are vital things in conducting research. Thus, the data source is the substance from which the researcher will get the required information. The researcher uses text skill descriptions in the game.

C. Instrument

An instrument is a tool that is required to get information. Sugiyono (2008) stated that the instrument is the researcher in qualitative research. Hence, the researcher should be validated by their ability to conduct research. The researcher must find loss and gain by analyzing data based on translation strategies and their object.

D. Technique of Collecting The Data

According to Creswell (1998), data collection techniques are employed by researchers to gather and obtain valid information to address research questions. In this research, the researcher utilizes multiple methods to collect the necessary data, including reading, playing, observing, and documenting the skill description in *Mobile Legends*.

The researcher employs content analysis, focusing on the media's content and internal features. This approach helps determine the presence of specific words, phrases, or sentences within the texts and objectively quantifies their presence. During the analysis process, the researcher shows steps to collect the data:

1. The researcher begins by reading the description of skill in battle spells in *Mobile Legends* and playing twelve matches using twelve battle spells, each match using one battle spell.
2. The researcher selects and collects data that specifically relate to the research object, which is the description skill in *Mobile Legends*. These data take the form of screenshots from description skills in *Mobile Legends*.
3. The researcher consults references to validate the theory of the description skill in *Mobile Legends* and support the research findings. The data collected should align with the approach mentioned in the previous chapter. The researcher carefully observes all the collected data, determining their relevance to the research problem. The data are then classified based on the research problems.
4. The researcher assigns a unique numbering and coding to each data point, creating an observation data list. This list is organized in a table format, including elements such as data number, source text, target text, function, impact, participation, translation strategies, loss, gain, and evidence observed in the description skill of *Mobile Legends*.

The researcher provides a comprehensive coding system for the data in the description skills of *Mobile Legends*, which includes:

1. The numerals 01, 02, 03, ... are used to order of the data number.
2. The use of abbreviation in capital characters to show the categorize of the description skills in *Mobile Legends*, as follows:

a. FUN : Function

b. IMP : Impact

c. PAR : Participation

3. The use of abbreviation in capital characters to show translation strategies of the description skills in *Mobile Legends*, as follows:

a. DF : Domestication & Foreignization

b. NT : No Translation

c. TC : Transcreation

d. LT : Literal Translation

e. LYT : Loyalty

f. LMC : Loss of Meaning & Compensation

g. CS : Censorship

4. The use of abbreviation in capital characters to show the loss and gain of the description skills in *Mobile Legends*, as follows:

a. LS : Loss

b. GN : Gain

E. Data Validation

In qualitative research, data can be categorized as good data if the data are valid. The researcher uses triangulation techniques in this research. Cohen (2000) stated, "Triangulation may be defined as the use of two or more methods of data collection in the study of some aspect of human behavior". Thus, the triangulation technique means the researcher uses two or more

techniques in collecting the data to get validity. The purpose of triangulation is to increase the credibility and validity of the findings.

F. Technique of Analyzing The Data

To analyze the data, the researcher uses descriptive qualitative to analyze data. There are three activities to analyze data in descriptive qualitative research. Those activities are categorizing the data based on Costales's theory, explaining the data based on Costales's theory, and explaining the conclusion. According to Spradley (1979), research sequence is sometimes used for ethnographic data analysis. In Spradley's method, there are four levels of data analysis: domain analysis, taxonomic analysis, componential analysis, and theme analysis. The researcher uses some steps to analyze data.

1. Domain Analysis

   The first ethnographic data analysis is domain analysis. "Domain analysis allows the researcher to dig into the data, searching for information that helps to organize the data" (Philips, 2004). This step is crucial because misanalysing collected data may trigger mistakes in the following steps. In this research, the researcher collects data from the game *Mobile Legends*.

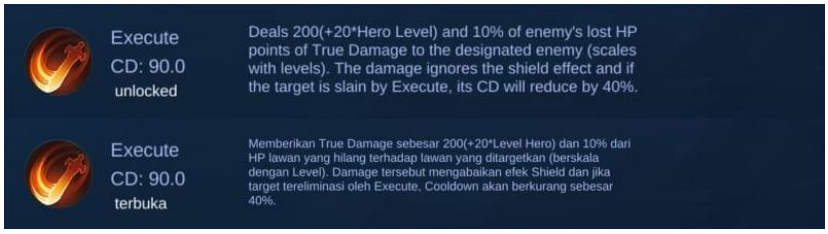

Figure 1.2 Battle Spells: Execute

2. Taxonomic Analysis

In taxonomic analysis, the second level in Spradley's (1979) data analytic method, ethnographers decide how many domains the analysis will encompass. In this research, taxonomy analysis is used to classify the data. The data are classified into three groups: function, impact, and participation.

3. Componential Analysis

According to Spradley (1979), the componential analysis examines multiple relationships among terms in the domains. The ethnographer analyzes data for similarities and differences among cultural terms in a domain. In this research, the researcher draws tables to reveal the data and classifies the data.

Table 1.2 Componential Table

ST & TT	**Function**		**Impact**		**Participation**	
	Translation Strategies					
	Loss	**Gain**	**Loss**	**Gain**	**Loss**	**Gain**

4. Cultural Theme Analysis

The last step is finding cultural theme analysis. Cultural analysis is “conducted by developing themes that go beyond such as inventory of domains to discover the conceptual themes that members of a society use to connect these domains” (Spradley, 1979). This research uses culture analysis to draw the conclusion of loss and gain in localization.

CHAPTER IV

FINDINGS AND DISCUSSION

A. Findings

The researcher presents the answer formulations of the problems in the first chapter. The formulations of problems are (1) What translation strategies for video games localization are found from skill description on *Mobile Legends*? (2) How do particular translation strategies contribute to the loss and gain of descriptive skill in *Mobile Legends*?

In this research, the researcher found 73 data divided into three groups function, impact, and participation, containing descriptive skill in battle spells *Mobile Legends*. The researcher explains the brief explanation in the following tables below.

Table 1.3 Quantity of The Data Battle Spells in Mobile Legends

No.	Battle Spells	Function	Impact	Participation	Quantity
1.	Execute	1	4	2	7
2.	Retribution	1	2	2	5
3.	Inspire	2	4	1	7
4.	Sprint	2	4	1	7
5.	Revitalize	3	4	1	8
6.	Aegis	1	3	2	6
7.	Petrify	2	2	2	6
8.	Purify	1	3	-	4
9.	Flameshot	3	3	1	7
10.	Flicker	1	1	1	3
11.	Arrival	1	4	3	8
12.	Vengeance	1	2	2	5
	Total	**19**	**36**	**18**	**73**

From the table above, it can be seen that the number of the researcher found data for each battle spell of *Mobile Legends* is 73 data, consisting of 7

of Execute, 5 of Retribution, 7 of Inspire, 7 of Sprint, 8 of Revitalize, 6 of Aegis, 6 of Petrify, 4 of Purify, 7 of Flameshot, 3 of Flicker, 8 of Arrival and 5 of Vengeance. The researcher will answer the data by each formulation of the problems.

1. Translation strategies for video game localization are found from skill description on *Mobile Legends*.

   There were seven strategies for translating video games proposed by Costales (2014), namely Domestication vs. Foreignization, No translation, Transcreation, Literal translation, Loyalty, Loss of meaning and compensation strategies, and Censorship. These strategies are applied in transferring the text from ST to TT. The following are the types of translation strategies found in skill descriptions in *Mobile Legends*.

   Table 1.4 Mobile Legends Video Game Translation Strategies

No.	Translation Strategies	Quantity	Percentage
1.	Domestication & Foreignization	-	0%
2.	No Translation	25	34.25%
3.	Transcreation	-	0%
4.	Literal Translation	48	65.75%
5.	Loyalty	-	0%
6.	Loss of Meaning & Compensation	-	0%
7.	Censorship	-	0%
	Total	**73**	**100%**

   Based on that table, the researcher found 73 data on video game translation strategies consisting of 25 data or 34.25% of no translation strategy, 48 data or 65.75% of literal translation strategy, and no data found or 0% for domestication and foreignization, transcreation strategy, loyalty, loss of meaning and compensation and censorship

strategy. The researcher only showed video game translation strategies that contain data.

a. No Translation

No translation is a strategy with no localization, partial localization, docs, box, or complete localization-a no translation strategy can be used by the translator at any given point of the game (Costales, 2014). In this research, there are 25 data or 34.25% of no translation strategy from each skill description in *Mobile Legends*. Among these no translation strategies, the researcher shows the data as follows.

1) Execute

In this research, the researcher found that each 1 data in the function and participation data of Execute uses no translation strategy. It can be seen from the source text to the target text.

Table 2.1 Execute

	Function	**Participation**
ST	True Damage	Hero
TT	*True Damage*	*Hero*

2) Retribution

In this research, the researcher found 3 data in Retribution. 1 data in the function and 2 data in participation

of Retribution using no translation strategy. It can be seen from the source text to the target text.

Table 2.2 Retribution

	Function	**Participation**
ST	True Damage	1. Hero 2. Creeps or Minions
TT	*True Damage*	1. *Hero* 2. *Creep atau Minion*

3) Inspire

In this research, the researcher found 3 data in Inspire. 2 data in the function, and 1 data in participation of Inspire using no translation strategy. It can be seen from the source text to the target text.

Table 2.3 Inspire

	Function	**Participation**
ST	1. Physical Defense 2. Hero's attack speed	Hero
TT	1. *Physical Defense* 2. *Attack Speed Hero*	*Hero*

4) Sprint

In this research, the researcher found 3 in Sprint. 2 data in the function, and 1 data in participation of Sprint

using no translation strategy. It can be seen from the source text to the target text.

Table 2.4 Sprint

	Function	**Participation**
ST	1. Movement Speed 2. Immune	The hero
TT	1. *Movement Speed* 2. *Immune*	*Hero*

5) Revitalize

In this research, the researcher found 2 data in the function of Revitalize using no translation strategy. It can be seen from the source text to the target text.

Table 2.5 Revitalize

	Function
ST	1. Shield 2. HP Regen Effect
TT	1. *Shield* 2. *HP Regen*

6) Aegis

In this research, the researcher found that each 1 data in the function and participation of Aegis using no

translation strategy. It can be seen from the source text to the target text.

Table 2.6 Aegis

	Function	**Participation**
ST	Shield	Hero
TT	*Shield*	*Hero*

7) Petrify

In this research, the researcher found 3 data in Petrify. 2 data in the function and 1 data in participation of Petrify using no translation strategy. It can be seen from the source text to the target text.

Table 2.7 Petrify

	Function	**Participation**
ST	1. Magic Damage 2. Petrifies	Hero
TT	*1. Magic Damage* *2. Efek Petrify*	*Hero*

8) Purify

In this research, the researcher found only 1 data in the function of Purify using no translation strategy. It can be seen from the source text to the target text.

Table 2.8 Purify

	Function
ST	DEBUFF's
TT	*Debuff*

9) Flameshot

In this research, the researcher found 2 data in the function of Flameshot using no translation strategy. It can be seen from the source text to the target text.

Table 2.9 Flameshot

	Function
ST	1. Magic Power 2. Magic Damage
TT	1. *Magic Power* 2. *Magic Damage*

10) Flicker

In this research, the researcher found 1 data in the participation of Flicker using no translation strategy. It can be seen from the source text to the target text.

Table 2.10 Flicker

	Participation
ST	Hero
TT	*Hero*

11) Arrival

In this research, the researcher found 1 data in the function, and 2 data in participation of Arrival using no translation strategy. It can be seen from the source text to the target text.

Table 2.11 Arrival

	Function	**Participation**
ST	Teleports	1. Minion 2. Hero
TT	*Teleport*	1. *Minion* 2. *Hero*

12) Vengeance

In this research, the researcher did not find any data on Vengeance that used no translation strategy.

b. Literal Translation

Literal translation is a strategy that generally literally translates into the target languages (Costales, 2014). Literal translation is the strategy most translators use because there are many technical words. In this research, there are 48 data or 65.75% of literal translation strategies from each skill description in *Mobile Legends*. Through this literal translation strategy, the researcher shows the data as follows.

1) Execute

In this research, the researcher found 4 data in the impact and 1 data in participation of Execute are using literal translation strategy. It can be seen from the source text to the target text.

Table 3.1 Execute

	Impact	**Participation**
ST	1. Deals 200(+20*Hero Level) 2. 10% of enemy's lost HP points 3. The damage ignores the shield effect and if the target is slain by Execute 4. Its CD will reduce by 40%	The designated enemy
TT	1. *Memberikan True Damage sebesar 200(+20*Level Hero)* 2. *10% dari HP lawan yang hilang* 3. *Damage tersebut mengabaikan efek Shield dan jika target tereliminasi oleh Execute* 4. *Cooldown akan berkurang sebesar 40%*	*Lawan yang ditargetkan*

2) Retribution

In this research, the researcher found 2 data on the impact of Retribution using a literal translation strategy. It shows in the table below.

Table 3.2 Retribution

	Impact
ST	1. Deals 540 (+60*Hero Level) points

	2. Decrease the damage taken from Creeps by 40% permanently
TT	*1. Memberikan 540(+60*Level Hero)* *2. Mengurangi Damage yang diterima dari Creep sebesar 40% secara permanen*

3) Inspire

In this research, the researcher found 4 data on the impact of Inspire using a literal translation strategy. It can be seen from the source text to the target text.

Table 3.3 Inspire

	Impact
ST	1. Greatly enhances the hero for a short period of time 2. The next 8 basic attacks will ignore 8(+1*Hero Level) 3. Increase your hero's attack speed by 55% 4. Lasts 5 seconds
TT	*1. Memperkuat Hero secara drastis untuk waktu yang singkat* *2. 8 Basic Attack berikutnya akan mengabaikan 8(+1*Hero Level)* *3. Meningkatkan Attack Hero Speed Anda sebesar 55%* *4. Berlangsung Selama 5 detik*

4) Sprint

In this research, the researcher found 4 data on the impact of Sprint using a literal translation strategy. The table below shows it from the source text to the target text.

Table 3.4 Sprint

	Impact
ST	1. Increases Movement Speed by 40% for 8s

	2. The effect decays after 2s 3. The hero then reduces time controlled 4. Gains immunity against Slowing effect for 2s
TT	*1. Meningkatkan Movement Speed sebesar 40% selama 8 detik* *2. Efek akan hilang setelah 2 detik* *3. Hero tersebut akan mengurangi Crowd Control* *4. Menjadi Immune terhadap efek Slow selama 2 detik*

5) Revitalize

In this research, the researcher found 1 data in the function, 4 data in impact, and 1 data in participation of Revitalize using literal translation strategy. It can be seen from the source text to the target text.

Table 3.5 Revitalize

	Function	**Impact**	**Participation**
ST	Summons a Healing Spring	1. Where allies within the area of effect restore 2.5% of their Max HP every 0.5s 2. Enhance the Shield 3. HP Regen Effect they receive by 25% (the enhancement is not stackable) 4. Lasts 5s	Allies
TT	*Memanggil Healing Spring*	1. *Di mana teman satu tim yang berada*	*Teman satu tim*

		dalam area efek memulihkan 2.5% dari Max HP mereka setiap 0.5 detik 2. *Memperkuat efek Shield* 3. *HP Regen yang mereka terima sebesar 25% (peningkatan ini tidak bisa di-Stack)* 4. *Berlangsung selama 5 detik*	

6) Aegis

In this research, the researcher found 3 data in the impact and 1 data in participation of Aegis using literal translation strategy. It can be seen from the source text to the target text.

Table 3.6 Aegis

	Impact	**Participation**
ST	1. Immediately generates a shield that absorbs 670(+50*Hero Level) points of damage (scales with hero level) 2. Lasts 3s 3. The lowest HP also gains a 50% shield	The nearby allied hero
TT	1. *Menciptakan Shield yang akan menyerap 670(+50*Level Hero) Damage (berskala dengan Level Hero)*	*Hero satu tim di sekitar*

	2. *Berlangsung selama 3 detik* 3. *HP paling rendah juga akan memperoleh 50% Shield*	

7) Petrify

In this research, the researcher found 2 data in the impact and 1 data in participation of Petrify using literal translation strategy. It can be seen from the source text to the target text.

Table 3.7 Petrify

	Impact	**Participation**
ST	1. Deals 100(+15*Hero Level) Magic Damage 2. Petrifies targets for 0.8 seconds	Surrounding enemies
TT	1. *Memberikan 100(+15*Level Hero) Magic Damage* 2. *Menyebabkan efek Petrify kepada target selama 0.8 detik*	*Lawan di sekitar*

8) Purify

In this research, the researcher found 3 data on the impact of Purify using a literal translation strategy. It can be seen from the source text to the target text.

Table 3.8 Purify

	Impact
ST	1. Immediately removes all DEBUFF's 2. Gains immunity against Control Effects for 1.2s 3. Increases Movement Speed 30%
TT	1. *Menghapus seluruh Debuff dengan seketika*

	2. *Mendapatkan efek Immune terhadap Crowd Control selama 1.2 detik* 3. *Meningkatkan Movement Speed sebesar 30%*

9) Flameshot

In this research, the researcher found 1 data in the function, 3 data in impact, and 1 data in participation of Flameshot using literal translation strategy. It can be seen from the source text to the target text.

Table 3.9 Flameshot

	Function	**Impact**	**Participation**
ST	Fires a Flaming Shot	1. Knock back the enemies in the front 2. Dealing 160(+45% Total Magic Power)-640(+180% Total Magic Power) Magic Damage (scales with the range) 3. Slowing them down by 30% for 0.5s	Enemies
TT	*Menembakan Flaming Shot*	1. *Efek Knockback kepada lawan yang berada di depan* 2. *Memberikan 160(+45% Total Magic Power)-640(+180% Total Magic Power) Magic Damage (berskala dengan jarak) kepada lawan yang terkena* 3. *Menyebabkan efek Slow kepada mereka sebesar*	*Lawan*

		30% selama 0.5 detik	

10) Flicker

In this research, the researcher found 1 each data in the function and impact of Flicker using a literal translation strategy. It can be seen from the source text to the target text.

Table 3.10 Flicker

	Function	**Impact**
ST	Teleport a certain distance in a specified direction	For 1 seconds after the teleport, increase 5(+1*Hero Level) points of Physical and Magic Defense
TT	*Berpindah sejauh jarak tertentu pada arah yang telah ditentukan*	*Selama 1 detik setelah melakukan Flicker, meningkatkan Physical dan Magic Defense sebanyak 5(+1*Level Hero)*

11) Arrival

In this research, the researcher found 4 data in the impact and 1 data in participation of Arrival using literal translation strategy. It can be seen from the source text to the target text.

Table 3.11 Arrival

	Impact	**Participation**
ST	1. Increasing the Movement SPD by 60% for 3s (decays with the time)	An allied turret

	2. Enhances the next Basic Attack, dealing extra 100(+10*Hero Level) True Damage 3. Slowing the target hit by 45% for 1s 4. If it is interrupted, the CD will be reduced by 30s	
TT	1. *Meningkatkan Movement Speed sebesar 60% selama 3 detik (semakin berkurang seiring waktu)* 2. *Meningkatkan Basic Attack berikutnya, memberikan 100(+10*Hero Level) True Damage tambahan* 3. *Menyebabkan efek Slow kepada target yang mengenainya sebesar 45% selama 1 detik* 4. *Jika dibatalkan, CD akan berkurang sebanyak 30 detik*	*Turret satu tim*

12) Vengeance

In this research, the researcher found 1 data in the function, 2 data in impact, and 2 data in participation of Vengeance are using literal translation strategy. The table below shows it from the source text to the target text.

Table 3.12 Vengeance

	Function	**Impact**	**Participation**
ST	Reduce damage	1. In 3s after the skill activation, reduce damage taken by 35% 2. Deal 50+25% damage received (pre-damage	1. An enemy unit 2. The attacker

		reduction) as magic damage back	
TT	*Mengurangi Damage*	1. *Dalam 3 detik setelah Skill diaktifkan, mengurangi Damage yang diterima sebesar 35%* 2. *Memberikan 50+25% Damage yang diterima (sebelum pengurangan Damage) sebagai Magic Damage kembali*	1. *Unit lawan* 2. *Unit yang menyerang*

2. Translation strategies contribute to the loss and gain of descriptive skill in *Mobile Legends*.

a. Loss

Loss is the disappearance of specific features in the target language text present in the source language text. Translation loss refers to "The incomplete replication of the source text in target text" (Dizdar, 2014). In this research, 10 data are found from loss on descriptive skill of *Mobile Legends* based on translation strategies. The researcher explains the brief explanation in the following tables below.

Table 4.1 Quantity of Loss Found on Descriptive Skill

No.	Loss	Quantity	Percentage
1.	No Translation	1	10%
2.	Literal Translation	9	90%
	Total	**10**	**100%**

Based on that table, the researcher found 10 loss data on the descriptive skill of *Mobile Legends*. Translation strategies consisted of 1 data or 10% of loss on no translation strategy, 9 data or 90% on literal translation strategy, and no data found or 0% for domestication and foreignization, transcreation strategy, loyalty, loss of meaning and compensation, and censorship strategy. The researcher only showed video game translation strategies that contain data.

1) Loss on No Translation Strategy

The researcher shows one sample of loss on no translation strategy. To know more about the details, the researcher explains the analysis below:

29 | FUN – NT - L

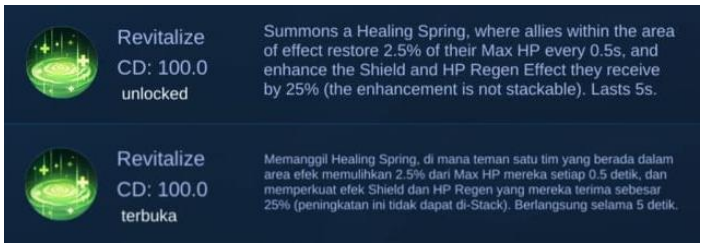

Figure 3 Battle Spells: Revitalize

ST : HP Regen Effect

TT : *HP Regen*

There is only one data that the researcher found in loss on translation strategy. In this research, the researcher found the function of Revitalize is using no translation strategy, and there is a loss in the target text. The translators use no translation strategy, so translation is loss because the translator did not translate the word “Effect” from the source language into the target language or Bahasa. It does not make any difference if the translator loses that word.

2) Loss on Literal Translation Strategy

The researcher shows some sample of loss on literal translation strategy. In this research, the researcher found the impact of Execute are using literal translation strategy

and there is loss on the target text. To know more about the details, the researcher explains the analysis below:

a) **03 | IMP – LT - L**

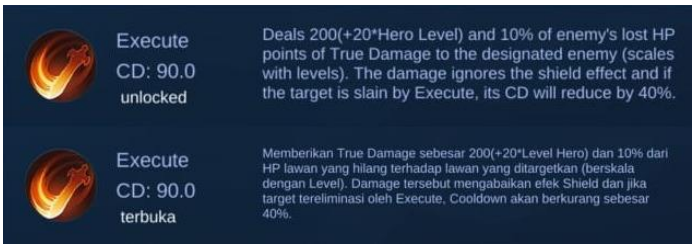

Figure 4 Battle Spells: Execute

ST : 10% of enemy's lost HP points

TT : *10% dari HP lawan yang hilang*

That translation loss is because the word "points" is not translated into the target text. The word "HP" did not translate. Not even explained what "HP" is. "HP" is Health Points. Reason the translators using literal translation seems to be a suitable and acceptable strategy to keep the game experience in the destination locale.

b) **05 | IMP – LT - L**

ST : Its CD will reduce by 40%

TT : *Cooldown akan berkurang sebesar 40%*

In the second sample, the researcher found the impact of Execute using a literal translation strategy,

and there is a loss in the target text. That translation is loss because the translator did not translate the word “Its” on the target text. However, the translator did not translate that word, and it did not change the context.

c) **27 | FUN – LT - L**

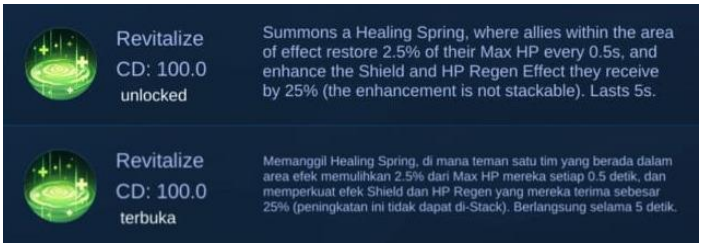

Figure 5 Battle Spells: Revitalize

ST : Summons a Healing Spring

TT : *Memanggil Healing Spring*

In the third sample, the researcher found the function of Revitalize is using a literal translation strategy, and there is a loss in the target text. That translation is loss because the translator did not translate the word “a” on the target text. The word seems insignificant, but for players, it is an important word to explain whether this battle spell emits one or more when summoned. Other data found from loss in literal translation strategy could be found in the datum below:

09 | IMP – LT – L **59 | IMP – LT – L**

32 | IMP – LT – L **66 | PAR – LT – L**

51 | FUN – LT – L **72 | PAR – LT – L**

b. Gain

Gain is a concept that focuses on the enrichment or clarification of the source language text. Bassnett (2006) defined gain as "The enrichment or clarification of the source language text in the process of translation". In this research, there are 47 data found from the gain on the descriptive skill of *Mobile Legends* based on translation strategies. For the brief explanation, the researcher explains it in the following tables below.

Table 4.2 Quantity of Gain Found on Descriptive Skill

No.	Gain	Quantity	Percentage
1.	No Translation	24	51.06%
2.	Literal Translation	23	48.94%
	Total	**47**	**100%**

Based on that table, the researcher found 47 data of gain on the descriptive skill of *Mobile Legends*. Translation strategies consisted of 24 data or 51.06% of gain on no translation strategy, 23 data or 48.94% of gain on literal translation strategy, and no data found or 0% for domestication and foreignization, transcreation strategy, loyalty, loss of meaning and compensation and censorship strategy. The researcher only showed video game translation strategies that contain data.

1) Gain on No Translation Strategy

The researcher shows some samples of gain on no translation strategy. To know more about the details, the researcher explains the analysis below:

a) **11 | PAR – NT - G**

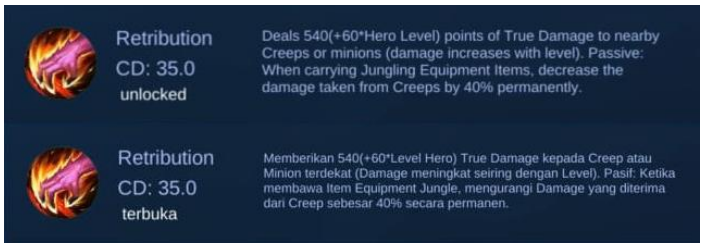

Figure 6 Battle Spells: Retribution

ST : Hero

TT : *Hero*

In this research, the researcher found the participation of Retribution. The translators use no translation strategy, so the translation is gain because of the word “Hero”. The translator decided not to translate it into “*Pahlawan*” because it is not easily recognized by the players or gamers. The translators tried to give the point of the game as the definition of the no translation strategy, which is why the translator kept the word “Hero”.

b) **12 | PAR – NT - G**

ST : Creeps or minions

TT : *Creep atau Minion*

In the second sample, the researcher found the participation of Retribution using no translation strategy, and there is a gain on the target text. The translators use no translation strategy so that translation is gain because the word “Creeps or minions” is easily recognized by the players, same with the previous sample. The translators tried to give points for the game.

c) **42 | FUN – NT - G**

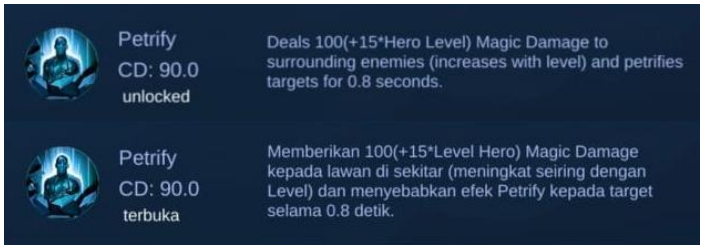

Figure 7 Battle Spells: Petrify

ST : Petrifies

TT : *Efek Petrify*

In the third sample, the researcher found the function of Petrify is using no translation strategy, and there is a gain on the target text. The translators use no translation strategy, so the translation is gain because the word “Petrifies” is translated into “*Efek*

Petrify", which is the translator adds the words "*Efek*" for the enrichment source text to target text.

d) **61 | FUN – NT - G**

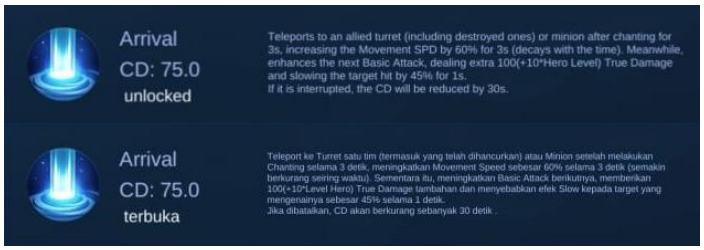

Figure 8 Battle Spells: Arrival

ST : Teleports

TT : *Teleport*

In the fourth sample, the researcher found the function of Arrival is using no translation strategy, and there is a gain on the target text. The translator decided to use no translation strategy instead of translating into "*teleportasi*" or "*berpindah*". That word is not easy for players or gamers to recognize. Same with the first and second samples, the translator tried to give a point of the game. Other data found from a gain in no translation strategy could be found in the datum below:

01 | FUN – NT – G	**35 | FUN – NT – G**
06 | PAR – NT – G	**39 | PAR – NT – G**
08 | FUN – NT – G	**41 | FUN – NT – G**
13 | FUN – NT – G	**45 | PAR – NT – G**

14 | FUN – NT – G	**47 | FUN – NT – G**
19 | PAR – NT – G	**52 | FUN – NT – G**
20 | FUN – NT – G	**53 | FUN – NT – G**
21 | FUN – NT – G	**60 | PAR – NT – G**
26 | PAR – NT – G	**67 | PAR – NT – G**
28 | FUN – NT – G	**68 | PAR – NT – G**

2) Gain on Literal Translation Strategy

The researcher shows some samples of gain on literal translation strategy. To know more about the details, the researcher explains the analysis below:

a) **18 | IMP – LT – G**

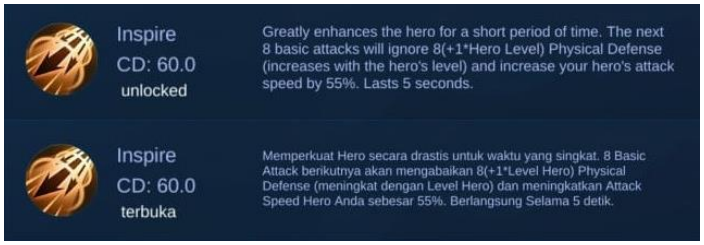

Figure 9 Battle Spells: Inspire

ST : Lasts 5 seconds

TT : *Berlangsung Selama 5 detik*

In this research, the researcher found and explained the impact of Inspire. The translators use a literal translation strategy. That translation gains the word "Lasts" into "*Berlangsung Selama*". The translators try to give clarification of source text to the target text, which is why the translators add

"*Selama*" into the target text. That does not change the context but gives enrichment.

b) **22 | IMP – LT – G**

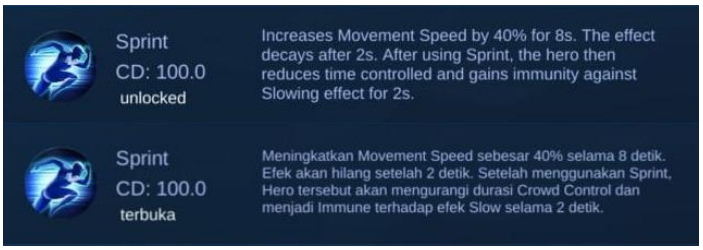

Figure 10 Battle Spells: Sprint

ST : Increases Movement Speed by 40% for 8s

TT : *Meningkatkan Movement Speed sebesar 40% selama 8 detik*

In the second sample, the researcher found the impact of Sprint using a literal translation strategy, and there is a gain on the target text. The translators use a literal translation strategy. That translation is gain abbreviations explained "8s" into "*8 detik*". The translators try to give clarification to the source text in the target text that "s" is "*detik*".

c) **24 | IMP – LT – G**

ST : The hero then reduces time controlled

TT : *Hero tersebut akan mengurangi durasi Crowd Control*

In the third sample, the researcher found the impact of Sprint using a literal translation strategy, and there is a gain on the target text. The translator uses a literal translation strategy. That translation is gaining the word “time controlled” translated into “*Crowd Control*”. The translators did not translate the text into the target language, which is Bahasa, but it gave clarification to the players with an easy word that the players could recognize. Other data found from a gain in literal translation strategy could be found in the datum below:

02 | IMP – LT – G	**44 | IMP – LT – G**
05 | IMP – LT – G	**49 | IMP – LT – G**
23 | IMP – LT – G	**50 | IMP – LT – G**
25 | IMP – LT – G	**54 | IMP – LT – G**
30 | IMP – LT – G	**56 | IMP – LT – G**
31 | IMP – LT – G	**62 | IMP – LT – G**
33 | IMP – LT – G	**64 | IMP – LT – G**
34 | PAR – LT – G	**65 | IMP – LT – G**
36 | IMP – LT – G	**70 | IMP – LT – G**
37 | IMP – LT – G	**73 | PAR – LT – G**

B. Discussion

This section presents the discussion of this research. The researcher focuses on the video game translation strategies and loss and gain found from skill descriptions on video games. After the researcher understands the analysis, the researcher finds the translation strategies used, the contribution to the loss and gain of descriptive skill, and find the dominant data found in descriptive skill in *Mobile Legends*.

The researcher found 73 data on video game translation strategies consisting of 25 data or 34.25% of no translation strategy, 48 data or 65.75% of literal translation strategy, and no data found or 0% for domestication and foreignization, transcreation strategy, loyalty, loss of meaning and compensation and censorship strategy.

After the researcher discussed and analyzed data found in the translation strategies the translator used, then the researcher found the loss and gain in each translation strategy that the translator used.

The researcher found 57 data booths in loss and gain on descriptive skill. Twelve or 10 data of loss on the descriptive skill of *Mobile Legends*. Translation strategies consisted of 1 data or 10% of loss on no translation strategy, 9 data or 90% of loss on literal translation strategy, and no data found or 0% for another strategy.

The second part is gain. The researcher found 47 data of gain on the descriptive skill of *Mobile Legends*. Translation strategies consisted of 24 data or 51.06% of gain on no translation strategy, 23 data or 48.94% of gain on literal translation strategy, and no data found or 0% for another strategy.

CHAPTER V

CONCLUSION, IMPLICATIONS AND SUGGESTIONS

A. Conclusions

This chapter concludes the discussion in the previous chapter. The conclusion is drawn based on the result of the data analysis to answer the problem statements.

The strategies in translating video games as proposed by Costales (2012) resulted in 73 data of video game translation strategies consisting of 25 data or 34.25% of no translation strategy, 48 data or 65.75% of literal translation strategy, and no data found or 0% for domestication and foreignization, transcreation strategy, loyalty, loss of meaning and compensation and censorship strategy.

In this research, loss and gain were found from skill descriptions 10 data of loss and 47 data of gain. The researcher found 1 data or 10% of loss on no translation strategy, and 9 data or 90% of loss on literal translation strategy. Then the researcher found 24 data or 51.06% of gain on no translation strategy, and 23 data or 48.94% of gain on literal translation strategy.

The video game translation strategies show that the dominant pattern is no translation-gain with 24 data or 51.06%. The dominant data indicate that the translator is given a point in the game. Finally, the researcher concludes that the translation result of loss and gain in descriptive skill in *Mobile Legends* is acceptable for players.

B. Implications

In overall discussion and analysis of this research. The researcher found that there are many translation strategies that contribute to loss and gain in skill description in *Mobile Legends*. Based on the theory and approach used in this research, the researcher knows the pattern of translation strategies that contribute to loss and gain used and knows the dominant data that the translator used in translating *Mobile Legends* descriptive skill.

C. Suggestions

Based on the conclusion of the analysis of loss and gain found on *Mobile Legends*. The researcher gives some suggestions as follows:

1. For the readers

   The researcher hopes that the readers will understand more about loss and gain as found from skill descriptions in video games. By understanding video game translation, the strategies in translating video games and classifying the loss and gain in video games.

2. For other researchers

   This research could be one of the references for future research to get a better understanding of loss and gain as found from video game translation strategies. The researcher also expects this research could be referable for future research to analyze loss and gain as found from video game translation strategies for the different titles and genres of video games.

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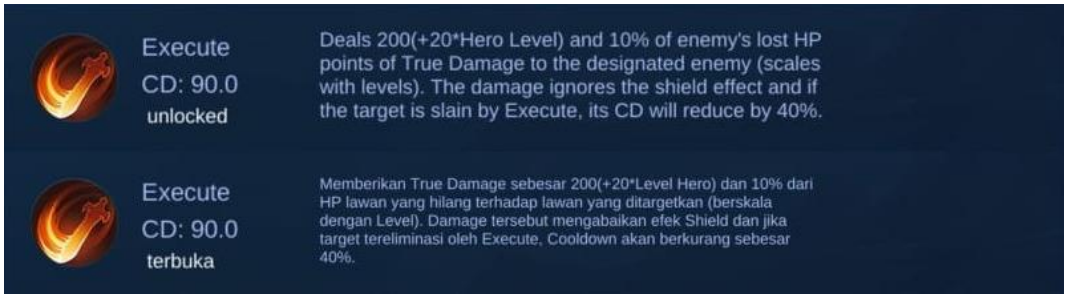
APPENDICES

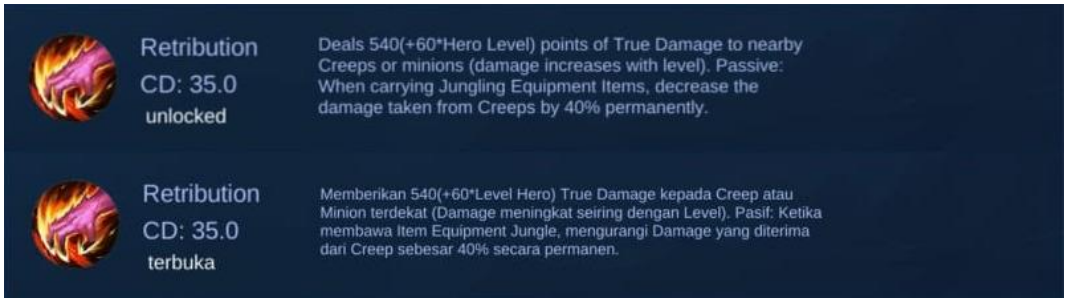
In the research of loss and gain as found from skill description localization in *Mobile Legends*, the researcher found 73 data about translation strategies and 57 data about translation strategies contribute to loss and gain in skill description. For the complete explanation, the researcher describes all the findings below:

1. Execute



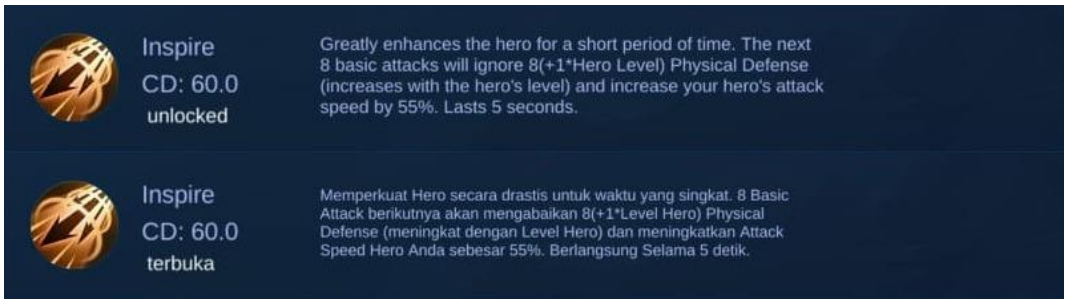
Function	Impact	Participation
01 | No Translation - Gain	02 | Literal – Gain 03 | Literal - Loss 04 | Literal 05 | Literal – Loss & Gain	06 | No Translation - Gain 07 | Literal

2. Retribution



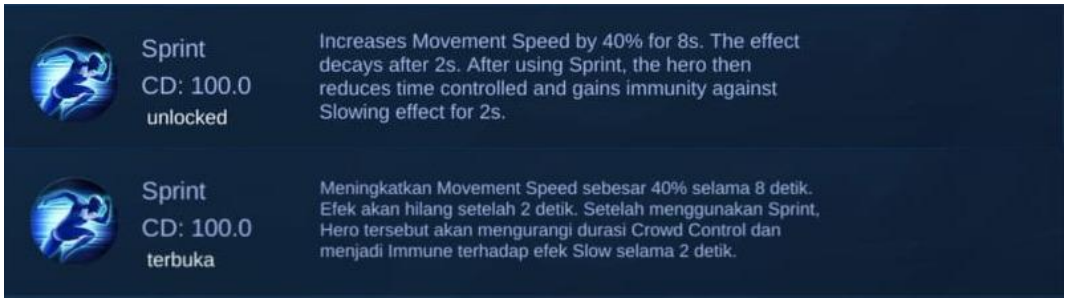
Function	Impact	Participation
08 | No Translation - Gain	09 | Literal – Loss 10 | Literal	11 | No Translation – Gain 12 | No Translation - Gain

3. Inspire



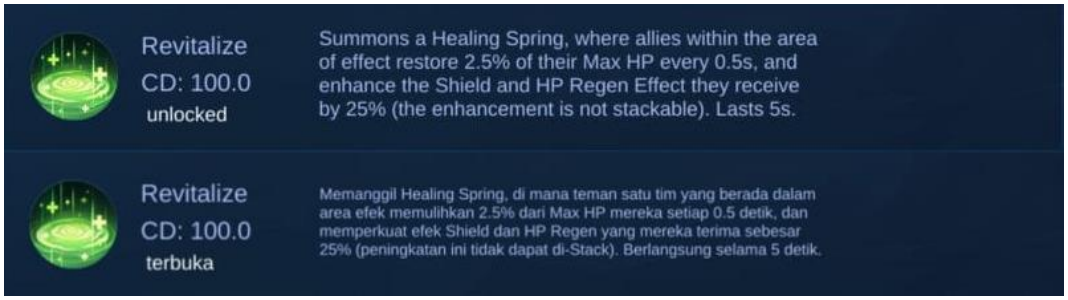
Function	Impact	Participation
13 | No Translation – Gain 14 | No Translation - Gain	15 | Literal 16 | Literal 17 | Literal 18 | Literal – Gain	19 | No Translation – Gain

4. Sprint



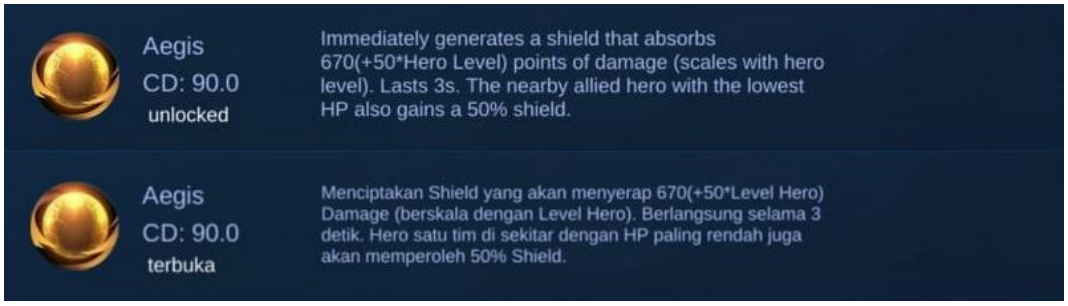
Function	Impact	Participation
20 | No Translation – Gain 21 | No Translation - Gain	22 | Literal – Gain 23 | Literal – Gain 24 | Literal – Gain 25 | Literal – Gain	26 | No Translation – Gain

5. Revitalize



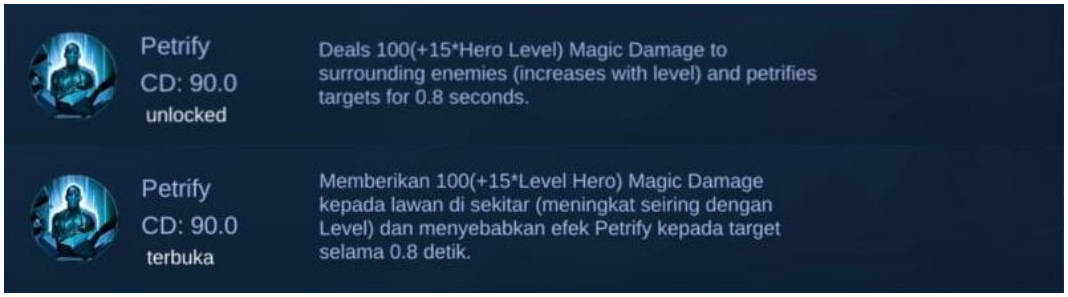
Function	Impact	Participation
27 | Literal – Loss 28 | No Translation - Gain 29 | No Translation - Loss	30 | Literal – Gain 31 | Literal – Gain 32 | Literal – Loss 33 | Literal – Gain	34 | Literal – Gain

6. Aegis



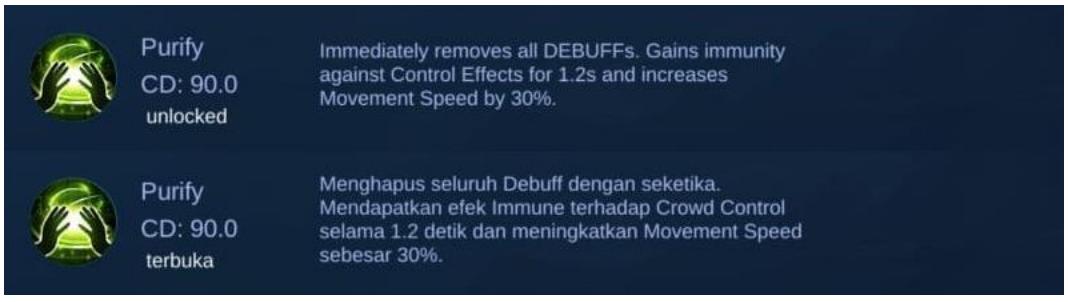
Function	Impact	Participation
35 | No Translation - Gain	36 | Literal – Loss 37 | Literal – Gain 38 | Literal	39 | No Translation – Gain 40 | Literal

7. Petrify



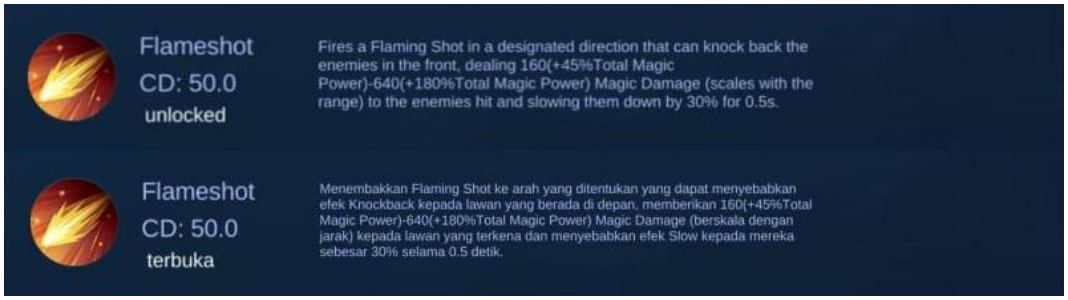
Function	Impact	Participation
41 | No Translation – Gain 42 | No Translation – Gain	43 | Literal 44 | Literal – Gain	45 | No Translation – Gain 46 | Literal

8. Purify



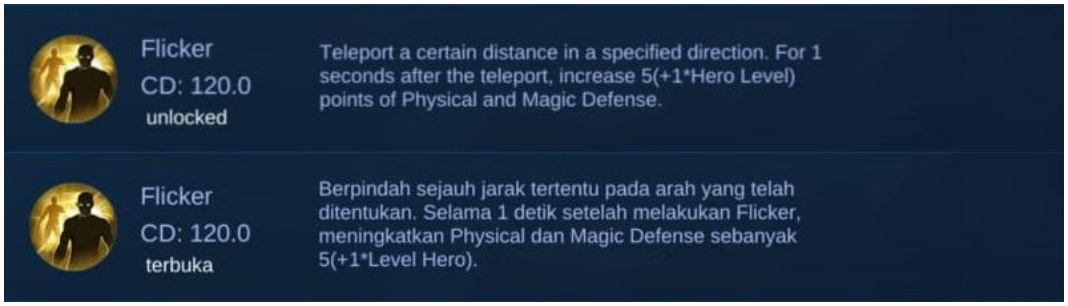
Function	Impact	Participation
47 | No Translation – Gain	48 | Literal 49 | Literal – Gain 50 | Literal – Gain	

9. Flameshot



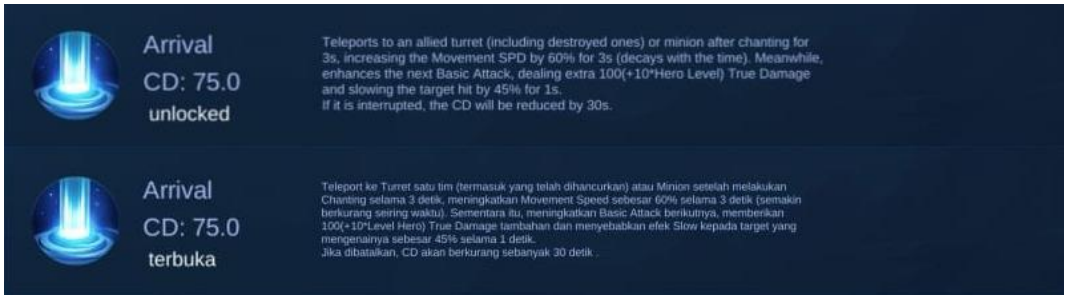
Function	Impact	Participation
51 | Literal – Loss 52 | No Translation – Gain 53 | No Translation – Gain	54 | Literal – Loss 55 | Literal 56 | Literal – Gain	57 | Literal

10. Flicker



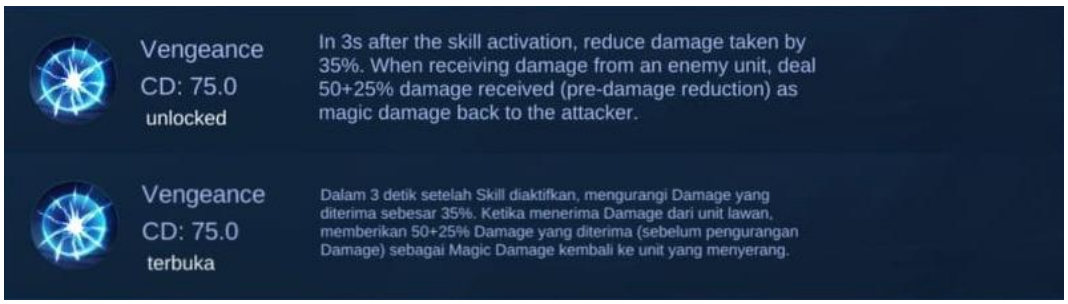
Function	Impact	Participation
58 | Literal	59 | Literal – Loss	60 | No Translation – Gain

11. Arrival



Function	Impact	Participation
61 | No Translation - Gain	62 | Literal – Gain 63 | Literal 64 | Literal – Gain 65 | Literal – Gain	66 | Literal – Loss 67 | No Translation – Gain 68 | No Translation – Gain

12. Vengeance



Function	Impact	Participation
69 | No Translation	70 | Literal – Gain 71 | Literal	72 | No Translation – Loss 73 | No Translation – Gain

MOBILE LEGENDS (DESCRIPTIVE SKILL) LOSS AND GAIN IN TRANSLATION STRATEGIES ANALYSIS

1. Translation strategies for video game localization are found from skill description on *Mobile Legends*.

ST : Source Text
TT : Target Text
FUN : Function
IMP : Impact
PAR : Participation
DF : Domestication & Foreignization
NT : No Translation
TC : Transcreation
LT : Literal Translation
LYT : Loyalty
LMC : Loss of Meaning & Compensation
CS : Censorship

No.	ST & TT	FUN							IMP							PAR						
		DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS
01	True Damage *True Damage*		✓																			
02	Deals 200(+20*Hero Level) of True Damage *Memberikan True Damage sebesar 200(+20*Level Hero)*											✓										
03	10% of enemy's lost HP points *10% dari HP lawan yang hilang*											✓										
04	The damage ignores the shield effect and if the target is slain by Execute											✓										

No.	ST & TT	FUN							IMP							PAR						
		DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS
	Damage tersebut mengabaikan efek Shield dan jika target tereliminasi oleh Execute																					
05	Its CD will reduce by 40% *Cooldown akan berkurang sebesar 40%*											✓										
06	Hero *Hero*																✓					
07	The designated enemy *Lawan yang ditargetkan*																		✓			
08	True Damage *True Damage*		✓																			
09	Deals 540 (+60*Hero Level) points of True Damage *Memberikan 540(+60*Level Hero) True Damage*											✓										
10	Decrease the damage taken from Creeps by 40% permanently *Mengurangi Damage yang diterima dari Creep sebesar 40% secara permanen*											✓										

No.	ST & TT	FUN							IMP							PAR						
		DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS
11	Hero *Hero*																✓					
12	Creeps or minions *Creep atau Minion*																✓					
13	Physical Defense *Physical Defense*		✓																			
14	Hero's attack speed *Attack Speed Hero*		✓																			
15	Greatly enhances the hero for a short period of time *Memperkuat Hero secara drastis untuk waktu yang singkat*											✓										
16	The next 8 basic attacks will ignore 8(+1*Hero Level) *8 Basic Attack berikutnya akan mengabaikan 8(+1*Hero Level)*											✓										
17	Increase your hero's attack speed by 55% *Meningkatkan Attack Hero Speed Anda sebesar 55%*											✓										
18	Lasts 5 seconds																					

No.	ST & TT	FUN							IMP							PAR						
		DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS
	Berlangsung Selama 5 detik											✓										
19	Hero																✓					
	Hero																					
20	Movement Speed		✓																			
	Movement Speed																					
21	Immune		✓																			
	Immune																					
22	Increases Movement Speed by 40% for 8s																					
	Meningkatkan Movement Speed sebesar 40% selama 8 detik											✓										
23	The effect decays after 2s																					
	Efek akan hilang setelah 2 detik											✓										
24	The hero then reduces time controlled																					
	Hero tersebut akan mengurangi Crowd Control											✓										
25	Gains immunity against Slowing effect for 2s																					
	Menjadi Immune terhadap efek Slow selama 2 detik											✓										
26	The hero																					

No.	ST & TT	FUN							IMP							PAR						
		DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS
	Hero																✓					
27	Summons a Healing Spring				✓																	
	Memanggil Healing Spring																					
28	Shield		✓																			
	Shield																					
29	HP Regen Effect		✓																			
	HP Regen																					
30	Where allies within the area of effect restore 2.5% of their Max HP every 0.5s											✓										
	Di mana teman satu tim yang berada dalam area efek memulihkan 2.5% dari Max HP mereka setiap 0.5 detik																					
31	Enhance the Shield											✓										
	Memperkuat efek Shield																					
32	HP Regen Effect they receive by 25% (the enhancement is not stackable)											✓										
	HP Regen yang mereka terima sebesar 25%																					

No.	ST & TT	FUN							IMP							PAR						
		DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS
	(peningkatan ini tidak bisa di-Stack)																					
33	Lasts 5s *Berlangsung selama 5 detik*											✓										
34	Allies *Teman satu tim*																✓					
35	Shield *Shield*		✓																			
36	Immediately generates a shield that absorbs 670(+50*Hero Level) points of damage (scales with hero level) *Menciptakan Shield yang akan menyerap 670(+50*Level Hero) Damage (berskala dengan Level Hero)*											✓										
37	Lasts 3s *Berlangsung selama 3 detik*											✓										
38	The nearby allied hero with the lowest HP also gains a 50% shield *Hero satu tim di sekitar dengan HP paling*											✓										

No.	ST & TT	FUN							IMP							PAR						
		DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS
	rendah juga akan memperoleh 50% Shield																					
39	Hero *Hero*																✓					
40	The nearby allied hero *Hero satu tim di sekitar*																		✓			
41	Magic Damage *Magic Damage*		✓																			
42	Petrifies *Efek Petrify*		✓																			
43	Deals 100(+15*Hero Level) Magic Damage *Memberikan 100(+15*Level Hero) Magic Damage*											✓										
44	Petrifies targets for 0.8 seconds *Menyebabkan efek Petrify kepada target selama 0.8 detik*											✓										
45	Hero *Hero*																✓					
46	Surrounding enemies *Lawan di sekitar*																		✓			
47	DEBUFF’s *Debuff*		✓																			

No.	ST & TT	FUN							IMP							PAR						
		DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS
48	Immediately removes all DEBUFF's											✓										
	Menghapus seluruh Debuff dengan seketika																					
49	Gains immunity against Control Effects for 1.2s											✓										
	Mendapatkan efek Immune terhadap Crowd Control selama 1.2 detik																					
50	Increases Movement Speed 30%											✓										
	Meningkatkan Movement Speed sebesar 30%																					
51	Fires a Flaming Shot				✓																	
	Menembakan Flaming Shot																					
52	Magic Power		✓																			
	Magic Power																					
53	Magic Damage		✓																			
	Magic Damage																					
54	That can knock back the enemies in the front											✓										
	Yang dapat menyebabkan efek Knockback kepada lawan yang berada di depan																					

No.	ST & TT	FUN							IMP							PAR						
		DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS
55	Dealing 160(+45% Total Magic Power)-640(+180% Total Magic Power) Magic Damage (scales with the range) *Memberikan 160(+45% Total Magic Power)-640(+180% Total Magic Power) Magic Damage (berskala dengan jarak)*											✓										
56	Slowing them down by 30% for 0.5s *Menyebabkan efek Slow kepada mereka sebesar 30% selama 0.5 detik*											✓										
57	Enemies *Lawan*																		✓			
58	Teleport a certain distance in a specified direction *Berpindah sejauh jarak tertentu pada arah yang telah ditentukan*				✓																	
59	For 1 seconds after the teleport, increase 5(+1*Hero Level) points											✓										

No.	ST & TT	FUN							IMP							PAR						
		DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS
	of Physical and Magic Defense *Selama 1 detik setelah melakukan Flicker, meningkatkan Physical dan Magic Defense sebanyak 5(+1*Level Hero)*																					
60	Hero *Hero*																✓					
61	Teleports *Teleport*		✓																			
62	Increasing the Movement SPD by 60% for 3s (decays with the time) *Meningkatkan Movement Speed sebesar 60% selama 3 detik (semakin berkurang seiring waktu)*											✓										
63	Enhances the next Basic Attack, dealing extra 100(+10*Hero Level) True Damage *Meningkatkan Basic Attack berikutnya, memberikan*											✓										

No.	ST & TT	FUN							IMP							PAR						
		DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS	DF	NT	TC	LT	LYT	LMC	CS
	*100(+10*Hero Level) True Damage tambahan*																					
64	Slowing the target hit by 45% for 1s																					
	Menyebabkan efek Slow kepada target yang mengenainya sebesar 45% selama 1 detik											✓										
65	If it is interrupted, the CD will be reduced by 30s																					
	Jika dibatalkan, CD akan berkurang sebanyak 30 detik											✓										
66	An allied turret																					
	Turret satu tim																		✓			
67	Minion																					
	Minion																✓					
68	Hero																					
	Hero																✓					
69	Reduce damage																					
	Mengurangi Damage				✓																	
70	In 3s after the skill activation, reduce damage taken by 35%																					
	Dalam 3 detik setelah Skill diaktifkan,											✓										

No.	ST & TT	FUN							IMP							PAR						
		DF	**NT**	**TC**	**LT**	**LYT**	**LMC**	**CS**	**DF**	**NT**	**TC**	**LT**	**LYT**	**LMC**	**CS**	**DF**	**NT**	**TC**	**LT**	**LYT**	**LMC**	**CS**
	mengurangi Damage yang diterima sebesar 35%																					
71	Deal 50+25% damage received (pre-damage reduction) as magic damage back to the attacker																					
	Memberikan 50+25% Damage yang diterima (sebelum pengurangan Damage) sebagai Magic Damage kembali ke unit yang menyerang											✓										
72	An enemy unit																					
	Unit lawan																		✓			
73	*The attacker*																					
	Unit yang menyerang																		✓			
	TOTAL	**0**	**15**	**0**	**4**	**0**	**0**	**0**	**0**	**0**	**0**	**36**	**0**	**0**	**0**	**0**	**11**	**0**	**7**	**0**	**0**	**0**

2. Translation strategies contribute to the loss and gain of descriptive skill in *Mobile Legends*.

ST : Source Text
TT : Target Text
FUN : Function
IMP : Impact
PAR : Participation
NT : No Translation
LT : Literal Translation
L : Loss
G : Gain

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
1.	**01 | FUN – NT – G**	True Damage *True Damage*		✓											The translator uses no translation strategy to translate the word and that is a gain because that word is easily recognized by players. The translators tried to given point of the game.
2.	**02 | IMP – LT – G**	Deals 200(+20*Hero Level) of True Damage *Memberikan True Damage sebesar 200(+20*Level Hero)*								✓					The translators use literal translation and there is gain of word "*sebesar*" in the target text. That does not change the context but gives enrichment.
3.	**03 | IMP – LT - L**	10% of enemy's lost HP points *10% dari HP lawan yang hilang*							✓						That translation loss is because the word "points" is not translated into the target text. The word "HP" did not translate. Not even explained what "HP" is. "HP" is Health Points. Reason the translators using literal translation seems to be a suitable and acceptable strategy to keep the game experience in the destination locale.
4.	**05 | IMP – LT – L** **05 | IMP – LT – G**	Its CD will reduce by 40%							✓	✓					The researcher found the impact of Execute using a literal translation strategy, and

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
		Cooldown akan berkurang sebesar 40%													there is a loss in the target text. That translation is loss because the translator did not translate the word "Its" on the target text. However, the translator did not translate that word, and it did not change the context. The researcher also found gain on the word "CD" that explained well or enrichment with "*Cooldown*".
5.	**06 | PAR – NT – G**	Hero										✓			The researcher found the participation of Execute. The translators use no translation strategy, so the translation is gain because of the word "Hero". The translator decided not to translate it into "*Pahlawan*" because it is not easily recognized by the players or gamers. The translators tried to give the point of the game as the definition of the no translation strategy, which is why the translator kept the word "Hero".
		Hero													
6.	**08 | FUN – NT – G**	True Damage													The translator uses no translation strategy to translate the word and that is a gain because that word is easily recognized by players. The translators tried to given point of the game.
		True Damage		✓											
7.	**09 | IMP – LT – L**	Deals 540 (+60*Hero Level) points of True Damage							✓						

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
		*Memberikan 540(+60*Level Hero) True Damage*													The translators use literal translation and there is loss of word "points" in the target text.
8.	**11 | PAR – NT - G**	Hero										✓			The researcher found the participation of Retribution. The translators use no translation strategy, so the translation is gain because of the word "Hero". The translator decided not to translate it into "*Pahlawan*" because it is not easily recognized by the players or gamers. The translators tried to give the point of the game as the definition of the no translation strategy, which is why the translator kept the word "Hero".
		Hero													
9.	**12 | PAR – NT - G**	Creeps or minions										✓			The researcher found the participation of Retribution using no translation strategy, and there is a gain on the target text. The translators use no translation strategy so that translation is gain because the word "Creeps or minions" is easily recognized by the players. The translators tried to give points for the game.
		Creep atau Minion													
10.	**13 | FUN – NT – G**	Physical Defense		✓											The translator using no translation strategy to translate the word and that is a gain because that word is easily recognized by players.
		Physical Defense													
11.	**14 | FUN – NT – G**	Hero's attack speed													

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
		Attack Speed Hero		✓											The translator using no translation strategy to translate the word and that is a gain because that word is easily recognized by players. The translators tried to given point of the game.
12.	**18 | IMP – LT – G**	Lasts 5 seconds								✓					The researcher found and explained the impact of Inspire. The translators use a literal translation strategy. That translation gains the word "Lasts" into "*Berlangsung Selama*". The translators try to give clarification of source text to the target text, which is why the translators add "*Selama*" into the target text. That does not change the context but gives enrichment.
		Berlangsung Selama 5 detik													
13.	**19 | PAR – NT – G**	Hero										✓			The researcher found the participation of Inspire. The translators use no translation strategy, so the translation is gain because of the word "Hero". The translator decided not to translate it into "*Pahlawan*" because it is not easily recognized by the players or gamers. The translators tried to give the point of the game as the definition of the no translation strategy, which is why the translator kept the word "Hero".
		Hero													
14.	**20 | FUN – NT – G**	Movement Speed													

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
		Movement Speed		✓											The translator using no translation strategy to translate the word and that is a gain because that word is easily recognized by players. The translators tried to given point of the game.
15.	**21 | FUN – NT – G**	Immune		✓											The translator using no translation strategy to translate the word and that is a gain because that word is easily recognized by players. The translators tried to given point of the game.
		Immune													
16.	**22 | IMP – LT – G**	Increases Movement Speed by 40% for 8s								✓					The researcher found the impact of Sprint using a literal translation strategy, and there is a gain on the target text. The translators use a literal translation strategy. That translation is gain abbreviations explained "8s" into "*8 detik"*. The translators try to give clarification to the source text in the target text that "s" is "*detik"*.
		Meningkatkan Movement Speed sebesar 40% selama 8 detik													
17.	**23 | IMP – LT – G**	The effect decays after 2s								✓					The researcher found the impact of Sprint using a literal translation strategy, and there is a gain on the target text. The translators use a literal translation strategy. That translation is gain abbreviations explained "2s" into "*2 detik"*. The translators try to give
		Efek akan hilang setelah 2 detik													

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
															clarification to the source text in the target text that "s" is "*detik"*.
18.	**24 | IMP – LT – G**	The hero then reduces time controlled *Hero tersebut akan mengurangi Crowd Control*								✓					The researcher found the impact of Sprint using a literal translation strategy, and there is a gain on the target text. The translator uses a literal translation strategy. That translation is gaining the word "time controlled" translated into "*Crowd Control*". The translators did not translate the text into the target language, which is Bahasa, but it gave clarification to the players with an easy word that the players could recognize.
19.	**25 | IMP – LT – G**	Gains immunity against Slowing effect for 2s *Menjadi Immune terhadap efek Slow selama 2 detik*								✓					The researcher found the impact of Sprint using a literal translation strategy, and there is a gain on the target text. The translators use a literal translation strategy. That translation is gain abbreviations explained "2s" into "*2 detik*". The translators try to give clarification to the source text in the target text that "s" is "*detik"*. That does not change the context but gives enrichment.

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
20.	**26 | PAR – NT – G**	The hero *Hero*										✓			The researcher found the participation of Sprint. The translators use no translation strategy, so the translation is gain because of the word "Hero". The translator decided not to translate it into "*Pahlawan*" because it is not easily recognized by the players or gamers. The translators tried to give the point of the game as the definition of the no translation strategy, which is why the translator kept the word "Hero".
21.	**27 | FUN – LT - L**	Summons a Healing Spring *Memanggil Healing Spring*			✓										The researcher found the function of Revitalize is using a literal translation strategy, and there is a loss in the target text. That translation is loss because the translator did not translate the word "a" on the target text. The word seems insignificant, but for players, it is an important word to explain whether this battle spell emits one or more when summoned.
22.	**28 | FUN – NT – G**	Shield *Shield*		✓											The translators use no translation strategy, so that translation is gain because the word "Shield" is easily recognized by the players. The translators tried to given point of the game.

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
23.	**29 | FUN – NT - L**	HP Regen Effect *HP Regen*	✓												The translators use no translation strategy, so translation is loss because the translator did not translate the word "Effect" from the source language into the target language or Bahasa. It does not make any difference if the translator loses that word.
24.	**30 | IMP – LT – G**	Where allies within the area of effect restore 2.5% of their Max HP every 0.5s *Di mana teman satu tim yang berada dalam area efek memulihkan 2.5% dari Max HP mereka setiap 0.5 detik*								✓					The researcher found the impact of Revitalize using a literal translation strategy, and there is a gain on the target text. The translators use a literal translation strategy. That translation is gain abbreviations explained "0.5s" into "*0.5 detik"*. The translators try to give clarification to the source text in the target text that "s" is "*detik"*.
25.	**31 | IMP – LT – G**	Enhance the Shield *Memperkuat efek Shield*								✓					The translators use literal translation and there is gain of word "*efek*" in the target text. That does not change the context but gives enrichment.
26.	**32 | IMP – LT – L**	HP Regen Effect they receive by 25% (the enhancement is not stackable) *HP Regen yang mereka terima sebesar 25% (peningkatan ini tidak bisa di-Stack)*							✓						The translators use no translation strategy, so translation is loss because the translator did not translate the word "Effect" from the source language into the target language or Bahasa. It does not make any difference if the translator loses that word.

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
27.	**33 | IMP – LT – G**	Lasts 5s *Berlangsung selama 5 detik*								✓					The translators use a literal translation strategy. That translation gains the word "Lasts" into "*Berlangsung Selama*" and "s" into "*detik*". The translators try to give clarification of source text to the target text, which is why the translators add "*Selama*" into the target text and explain "s" into "*detik*". That does not change the context but gives enrichment.
28.	**34 | PAR – LT – G**	Allies *Teman satu tim*												✓	The translator uses literal translation strategy, that translation is gain the word "Allies" into "*Teman satu tim*".
29.	**35 | FUN – NT – G**	Shield *Shield*		✓											The translators use no translation strategy, so that translation is gain because the word "Shield" is easily recognized by the players. The translators tried to given point of the game.
30.	**36 | IMP – LT – G**	Immediately generates a shield that absorbs 670(+50*Hero Level) points of damage (scales with hero level) *Menciptakan Shield yang akan menyerap 670(+50*Level Hero) Damage (berskala dengan Level Hero)*								✓					That translation is loss because the translator did not translate the word "a" and "points" on the target text. The word seems insignificant, but for players, it is an important word to explain whether this battle spell emits one or more when generated.

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
31.	**37 | IMP – LT – G**	Lasts 3s *Berlangsung selama 3 detik*								✓					The translators use a literal translation strategy. That translation gains the word "Lasts" into "*Berlangsung Selama*" and "s" into "*detik*". The translators try to give clarification of source text to the target text, which is why the translators add "*Selama*" into the target text and explain "s" into "*detik*". That does not change the context but gives enrichment.
32.	**39 | PAR – NT – G**	Hero *Hero*										✓			The researcher found the participation of Aegis. The translators use no translation strategy, so the translation is gain because of the word "Hero". The translator decided not to translate it into "*Pahlawan*" because it is not easily recognized by the players or gamers. The translators tried to give the point of the game as the definition of the no translation strategy, which is why the translator kept the word "Hero".
33.	**41 | FUN – NT – G**	Magic Damage *Magic Damage*		✓											The translator using no translation strategy to translate the word and that is a gain because that word is easily recognized by players. The translators tried to given point of the game.

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
34.	**42 | FUN – NT – G**	Petrifies *Efek Petrify*		✓											The researcher found the function of Petrify is using no translation strategy, and there is a gain on the target text. The translators use no translation strategy, so the translation is gain because the word "Petrifies" is translated into "*Efek Petrify"*, which is the translator adds the words "*Efek*" for the enrichment source text to target text.
35.	**44 | IMP – LT – G**	Petrifies targets for 0.8 seconds *Menyebabkan efek Petrify kepada target selama 0.8 detik*								✓					The translators use literal translation and there are gain in translating "Petrifies" to "*efek Petrify*" and "0.8s" to "0.8 *detik*". The translators give enrichment and detailed explanation to the description skill.
36.	**45 | PAR – NT – G**	Hero *Hero*										✓			The researcher found the participation of Petrify. The translators use no translation strategy, so the translation is gain because of the word "Hero". The translator decided not to translate it into "*Pahlawan*" because it is not easily recognized by the players or gamers. The translators tried to give the point of the game as the definition of the no translation strategy, which is why the translator kept the word "Hero".

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
37.	**47 | FUN – NT – G**	DEBUFF's *Debuff*		✓											The translator using no translation strategy to translate the word and that is a gain because that word is easily recognized by players. The translators tried to given point of the game.
38.	**49 | IMP – LT – G**	Gains immunity against Control Effects for 1.2s *Mendapatkan efek Immune terhadap Crowd Control selama 1.2 detik*								✓					The translators use literal translation and there are gain in translating "immunity" to "e*fek Immune*" and "1.2s" to "*1.2 detik*". The translators give enrichment and detailed explanation to the description skill.
39.	**50 | IMP – LT – G**	Increases Movement Speed 30% *Meningkatkan Movement Speed sebesar 30%*								✓					The translators use literal translation and there is gain of word "*sebesar*" in the target text.
40.	**51 | FUN – LT – L**	Fires a Flaming Shot *Menembakan Flaming Shot*			✓										That translation is loss because the translator did not translate the word "a" on the target text. The word seems insignificant, but for players, it is an important word to explain whether this battle spell emits one or more when fired.
41.	**52 | FUN – NT – G**	Magic Power *Magic Power*		✓											The translator using no translation strategy to translate the word and that is a gain because that word is easily recognized by players. The translators tried to given point of the game.

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
42.	**53 | FUN – NT – G**	Magic Damage *Magic Damage*		✓											The translator using no translation strategy to translate the word and that is a gain because that word is easily recognized by players. The translators tried to given point of the game.
43.	**54 | IMP – LT – G**	That can knock back the enemies in the front *Yang dapat menyebabkan efek Knockback kepada lawan yang berada di depan*								✓					The translators use no translation strategy, that translation is gain because there a word "knock back" into "*efek Knockback*" is easily recognize by the players. The translators tried to given point of the game
44.	**56 | IMP – LT – G**	Slowing them down by 30% for 0.5s *Menyebabkan efek Slow kepada mereka sebesar 30% selama 0.5 detik*								✓					The translators use literal translation and there are gain in translating "Slowing" to "*efek Slow*" and "0.5s" to "0.5 *detik*". The translators give enrichment and detailed explanation to the description skill.
45.	**59 | IMP – LT – L**	For 1 seconds after the teleport, increase 5(+1*Hero Level) points of Physical and Magic Defense *Selama 1 detik setelah melakukan Flicker, meningkatkan Physical dan Magic Defense sebanyak 5(+1*Level Hero)*							✓						The translators use literal translation and there is loss of word "points" in the target text.

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
46.	**60 | PAR – NT – G**	Hero *Hero*										✓			The researcher found the participation of Flicker. The translators use no translation strategy, so the translation is gain because of the word "Hero". The translator decided not to translate it into "*Pahlawan*" because it is not easily recognized by the players or gamers. The translators tried to give the point of the game as the definition of the no translation strategy, which is why the translator kept the word "Hero".
47.	**61 | FUN – NT – G**	Teleports *Teleport*		✓											The researcher found the function of Arrival is using no translation strategy, and there is a gain on the target text. The translator decided to use no translation strategy instead of translating into "*teleportasi*" or "*berpindah*". That word is not easy for players or gamers to recognize. The translators tried to give a point of the game.
48.	**62 | IMP – LT – G**	Increasing the Movement SPD by 60% for 3s (decays with the time) *Meningkatkan Movement Speed sebesar 60% selama 3 detik (semakin berkurang seiring waktu)*								✓					The translators use literal translation and there are gain in translating Movement SPD" to "*Movement Speed*" and "3s" to "3 *detik*". The translators give enrichment and detailed explanation to the description skill.

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
49.	**64 | IMP – LT – G**	Slowing the target hit by 45% for 1s *Menyebabkan efek Slow kepada target yang mengenainya sebesar 45% selama 1 detik*								✓					The translators use literal translation and there are gain in translating "Slowing" to "*efek Slow*" and "1s" to "*1 detik*". The translators give enrichment and detailed explanation to the description skill.
50.	**65 | IMP – LT – G**	If it is interrupted, the CD will be reduced by 30s *Jika dibatalkan, CD akan berkurang sebanyak 30 detik*								✓					The researcher found the impact of Sprint using a literal translation strategy, and there is a gain on the target text. The translators use a literal translation strategy. That translation is gain abbreviations explained "30s" into "*30 detik"*. The translators try to give clarification to the source text in the target text that "s" is "*detik"*. That does not change the context but gives enrichment.
51.	**66 | PAR – LT – L**	An allied turret *Turret satu tim*											✓		The translators use literal translation, and there is a loss on the target text. The word "An" did not translate well, that word is important to explain to the player or gamers.
52.	**67 | PAR – NT – G**	Minion *Minion*										✓			The researcher found the participation of Arrival. The translators use no translation strategy, so the translation is gain because of the word "Minion". The translator decided not to translate it into "*Antek*" because it is not easily recognized by the players or gamers. The translators tried to

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
															give the point of the game as the definition of the no translation strategy, which is why the translator kept the word "Minion".
53.	**68 | PAR – NT – G**	Hero *Hero*										✓			The researcher found the participation of Arrival. The translators use no translation strategy, so the translation is gain because of the word "Hero". The translator decided not to translate it into "*Pahlawan*" because it is not easily recognized by the players or gamers. The translators tried to give the point of the game as the definition of the no translation strategy, which is why the translator kept the word "Hero".
54.	**70 | IMP – LT – G**	In 3s after the skill activation, reduce damage taken by 35% *Dalam 3 detik setelah Skill diaktifkan, mengurangi Damage yang diterima sebesar 35%*								✓					The researcher found the impact of Sprint using a literal translation strategy, and there is a gain on the target text. The translators use a literal translation strategy. That translation is gain abbreviations explained "3s" into "*3 detik"*. The translators try to give clarification to the source text in the target text that "s" is "*detik"*.
55.	**72 | PAR – LT – L**	An enemy unit											✓		The translators use literal translation, and there is a loss on the target text. The word

No.	Code	ST & TT	FUN				IMP				PAR				REASONS
			NT		LT		NT		LT		NT		LT		
			L	G	L	G	L	G	L	G	L	G	L	G	
		Unit lawan													"An" did not translate well, that word is important to explain to the player or gamers.
56.	**73 | PAR – LT – G**	The attacker												✓	The translators use literal translation and there is a gain on the target text. The translator adds word "*Unit*" to clearly add a description for the players or gamers.
		Unit yang menyerang													
			1	**14**	**2**	**0**	**0**	**0**	**5**	**21**	**0**	**10**	**1**	**2**	