

**QUICK CHAT LOCALIZATION QUALITY ASSESSMENT AS SEEN
FROM *MOBILE LEGENDS: BANG-BANG, ARENA OF VALOR, AND
HEROES EVOLVED***

THESIS

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



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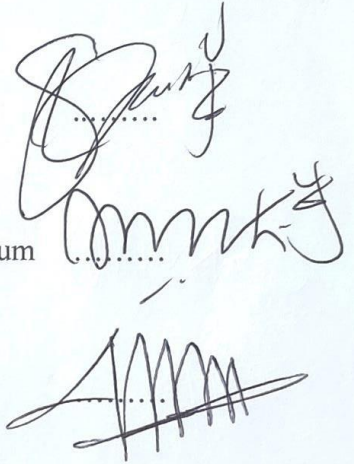
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DEDICATION

This thesis is dedicated to:

1. My beloved parents
2. My beloved brothers
3. My beloved friends
4. English Literature Department
5. My Almamater UIN Raden Mas Said Surakarta

MOTTO

لَا صَبْرَ بِجَمِيلٍ
رَّحِيمٍ
رَّحِيمٍ

“So be patient with gracious patience”

Surah Al Ma’arij chapter 70 verse 5

“What we do in life, echoes in eternity:

-Gladiator-

PRONOUNCEMENT

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I hereby sincerely state that the thesis entitled *Quick Chat Localization Quality Assessment as Seen from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved* 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, 5 April 2023

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The researcher realizes that this thesis denotes many imperfections. Therefore, any supportive comments are received for the good of this research. The researcher hopes that this research could be a useful inspiration or bring good impacts for all the readers.

Surakarta, 5 April 2023

The Researcher,

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ABSTRACT

Rachmad Panji Nur Allim. 2022. *Quick Chat Localization Quality Assessment as Seen from Mobile Legends Bang-bang, Arena of Valor, and Heroes Evolved*. Thesis. English Literature. Faculty of Language and Culture.

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

Keywords : MOBA mobile online game, Quick Chat, Translation Strategy, Localization Quality

Video games are growing continuously and rapidly in recent years. MOBA is one of the most popular game genres which many people have an interested in it. MOBA has a communication feature namely quick chat in order to ease player communicate each other which has many languages are localized. The objectives of this research is to describe the translation strategies which applied on quick chat in some MOBA games namely Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved; and also explain the localization quality assessment of quick chat in MLBB, AOV, and HV.

This research use translation strategy from Purnomo et, al(2019) to find out translation strategy used in the games, such as Abbreviation, Symbolization, Condensation, Omission, Retention, Mediation, and Violation. Then, the quick chat localization quality is assessed based on parameters from Purnomo (2018) namely, Mechanical-narratives structure, Diegetic symbiosis, and Localization level.

This research uses descriptive qualitative design. The data are taken from MOBA mobile online game namely MLBB, AOV, and HV games in English Version (SL) and Indonesian Version (TL) in the form of textual and visual elements. Documenting and Recording are technique of collecting data is used in this research. The main instrument of this research is the researcher. To validate the data, the data sheets are checked by the validator and the researcher. The validated data assessed by single rater.

This research found 103 data from each game using diegetic strategy. Symbolization strategy are not found of this research, and the dominant one is Retention (39.8% of overall data) which dominantly gets good score namely 2,8. From the result about the relationship between diegetic strategy and localization quality show that there are 38 data with good quality level using retention strategy for quick chat. Retention strategy is related to three parameters of localization quality where retention strategy mostly applied in quick chat of MOBA games to maintain the originality of their own terms in games which are conveyed explicitly in the dominant findings in three parameters of localization quality which aim to make clear meaning in quick chat so that players can easily understand in playing games.

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LIST OF ABBREVIATIONS

MOBA	: Multiplayer Online Battle Arena
MLBB	: Mobile Legends: Bang-bang
AOV	: Arena of Valor
HV	: Heroes Evolved
SL	: Source Language
TL	: Target Language
EN	: English
ID	: Indonesian
UI	: User Interface
Meta	: Metamorphosis
Ana	: Anamorphosis
Uni	: Univocal
Cry	: Cryptic
Enig	: Enigmatic
Equ	: Equivocal
Mne	: Mnemonic
Heg	: Hegemonic
DPS	: Damage per Second
ABB	: Abbreviation
CON	: Condensation
OMSN	: Omission
RTN	: Retention
MDTN	: Mediation
VLTN	: Violation
P	: Preparation
S	: Setting
C	: Customize
ST	: Source Text
TT	: Target Text
US	: United States

CHAPTER I

INTRODUCTION

A. Background of the Study

Video games are growing continuously and rapidly in recent years. The existence of the internet mostly affects to the growth of video games from offline into online games. Nowadays, online games are the most popular around worldwide, especially online mobile games. According to Katie (2020), the number of smart phone users for playing mobile games hit 2.4 billion people in 2019. Several popular online games provide certain national languages in games for their customers. It implies that the existence of national language in online games is important for people in certain country that do not know the international language (English).

Today's, Multiplayer Online Battle Arena (MOBA) is one of the most popular game genre which many people have an interested in it. The examples of popular MOBA mobile games are Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved etc. In MOBA, communication with other players in a team is very important. As stated by Soewarno (1980) communication is a process of mutual interaction or mutual understanding between humans. Thus, the developer of MOBA games provides some feature to make players easily communicate such as verbal and nonverbal. Quick chat is a nonverbal communication feature in MOBA games which use to communicate quickly with other players. As stated Valentina (2019) quick chat is communication features available instantly or simply by broadcasting to all players during game play are designed to communicate with each other and provide instructions during game play. According to Hardjana (2003), non-verbal communication is the communication without pronounce words. This feature provides some simple text as communication code for players in playing a match. Thus, the translation of an online mobile games feature is important to inspected, it done to know is the message of quick chat in original texts are conveyed in target text language.

Quick chat feature which is one of the important components of MOBA games actually has applied localization. According to Purnomo (2019) the localization deal with modifying a product to fit target language and target culture covers all elements of the product. Each region actually has own word characteristic and culture. As stated by Hoft (1995) that localization is the process of creating or adapting an information product for use in a particular target country or market. Thus, the applying localization is useful to make the customers in other region feel not strange of the elements in a product. MOBA games have own term that actually has different meaning with other games. In quick chat localization, the original term is often shifted into the target language. As stated by Chandler (2005) that game localization as the process of translating the game into other languages. In shifting process, the original term that shifted into target language not completely shifted. Yet, the original term shifted with a MOBA term culture which known by players in majority specifically veteran in MOBA games. Although it will be a problem if some players that are beginners do not know the term in a match. They might not understand if the veteran players as their team use those terms.

The case of game assets localization becomes an interesting topic to study in recent time. Ihalainen (2021) investigates Finnish localization and its usability in Assassin's creed IV: Black Flag game. She finds out that the mix of heuristics and personas worked very well with Assassin Creed IV's limited usability analysis. The result of usability depends on the persona: experienced player, old player, new player. Another investigation has been conducted by Annisa (2019). She investigates translation strategy and localization quality assessment of Sastrasuki game. In her thesis, she states that diegetic strategy is the most dominant strategy used and the localization quality of the game is good. Another issue has been conducted by Purwaningsih (2018). She investigates video games translation from localization in Sastrasuki and Are You That Parking Good games. She finds out that in-game text asset of Sastrasuki and Are You That Parking good games take higher score than another asset. A little different issue with others, Wahlroos (2019) investigates design of game play UI for MOBA mobile game. In his thesis, he states that transferring landscape mode into portrait

mode of MOBA mobile game is hard, it's need making major changes in games rules and UI. Moreover, game rules and UI must be simple and easy to understand in order to help players learn the game mechanics. Another issue about game research, Ratulangi (2018) investigates translation techniques applied in Mobile Legends: Bang-bang. She finds out that the translation techniques applied in the game for avoid wasting words and change the grammatical aspects in order to make TL sound natural.

The previous studies have some gaps with this research, in terms of the research's subject and the theoretical framework used. This research is done to analyze the quality assessment of quick chat localization in MOBA games and to analyze diegetic strategies that are used in the games. In the case of research, the researcher took three mobile MOBA games as the object of the research, namely Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved. The researcher uses diegetic strategies to analyze object of research. According to Purnomo (2019) diegetic strategies is divided into 7, namely, abbreviation, condensation, ommision, symbolism, retention, mediation, and violation. The researcher uses theory by Purnomo findings entitled "*Model Penilaian Kualitas Pelokalan Video Games Berbasis Ludifikasi*" to analyze the quick chat localization quality assessment. According to Purnomo (2018) there are three parameters to assess localization quality, namely mechanics-narratives structure, diegetic symbiosis, and localization level.

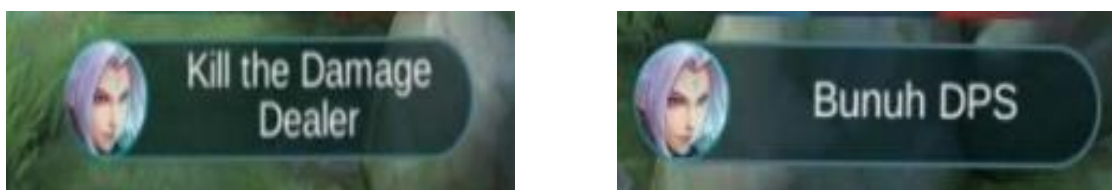


Figure 1. An example of quick chat in Mobile Legends: Bang-bang's game play

The pictures above were taken from Mobile Legends: Bang-bang gameplay. Mechanical-narratives structure on the pictures above show cryptic (meta-ana) because the mechanical instruction delivered explicitly, namely "kill the damage dealers" and narrative message delivered implicitly because the meaning of "the damage dealer" covers several roles in MOBA games such as

assassin, marksman, fighter, mage etc. Diegetic symbiosis on the pictures is textual hegemonic, because there is only text to make players comprehend in playing a match. Localization level of the picture is no localization, which there is no localization neither textual, sound, and visual elements. The researcher found that the translator used diegetic strategies to maintain the word's number of the data from a source language into the target language. The phrase "Kill the damage dealer" translated into the shorter phrase "*Bunuh DPS*" in the target language which has less word's number. The term of Damage Dealer, "DPS" or Damage per Second is familiar for gamer especially MOBA game player. The definition of DPS itself is that a character / hero which can deal much damage per second to the enemies. As Purnomo's theory about diegetic strategies, the abbreviation is the strategy that shortens source language into target language. Thus, the researcher concludes that the pictures above applied abbreviation.

Departing from the phenomenon of quick chat in MOBA mobile games as discussed on the previous paragraph, The researcher was interested in investigating analyze the quality assessment of quick chat localization in MOBA games and to analyze diegetic strategies that are used in the games in this thesis entitled "Quick Chat Localization Quality Assessment as Seen from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved.

B. Limitation of the Study

Limitation of the Study is required for researcher to clarify the things or object to be analyzed and prevent the discussion so as not out of context. The limitations of this research involve several aspects. First, genre of games which are analyzed is Multiplayer Online Battle Arena (MOBA). MOBA game genre is non-linear narrative games; more simply ability to "play again" (Morris, 2019). Thus, MOBA game genre is a game that has no ending. Second, the games that want to be analyzed are mobile games which are dominating the mobile games market, namely Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved. Third, this research is about analyzing one of the features in MOBA game genre named quick chat. To analyze translation strategies that used of the

games, the researcher uses diegetic strategy theory from “*Studies on Shift: Game Localization and Subtitling*” by Purnomo (2019). The researcher used diegetic strategies because quick chat is textual data, which diegetic strategies used to analyze it. To assess localization quality, the researcher use related theory from “*Model Penilaian Kualitas Pelokalan Video Games Berbasis Ludifikasi*” by Purnomo (2018). The theory provides 3 parameters to assess localization quality for more comprehensive analysis. Furthermore, the researcher chose those theories because it has similar object of study, namely game translation.

C. Problem Formulation

In this research, the following problems of study are proposed:

1. What are translations strategies employed to translate quick chat localization as found from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved?
2. How is the localization quality of quick chat in Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved?

D. Objectives of the Study

Related to the problem formulation, the objectives of study are:

1. To describe the translation strategies which are employed to translate quick chat as found from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved.
2. To explain the quality of quick chat localization in Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved.

E. Benefits of the Study

1. Researcher

This research is appropriate for researchers who investigating the similar object of study or subject of study. The researcher has compiled several examples and used more relevant theories in analyzing. Thus, it might be used by other researcher as references latest research for further research.

2. Developers

The research findings reveal how the localization translation quality in quick chat of those games by each game developer. Thus it can be used as references for the game developers to add new quick chat for players needed or revise the quick chat which has poor quality.

3. Scholars

This study might be useful for scholars who learn translation studies field especially video game localization translation. The scholars can get additional knowledge by these findings, and expected to get more comprehension in learning translation studies

F. Definitions of Key Terms

1. Game Localization

Game localization is the process of translating the game into other languages. In shifting process, the original term that shifted into target language not completely shifted. (Chandler, 2005)

2. Multiplayer Online Battle Arena (MOBA)

Multiplayer Online Battle Arena (MOBA) is a genre of game which was greatly influenced by the genre of real-time strategy (RTS). In MOBA matches, two teams of five players come together to compete on one battlefield. Players can play alone (that is, play against four other teammates with similar skills) or in a pre-made group of up to five players (Morris, 2019). Thus MOBA game genre is a real-time strategy with 2 teams consists of 5 players in each team, and that has no ending.

3. Quick Chat

Quick chat is a game communication features available instantly or simply by broadcasting to all players during gameplay are designed to communicate with each other and provide instructions during gameplay (Valentine, 2019). The players can choose some quick chat that needed in a team before play the games.

CHAPTER II

LITERATURE REVIEW

A. Theoretical Background

1. Video Game Localization

Video game is a system forms of a play consist of some elements which are made by software and supported by electronics devices. According to Wolf (2001) stated that a video game is consist of some elements, namely, conflict, rules, use of player ability, and valued control. Conflict in video games has some form, such as against with an opponent or circumstances (Wolf, 2001), solve a problem, etc. It shows that player will face a conflict when he is playing a game. The game's developer gives several abilities and provides equipment or tools to help the player solve the conflict. Meanwhile game developer's creates rules in a game to control payers such as limits player activity and prevent players who want to cheat. As stated by Wolf (2001) that the rules in a game s absolute regulation to controls players who play the game which determining what can player and cannot be done. The game developer's limits player's action to make the player be fair when he play the game. In a video game, use player's ability is usually in the form of skill, strategy, even luck (Wolf, 2001). A winning and losing of the game is valued outcome in the game (Wolf, 2001). Thus the player has to be able use his ability and set a good strategy to win the game. Lucky is also can be a determinant to the player to win the game. Meanwhile, Purnomo (2019) quoted that video game is a cyber text that has ludic elements which be manifested in to a set of rules. The player's changing in a manner of their proceduralist, configurative, and connectionist could be affected by the game (Purnomo, 2019). It means a video game is a system formed by text and electronics elements which has ludic elements that can affect

the players in some aspects such as their proceduralist, configurative, and connectionist when they play the game.

Localization is adjustment the process a product or any elements of a product in to different local region or market target. According to Chandler (2005) stated that localization is process of translating game the game into other language. It means a language is one of the factors of game's elements that must be translated by localizer. As stated by Mangiron & O'hagan (2014) game localization can be considered as the process of adjusting games to a particular locale. The localizer can modify or change some elements or features of the game to fit locale culture of target locale region. In addition, Mangiron & O'hagan (2014) stated in the commercially competitive context of the game sector, that localization is subject to decisions made by publishers while technically its process is closely link to the game development, which in turn is influenced by the various specifications of the particular platform (or platforms in the case of multi-platform game).

Thus, game localization can be defined as the process of adjusting or translating any elements of the game into other particular locale, yet still remains subject to game development. The localizer is able to modifying the elements of the game even adding some feature to fulfill target locale market. Furthermore, game localization is made up of distinct assets which necessary to be localized, namely in-game text, art assets, audio and cinematic assets, and printed material (Chandler & Deming, 2011). It means there are any elements which are not necessary to be localized even prohibited to maintain the original term.

2. Spatialization based Translation Strategies in Video Game Localization Context

The general term of spatialization is related with space which has role to accommodate anything. Spatialization based translation strategies in video game localization context is the

strategy which used to by translator to determine the localization translation in a game that fit with the space provided in the game. Meanwhile, video game has many components that supposed to be localized and translated by translator or localizer in process of game localization. Of course, there is challenge for the localizer or translator related with spatialization in a game. Mangiron and O'hagan in their book, *Game Localization: Unleashing Imaginaton with 'Restricted Translation'*, mentioned that character limitations isa fundamental problem in translating video games in the context of localization (2006). The intention of character here is the number of characters in one word or in one text string, the unit of text which is the focus of a game translator's work. Thus, the localizer is able to arrange the word characters or text strings to fit the space or place where the words are exist in. Mangiron and O'hagan mentioned the term for the translator in context of game localization namely "*transcreation*", is that the freedom for video game translators to rewrite everything in a game title but still appropriate in that corridor (2013). As stated by Purnomo (2018) the using of transcreation the translator will not be burdened by limitations owned by the string. It shows that the localizer is able to change several words in original language into target language with arrange the words properly to fit the space of the words in the game without relieve the message. Moreover, Purnomo (2018) provides two types of strategies in video game localization context namely, diegetic strategies and non-diegetic strategies.

a. Diegetic Strategies

Diegetic strategies are the strategy that textual shift applied over the spatial problems in the game. There are 7 classifications of diegetic strategies:

1) Abbreviation

Abbreviation is strategy which implemented by abbreviating the word to adjust compatibility of the

messages to the dialogues box where the messages are exist in the game. Example:

SL: such as

TL: *cth*

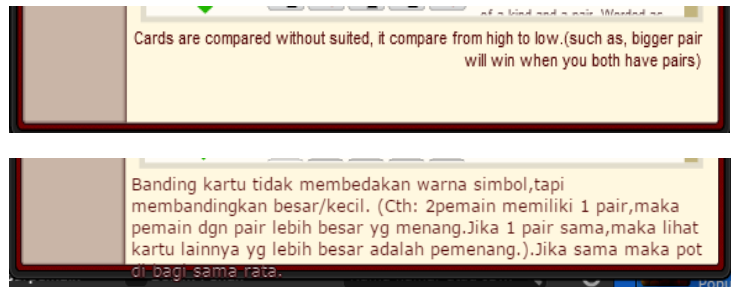


Figure 2.1 Screenshot from Booya Texas Poker game play

From picture above, the word “Such as” is translated in to “Cth” in Target Language. The translator abbreviates the phrase “Such as” in to “Cth” to adjust compatibility of the message to the dialogue box where message is exist in the game.

2) Condensation

Condensation is the strategy which implemented by compressing the message content with taking main point of the messages in the original game.

Example:

SL: Hit the Ground Running

TL: *Memanfaatkan Kesempatan*



Figure 2.2 Screenshot of Condensation’s example taken from Spiderman Unlimited game play

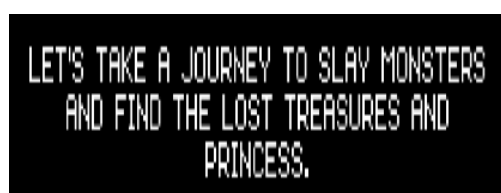
From the picture above, the sentences “Hit the ground running” is translated in to “*Memfaatkan Kesempatan*” in TL. The translator compresses the sentences “Hit the ground running” in to “*Memfaatkan Kesempatan*” in TL to fit the spaces without changing the messages of the SL. The meaning of the sentences still understandable since this game puts player’s character in a simultaneous running condition so that players must appropriately take advantage of various opportunities this game places the player.

3) Ommision

Ommision is the strategy which implemented by deleting certain irrelevant words. Example:

SL: Let’s take a journey to slay monster and find the lost treasures and princess

TL: *Ayo bertualang mencari 10 artifact dan princess*



LET'S TAKE A JOURNEY TO SLAY MONSTERS
AND FIND THE LOST TREASURES AND
PRINCESS.



Ayo bertualang mencari 10 Artifact dan
Princess.

Figure 2.3 Screenshot of Omission’s example taken from Buff Knight intro.

From the picture above, the sentence “Let’s take a journey to slay monster and find the lost treasures and princess” is not translated fully into Target Language. The translator deletes some words to save some spaces since the words are not main messages of the sentence.

4) Symbolization

Symbolization is the strategy which implemented by altering words into symbol or sign. Example:

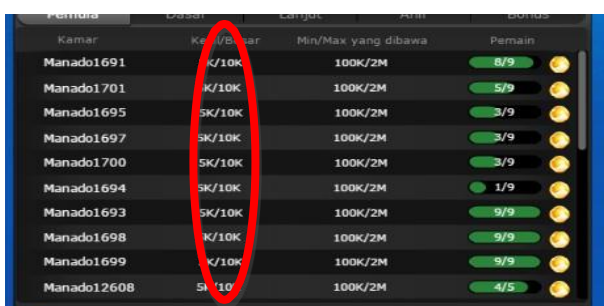


Figure 2.4 Screenshot of Symbolization strategy from Booya Texas Poker.

As seen in the screenshot above, the use of “k” which means “kilo” to replace a thousand is applied to Poker Texas Booya. The interesting about this finding is that since the English version, Booya Texas Poker, the symbol k has been used. This case indicates that localization in the context of spatial problems has been considered since the game has not been localized to the target language.

5) Retention

Retention is almost same with borrowing, but this strategy is done to keep original term and solve spatial problems. Example:

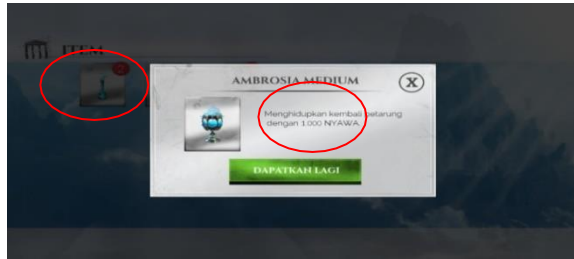


Figure 2.5 Screenshot of Retention’s example taken from Gods of Rome

The word “Item” and “Ambrosia” is does not translated in TL since the target players more familiar with these word. Furthermore, if the word was translated in to TL, the characters number will more than SL and it might not save some spaces.

6) Mediation

Mediation is the strategy which implemented by selecting similar meaning words (synonym) or words that have same character amount. The example is the phrase “*Chaos Vessel*” in Gods of Rome game which was localized as the “*Bejana Kemelut*”. Chaos, which literally means “*kekacauan*”, is defined as “*kemelut*”, which is synonymous with “*kekacauan*”.

7) Violation

Violation is the strategy which implemented by violating the grammar to save spaces provided in the game. Example:

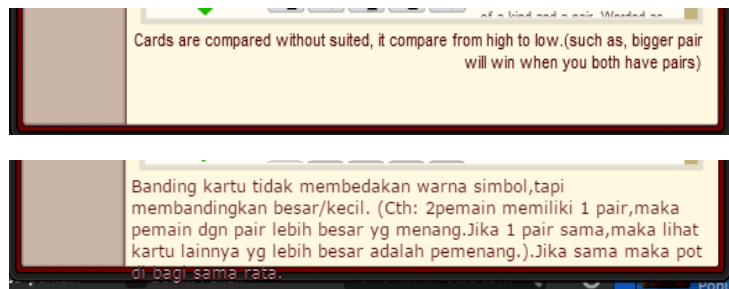


Figure 2.6 Screenshot of Violation's example taken from Poker Texaz Poker Booya.

From the picture above, The violation does not seem like a strategy but tends to stem from technical errors in writing the text strings or errors by the locale when having to translate massive amounts of text strings. However, there is also a different form of violation, namely a violation of the dialog box spatialization. This violation tends to be intentional because the locale violates the dialog box boundaries by translating all the information so that the dialog box boundaries are distorted. However, the translator prefers to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.

b. Non-Diegetic Strategies

Non-diegetic strategies are the strategy that graphical shift applied over the spatial problems in the game. There are 5 classifications of non-diegetic strategies:

1) Iconizing

Iconizing is the strategy which implemented by altering texts string into imagebased text to get flexibility of conveying the messages.



Figure 2.7 Screenshot of Iconizing's example

From the figure above, The size, position, shape and format of the font can be modified as needed because the font used is an image-based font, not text. Therefore, like images, this font can also be modified in such a way as to overcome spatial problems. The application of this kind of iconization strategy tends to be executed independently or simultaneously with a dietetic strategy, as was found in the case of the omission and symbolization strategy above.

2) Typefacing

Typefacing is the strategy which implemented by changing the font face and font case of the words to solve spatial problems.

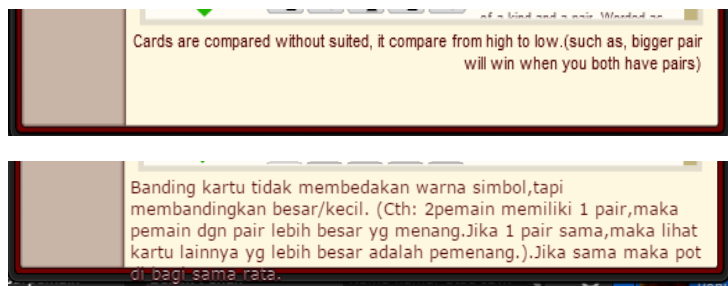


Figure 2.8 Screenshot of Typefacing's example

From the figures above, applying the typefacing strategy by changing the font type from Times New

Roman to Calibri which has a smaller size. Even though it has been converted, as can be seen from the screenshot above, the message still crosses the border of the dialog box, one of which is caused by not changing the font size in the Indonesian version.

3) Lettering

Lettering is the strategy which implemented by changing the font size of the words to solve spatial problems.



Figure 2.9 Screenshot of Lettering's strategy taken from Spiderman Unlimited

From the figure above, "*Penggalian data*", which is transferring messages from "Data Mining", changes the font size in order to divert messages as accurately as possible. The application of the lettering strategy in Spiderman: Unlimited above is followed by a change in the size of the dialog box which appears to be squarer in the Indonesian version compared to the English version.

4) Ballooning

Ballooning is the strategy which implemented by altering or modifying dialogue boxes where the messages are exist. Example:



Figure 2.10 Screenshot of Ballooning's strategy taken from Gods of Rome

From the figure above, the dialog box with the words "fight" is changed "*Bertarung*" to a longer form when localized into Indonesian so that the word fight as a substitute for the message from fight can be written spatially in the dialog box

5) Windowing

Windowing is the strategy which implemented by rebuilding or remaking dialogue boxes to fit the translation messages. This strategy is still related to ballooning with the difference that in this strategy, the dialog box is not modified in size but changed in shape. This strategy was not found for example from the games analyzed but found in games that were fansubbed by fans using the modding technique with the Self Development Kit (SDK).

3. Ludification based Video Game Localization Quality

In comprehending the term of ludification, it is necessary to know the related term with ludification namely ludology and ludic. Ludology is a study field about games which include the systems and mechanisms. As stated by Frasca (1999) ludification is branch of knowledge that learns various games and play activities. It means ludification is necessary to learn because it will help the localizer who translates the elements of the game properly.

Because the localizer will know the means of game's terms and their system, so he is able to transferring message properly of the game's narrative and mechanical order. The word ludic is refers to a game which structured and has the rules to play. It brings out the derivation words such as ludic values, ludic space ludic voluntary, ludic mobilities, and ludic theory. (Huizinga, 2014; Caillois, 1961; Sutton-Smith, 2001; Frasca, 2003, 2007; Bogost, 2008; Richardson, 2010; Gunzel, 2010; Purnomo, 2018)

Ludification is the characteristic of play style in a game. As stated by Purnomo (2018) ludification is the play identities of game which is formed by mechanical-narrative structure and diegetic symbiosis. It means every game have their own characteristics of the play style, of course there is differentiation the player's way in playing the game. Thus ludification is really necessary to learn for assessor to assess the game localization correctly. Furthermore, Purnomo (2018) mention three parameters of ludification which used to assess video game localization namely, mechanical-narratives structure, diegetic symbiosis, and localization level.

a) Mechanical-narratives Structure

It is a message delivery structure in game through influence ideology. There are two kinds of influence ideology namely metamorphosis (the messages are delivery implicitly) and anamorphosis (the messages are delivery explicitly). The combination of both influence ideology create the following four types:

Mechanical-narrative Structure	Mechanical Structure	Narrative Structure
Univocal	Metamorphosis	Metamorphosis
Cryptic	Metamorphosis	Anamorphosis
Enigmatic	Anamorphosis	Metamorphosis
Equivocal	Anamorphosis	Anamorphosis

Tabel 2.1 Type of mechanical-narrative structure

b) Diegetic Symbiosis

It is related with texts, visual elements, and their implementation. It shows the relation and between the text with visual elements and their roles in delivering the messages.

Diegetic symbiosis divided into the following two types:

Diegetic Symbiosis	Explanation
Mnemonic	Both text and text's visualization are complement to ease players on understanding in playing the game
Hegemonic (Tekstual) Hegemonic (Visual)	Text as preference or main elements which used to ease players on understanding in playing the game Visual element as preference or main elements which used to ease players on understanding in playing the game.

Table 2.2 Type of Diegetic symbiosis

c) Localization Level

There are three localization levels namely full localization, partial localization, and no localization. Full localization means all the elements of game are localized. Partial localization means to not all elements of game are localized or just textual elements are localized. Meanwhile no localization refers to the total adoption of the games as the original one. Detail of the ludification based video game localization assessment seen the following table:

Ludification Parameters	Shifting	Quantification	Classification	Scale
Mechanical-narratives Structure	Uni- Uni	3	Good	3
	Uni- Cry	2	Average	
	Uni- Eni	2	Average	
	Uni- Equ	1	Poor	
	Cry- Uni	2	Average	
	Cry- Cry	3	Good	
	Cry- Eni	2	Average	
	Cry- Equ	2	Average	
	Eni- Uni	2	Average	
	Eni- Cry	2	Average	
	Eni- Eni	3	Good	
	Eni- Equ	2	Average	
	Equ- Uni	1	Poor	
	Equ- Cry	2	Average	
	Equ- Equ	2	Average	

	Eni			
	Equ- Equ	3	Good	
Diegetic Symbiosis	Mne- Mne	3	Good	2
	Mne- Heg	1	Poor	
	Heg- Heg	3	Good	
	Heg- Mne	1	Poor	
Localization Levels	Full	3	Good	1
	Partial	2	Average	
	No	1	Poor	

Table 2.3 Score distribution of localization quality assessment

4. Mobile Legends: Bang-bang by Moonton

Mobile Legends: Bang-bang is a MOBA mobile game genre which Shanghai Moonton Technology co.ltd as the creator and developer. This game was released on September 24, 2016 in Play store and App Store. Nowadays, Mobile Legends occupy at first rank on category top free action game in Play Store. As written on the description, Mobile Legends: Bang-bang is MOBA genre 5 VS 5 which include action and strategy game. The match takes place in Land of Dawn where there are two teams who fight each other which each team consist of 5 players. Each team has 1 base, 3 base turrets, 3 inner turrets, and 3 outer turrets. The main objective of this is to destroy enemy's base, thus each team must has good teammate who can get good teamwork and great strategy to win. Meanwhile there are jungle's monster which might killed by

players to increase their level and economy. Technically there are 6 roles with 119 hero characters which can be chosen by players namely assassin, marksman, mage, tank, and support. Each hero has different skills, emblems and builds, so player must be able to set them to maximize its potential role. The communication is really important for player to sharing the information to get nice teamwork, so the players have to use the feature properly which provided by the game such as voice chat and quick chat.

5. Arena of Valor by Tencent

Arena of Valor is a MOBA a mobile game action, and strategy genre which published by Tencent and distributed by Garena. This game was released on November 26, 2015. Actually this game has many titles in several countries such as Strike of Kings (Europe), Honour of Kings (Tiongkok), Penta Storm (South Korea), Legendary showdown (Taiwan), Lien Quan (Vietnam), Mobile Arena (Indonesia), and Realm of Valor (Thailand). In order to adapt the global market, Tencent finally change the title to be Arena of Valor in 2017. Same as other MOBA game genre, this game has same number of players, turret or base and main objective. There are little different with other MOBA game, such as the number of jungle's monster and its term. There are 6 roles with 95 heroes characters namely warrior, assassin, mage, tank, archer, and support which can be chosen by players. Same as other MOBA games, each hero has different skills, emblems and builds, so player must be able to set them to maximize its potential role. Same as other MOBA games that the communication is really important for player to sharing the information to get nice teamwork, so the players have to use the feature properly which provided by the game such as voice chat and quick chat.

6. Heroes Evolved

Heroes Evolved is a MOBA mobile action game which published by Net dragon Websoft Inc. This game was released on January 25, 2017 in Play Store and App Store. Similarly with other MOBA game, this game has same main objective, number of turret or base, and the players. Several terms of heroes roles classification and number of jungle's monster is quite different with other MOBA games. There are 3 main roles such as strength, agility, and intelligence with 112 hero characters. Although there are 8 sub roles which each heroes have three of them, namely melee, range, nuker, durable, disabler, ganker, carry, and pusher. Similarly, with another MOBA game, player has to set emblems and builds correctly to maximize hero's potential because they have different skills, emblems, and builds. Same as another MOBA game, this game provides communication feature such as voice chat and quick chat to ease players share information. Thus, the players have to use it properly to get nice team work and win the game.

B. Previous Related Study

The researcher has found at least are five previous study which related with this thesis.

First, skripsi thesis entitled *Video game localization – analyzing the usability of the Finnish localization of Assassin's Creed IV: Black Flag* by Ihalainen J. P (2019). This research focuses on analyzing the usability of the Finnish localization of Assassin's Creed IV by use mixing two different usability testing methods and finds out the potential usability issues by using the methods. The topic of the research is similar with this research, namely game localization. Meanwhile, the object of the research shows dissimilarity namely Assassin's Creed IV; Black Flag. Another difference of Ihalainen's research with this research is that employed theory. Ihalainen's research use heuristic evaluation's theory from Nielsen (1994), and personas theory from Sinkkonen et, al (2009).

Second, lire journal of linguistic and literature entitled *An Analysis Phrase Level Translation Techniques Applied On Heroes Background in Mobile Legends: Bang-bang* by Ratulangi, K. D. (2018). This research analyze translation techniques applied in Mobile Legends: Bang-bang game and its purpose. The similarity which emerges between Ratulangi's research and this research is the object of the research, namely MOBA mobile game entitled Mobile Legends: Bang-bang. However, the topic of Ratulangi's research with this research is different. Ratulangi's research discuss about translation technique applied on hero's background, while this research discuss about translation strategy and translation quality assessment of localization on quick chat. The other difference is that Ratulangi employs theory which is different. He uses about translation techniques from Molina and Albir (2002).

Third, there is a skripsi thesis entitled *Localization Quality Assessment for Video Game Subtitle Entitled "SASTRASUKI"* by Annisa, A. N. (2019). Annisa's research is talks about analyzing and assessing the localization quality on game subtitle entitled Sastrasuki game. The similarity between Annisa's research and this research is the specific object of the research. Annisa's research object is video game subtitle entitled Sastrasuki, meanwhile this research is MOBA mobile game namely, Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved. The other similarity is on employed theory and topic. Both research use translation strategy from Purnomo (2018) to analyze diegetic and non diegetic strategy applied. Both topic is also similar namely translation strategy and localization quality assessment of the game. However, the other specific topic reflects dissimilarity. Annisa's research analyzes whole elements, meanwhile this research only analyze quick chat and UI of quick chat in game play of this research is MOBA mobile game namely, Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved.

Fourth, a skripsi thesis entitled *Video Game Translation from Localization Perspective (a Case Study from Video Games Localization in*

I After Smile Studio entitled Sastrasuki and Are You That Parking Good) by Purwaningsih, R., and Untari, L (2018). Purwaningsih's research analyzes the problems encountered by translators and the possible solutions to solve those problems in the form of a literature review in video games localization entitled Sastrasuki and Are You That Parking Good. The similarity between Purwaningsih's research and this research is the topic and object of the research. Both researches similarly investigate about game localization even though the specific topic and specific object is different. However, there are dissimilarities between Purwaningsih's research and this research. The research object of Purwaningsih's research is Sastrasuki and Are You That Parking Good games, meanwhile this research is MOBA mobile game namely, Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved. The other specific topics reflect dissimilarity. Purwaningsih's research analyze the whole elements of Sastrasuki and Are You That Parking Good games, meanwhile this research only investigates quick chat and UI of the quick chat in game play of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved. The theory used between Purwaningsih's research and this research shows dissimilarity. Purwaningsih use theory from Chandler (2005) about localization levels, and Mangiron and O'hagan's theory to analyze translation strategy of the game.

CHAPTER III

RESEARCH METHOD

A. Research Design

This research employs qualitative approach to gain objectively perspective which receive multiple perspectives and facts by participants/raters and researcher, and not always avoid political problems. According to Saldanha and O'brien (2014) stated that the interpretivist is associated with qualitative approach. Of course, the researcher will find the raters (the peoples who have knowledge's background or experts in translation) to participate in analyzing and assessing the data in the games. Therefore, the qualitative approach application in this research gathers the participants or raters which assess and gives opinion about the data in the games. Those activity will choose by the researcher to analyze the data deeply and gain the results which is the results could fulfill the mutual agreement without violate any side.

In this research, there is the orientation of analysis which the researcher has to determine the orientation which used to. According to Saldanha and O'brien (2014) stated that there are four orientation or focus of observation in a research namely, product based orientation, process based orientation, participant based orientation, and context based orientation. There are two orientation of this research namely the product based and the participants based. The product based orientation is that the researcher will analyze the data which have translated in target language in the games. According to Saldanha and O'brien (2014) stated that the focus of the evaluation of the translated product is on the translation quality assessment and the challenges of doing this research. Meanwhile the participants based orientation means the researcher takes and analyze the opinion of the practitioners or users about the data in the games.

B. Data and Data Source

Technically, data is the information or real material that can be used as a basis for studies to make analyzes. Meanwhile, data source is the subject from which the data can be obtained. Data in this research is quick chats feature which exist in Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved games. The researcher has been taken and gathered quick chats in those games which one by screenshot in November, 13 2022 until November, 15 2022. The quick chat was taken are in either original language (English) or target language (Indonesian). The reason is because the analysis is focused on quick chats in Indonesian language. The data sources are from the game itself which provide quick chat's feature, namely Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved.

C. Research Instrument

Technically, there are any research instruments are exists in the research. Research instruments mean tools, participants, and any elements which assist in the research. As stated by Saldhana and O'Brien (2014) that the research participants is not only those who participate directly in the research but also the larger set of participants which involved virtue text selection that want to be analyzed, and also the researcher itself. Thus either tools or people can be defined as the research instruments which take part in the research.

This research engages people and tools as the research instruments such as the researcher validator, raters, advisor, smart phone, and laptop. The researcher itself has role in the collecting data, writing, analyzing in the research. The validator has role in validating the data in this research. This research is about localization quality assessment, so the raters are necessary to assessing the quality in the research. The advisor is also needed to give guide writing in this research. The games that are analyzed are mobile games, thus smart phone helps in gaining the data. The researcher also use laptop to writ the analysis ad any information in the research.

D. Data Collection Technique

Data collection's techniques are necessary for the researcher to gather the data. As stated Creswell (1998) that a series of related activities which purpose to collect good information to answer research question that appear. According to Yin (2014) there are five data collection techniques namely interview, questionnaire, documenting and recording, forum group discussion, and observation. In this research, the researcher chooses the documenting and recording technique as the data collection techniques. It is because the object of analysis is the contents of the product. Thus, documenting and recording is the most possible way to collect the data.

The method details to collecting data are listed as follows

1. The researcher opens those games such as Mobile Legends: ang-bang, Arena of Valor, and Heroes Evolved.
2. The researcher sets custom quick chat feature then plays those games.
3. The researcher captures screenshot game plays when the researcher shows each data or the quick chat in each game. However, there is no data which formed audio material, so the researcher only collected the data by captured screenshot of the quick chat. The researcher is done those ways on the games in both languages namely Source Text (English Language) and Target Text (Bahasa Indonesia) of the games.
4. The researcher classified the data appropriate with the diegetic strategy applied in the games.
5. The researcher also makes code in order to organize the data as well. The following table is the random examples of data coding:

Num	Textual Data		Codes	Translation Strategies
	Source Language	Target Language		
1.	Kill the Damage Dealers	Bunuh DPS	1/ABB/PM/Q C MLBB/Nov 14,2022, 3:42 PM	The phrase damage dealers is localized to DPS to save some spaces and its term is more familiar for target player especially MOBA player.
2.	Not Ready for Team Fight	Kondisi kurang bagus	2/CON/PM/Q C MLBB/Nov 14,2022, 3:42 AM	The sentence Not Ready for Team Fight is localized to Kondisikurangbagus. The message in SL is compressed yet the meaning in TL is still understandable for target the player.
3.	Gather for team fight, Do not Solo	Berkumpul untuk pertarungan tim	13/OMSN/PM/ QC MLBB/Nov 14,2022 4:35 PM	The second sentence Do not Solo is deleted and not translated because it's not too necessary, and the first sentence is already represented

				the meaning.
4.	Tun On Voice Chat	Aktifkan Voice Chat	17/RTN/PM/Q C MLBB/Nov 14, 2022 3:34	The phrase Voice Chat is not translated because the target player is more familiar with this phrase and also to save some spaces.
5.	Split Up	Berpencar	54/MDTN/P/Q C MLBB/Nov 13, 2022 9:46 PM	The phrase invade is translated to Berpencar because this word is the shortest word in target translation.

Table 3.1 Random examples of data coding

Description

ABB : Abbreviation

CON : Condensation

OMSN : Omission

RTN : Retention

MDTN : Mediation

VLTN : Violation

P : Preparation

S : Setting

C : Customize

QC MLBB : Quick Chat Mobile Legends: Bang-bang

QC AOV : Quick Chat Arena of Valor

QC HV :Heroes Evolved

E. Data Validation Techniques

The data prepared for analysis must go through validation steps to ensure their reliability. In connection with this qualitative research, the reliability of the data should be considered in order to reduce the researcher's personal bias. Therefore, the researcher uses triangulation to validate the entire data and minimize any bias that may occur during the study. Fusch, et al. (2018) emphasized the importance of triangulation to ensure the validity of the study data.

Triangulation type in this research refers to Denzin's proposal of triangulation in qualitative research. There are 4 kinds of triangulation namely, data triangulation, investigator / validator triangulation, theory triangulation, and methodological triangulation. The researcher chooses validator triangulation to ensure data validity from more than one point of view. The researcher asks for English literature's lecturer as validator who has proficient in translation strategies, as well as game localization background.

F. Data Analysis Techniques

The validated data is subjected to an analysis process. Similar to Spradley (1979), the researcher can only analyze validated data. The analysis itself helps to understand the relationship between the data and its meaning. Spradley (1979) states analysis is explained as a systematic investigation to determine the relationship between a part of an object, a part, and the whole object.

The data analysis in this research uses a model by Spradley (1979) to identify the dominant meaning. In his ethnographic analysis demonstration, he mentions four analysis steps. Those data analyzes step include domain analysis, taxonomy analysis, componential analysis, and theme analysis

1. Domain analysis

Domain analysis is the first step in data analysis. According to Spradley (1980), domain analysis aims to provide a general and comprehensive overview of objects / surveys or social situations.

At this step, researchers did not have a detailed understanding of data, as the purpose of this step is to collect all the data. Santosa (2014) simply states that domain analysis is the process of separating data from other non-data components. In this step, researchers only took quick chat of the game by captured images or screenshot the game screens show quick chat which as a data.

2. Taxonomy analysis

Taxonomy analysis is the next step in domain analysis. According to Gunawan (2014), classification analysis is about researchers observing specific data based on the focus of their research. This step requires the researcher to observe the data and gain a detailed understanding of the data related to the focus of the study.

	Diegetic Strategies																				
	Abbreviation			Condensation			Omission			Symbolization			Retention			Media			Violation		
	G	A	P	G	A	P	G	A	P	G	A	P	G	A	P	G	A	P	G	A	P
MLBB																					
AOV																					
HV																					
Σ																					
MLBB: Mobile Legends: Bang-bang AOV: Arena of Valor HV: Heroes Evolved G: Good A: Average P: Poor																					

Table 3.2 Componential table of translation strategies

3. Componential analysis

The third step after taxonomy analysis is component analysis. According to Spradley (1980), Component Analysis is a systematic search for attributes (meaning components) related to cultural categories.

	Diegetic Strategies																				
	Abbreviation			Condensation			Omission			Symbolization			Retention			Mediation			Violation		
	G	A	P	G	A	P	G	A	P	G	A	P	G	A	P	G	A	P	G	A	P
MLBB	1	-	-	3	-	-	2	-	-	-	-	-	23	-	-	7	-	-	3	-	-
AOV	-	-	-	11	2	-	1	1	-	-	-	-	14	-	-	7	-	-	17	-	-
HV	-	-	-	-	-	-	-	-	-	-	-	-	3	-	-	5	-	-	3	-	-
Σ	103																				
MLBB: Mobile Legends: Bang-bang AOV: Arena of Valor HV: Heroes Evolved G: Good A: Average P: Poor																					

Table 3.3 Score's distribution in componential table of translation strategies

4. Theme analysis

Topic analysis is the final step in Spradley's analytical model. As stated by Spradley (1980) that this step searches for relationships between domains. This step also determines how the data will be linked as a unit. In this phase, researchers analyze the results of component analysis. Researchers find the main results in the component table and the meaning of the results. The results of the theme analysis will be further analyzed in Chapter four.

CHAPTER IV

FINDINGS AND DISCUSSION

A. FINDINGS

This subchapter delivers analysis of data to answer this research's problems. The problem include: 1) What are translation strategies employed to translate quick chat localization as found from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved? 2) How is the localization quality of quick chat in Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved? The researcher does the analysis using Purnomo's theory of Translation Strategies (2019) and Localization Quality Assessment from Purnomo (2018).

The first section of this subchapter presents the analysis of translation strategies which are used in MOBA Games namely, Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved. The section intends to mention the amount of every strategy found in those games and the explanations the strategies as well. The second section presents the analysis of the localization quality assessment of those games. This section defines all variables which are to assess the game localization quality assessment. The section also intends to explain the localization phenomena found in the games, and give scoring towards the phenomena based on framework from Purnomo (2019) and Purnomo (2018).

1. Translation Strategies employed to translate quick chat localization as found from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved.

The researcher discovers the used translation strategies based on theory of translation strategies namely diegetic area from Purnomo (2019). Diegetic strategy in game localization focused on word efficiency to deliver meaning in MOBA games between the challenges. The challenge here is limited spatial in feature of MOBA mobile games namely quick chat. The data of diegetic strategy are taken from quick chat from Mobile

Legends: Bang-bang, Arena of Valor, and Heroes Evolved in the English language and Indonesian language. The data found in this research consists of 103 data which analyzed as diegetic strategy.

No	Diegetic Strategy	Total
1.	Abbreviation	1 (1%)
2.	Condensation	18 (15.5%)
3.	Omission	5 (3.8%)
4.	Retention	38 (39.8%)
5.	Mediation	18 (18.5%)
6.	Violation	22 (21.4%)

Table 4.1 Distribution of the total number diegetic strategy

In the case of analyzing diegetic strategy, the researcher found 103 data consist of 1 data of abbreviation, 18 data of condensation, 5 data of omission, 38 data of retention, 18 data of mediation, and 22 data of violation. The data of symbolization strategy did not found in those MOBA games.

As stated before, there are only 6 diegetic strategies are found within the games. Here the following finding of each diegetic strategy and it explanation in this research:

a. Abbreviation

Abbreviation is strategy which implemented by abbreviating the word to adjust compatibility of the messages exist in the game. There is 1 datum which employs the strategy. The example of datum is shown as follow:

Example: 1/ABB/PM/QC MLBB/Nov 14,2022, 3:42 PM

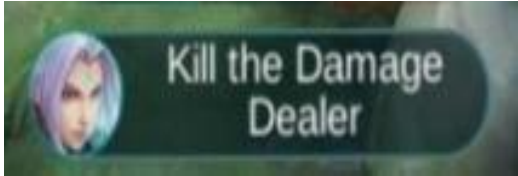
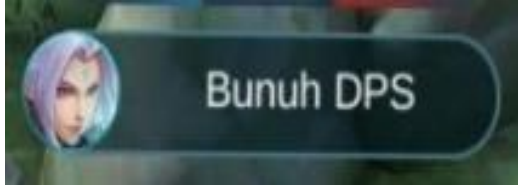
ST/TT	Data
Source Text (US)	
Target Text (ID)	

Table 4.2 Example of Abbreviation data on Mobile Legends: Bang-bang

The word “Damage Dealer” is translated in to “DPS” in Target Language. Actually the word “DPS” is borrowing word specifically “Damage Per Second”. The translator abbreviate this phrase in to “DPS” to save some spaces even many players especially MOBA players are familiar with this term.

b. Condensation

Condensation is strategy which implemented by compressing the message content with taking main point of the messages in the original game. There are 16 data found which employs the strategy. The example of datum is shown as follow:

Example: 2/CON/PM/QC MLBB/Nov 14, 2022, 3:42 PM

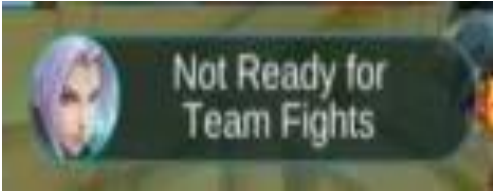
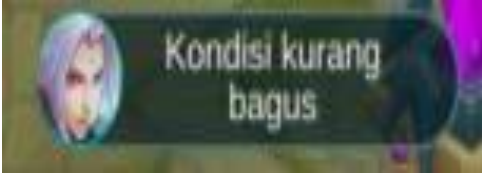
ST/TT	Data
Source Text (US)	
Target Text (ID)	

Table 4.3 Example of Condensation data on Mobile Legends: Bang-bang

The sentences “Not Ready for Team Fight” is translated in to “*Kondisi Kurang Bagus*” in TL. The translator compresses sentences “Not Ready for Team Fight” in to “Kondisi “*Kurang Bagus*” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the players that their team condition is not good they are not ready for team fight.

c. Omission

Omission is the strategy which implemented by deleting certain irrelevant word. There are 4 data which employs the strategy. The example of datum is shown as follow:

Example: 21/OMSN/S/QC AOV/Nov 14,2022 11:12 AM

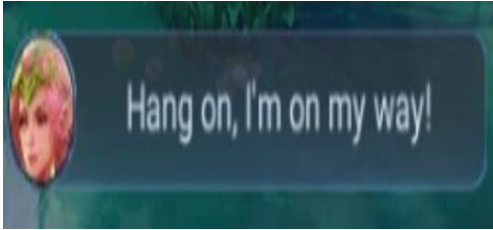
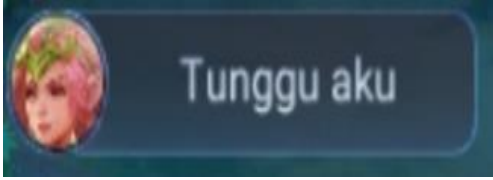
ST/TT	Data
Source Text (US)	
Target Text (ID)	

Table 4.4 Example of Omission data on Arena of Valor

The sentence “I’m on my way” is not translated into Target Language. The translator deletes those sentences because the words are not main messages of the sentence. Thus, the last sentence is not necessary to be translated in target language.

d. Retention

Retention is almost same as borrowing, but this strategy is done to keep original term and solve spatial problems. It is the most used diegetic strategy in the games. There 41 data are found which using the strategy. The example of datum is shown as follow:

Example: 48/RTN/S/QC AOV/ Nov 14, 2022 11:20 AM

ST/TT	Data
Source Text (US)	
Target Text (ID)	

Table 4.5 Example of Retention data on Arena of Valor

The phrase “Dark Slayer” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore, if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.

e. Mediation

Mediation is the strategy which implemented by selecting similar meaning words (synonym) or words which have same character amount. There are 19 data which employs the strategy. The example of datum is shown as follow:

Example: 79/MDTN/C/QC HV/Nov 15, 2022 2:02 PM

ST/TT	Data
Source Text (US)	
Target Text (ID)	

Table 4.6 Example of Mediation data on Heroes Evolved

The word “invade” is translated in to “*serbu*” in TL. The translator chooses the word “*serbu*” rather than other words such as “*invasi*” or “*serang*” because the character’s amount of the word “*serbu*” is less than other words in TL. Thus, the translator chooses this word to save some spaces.

f. Violation

Violation is strategy which implemented by violating the grammar to save spaces provided in the game. There are 22 data which employs the strategy. The example of datum is shown as follow:

Example: 88/VLTN/S/QC AOV/Nov 14, 2022 11:22 AM

ST/TT	Data
Source Text (US)	
Target Text (ID)	

Table 4.7 Example of Violation data on Heroes Evolved

The sentence “Hold on! I need to recover” is translated in to “*Mundur*” in TL. The translator did not translate the sentence completely. The sentences in SL are in the form of imperative and declarative sentence while in TL only imperative sentence. Furthermore, the translator did not put punctuation as written in SL namely exclamation mark and dots in the end of the sentence in TL. However, the translator prefers to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.

2. Localization Quality Assessment of quick chat in Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved.

The researcher used the assessment by only one rater or single rater in order to collect the localization quality assessment of the data. The researcher provides 103 data to be analyzed for the localization quality assessment by the rater. After the rater assessed the localization quality, the rater gives explanation about the reason

for his assessment. The quality assessment divided into 6 parts according to diegetic strategies. The explanation of the variables and its case in Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved.

a. Mobile Legends: Bang-bang

-1/ABB/PM/QC MLBB/Nov 14, 2022, 3:42 PM

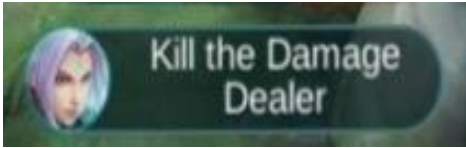
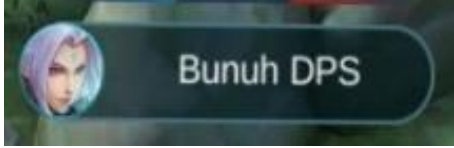
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Mnemonic
Univocal-univocal= 3x3 Mnemonic-mnemonic= 3x2 Partial Localization= 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.8 Example of Localization Quality Assessment on Abbreviation strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely that the player must kill the Damage Dealer. Damage Dealer means a character/hero which has much power in a game. It means there is no narrative aspect in the term that mentioned on the commands. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also

presented metamorphically (explicit) namely “*Bunuh DPS*”, it means that the player must kill the DPS. Meanwhile, DPS is the term of MOBA games character/hero which has the greatest damage potential in the game. There is no other meaning of term “DPS” related within the game, it means there is no narrative aspect in the term that mentioned on the commands). Thus mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis is mnemonic because the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature.

-3/CON/PM/QC MLBB/Nov 14, 2022, 4:32 PM

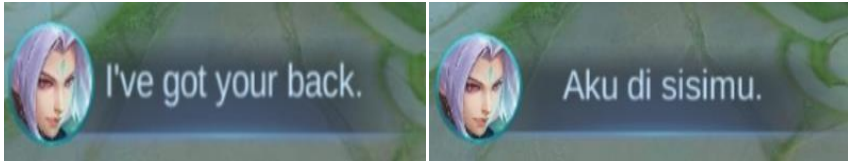
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic (Textual)
Enigmatic-enigmatic= 3x3 Hegemonic (Textual)-Hegemonic (Textual)= 3x2 Partial Localization= 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.9 Example of Localization Quality Assessment on Condensation strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN), the mechanical statement is presented anamorphically (implicit) namely "I've got your back", or the player tells teammate that he has got their back. The message is not meant the player got their teammate's back but the player is oversees their teammate from backline and ready to cover teammate. There is no narrative aspect in the term that mentioned on the statement because the command is clear enough. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely "*Aku disisimu*" or the player is stands by his teammate's side. It means the player is ready to cover teammate for team fight. Meanwhile, there is no narrative aspect in the term that mentioned on the statement. Thus mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both version are same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature.

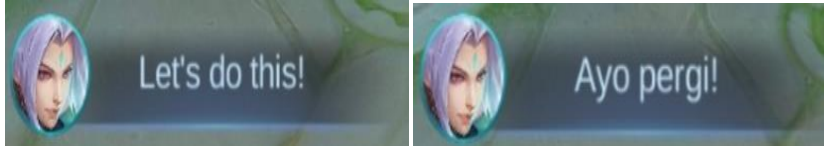
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic (Textual)
Univocal-univocal= 3x3 Hegemonic (Textual)- hegemonic (Textual)= 3x2 Partial Localization= 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.10 Example of Localization Quality Assessment on Condensation strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely "Let's do this", it means that the player urge his teammate to do a mission as planned. There is no narrative aspect in the term that mentioned on the commands because the command is clear enough. The combination of mechanical metamorphis and narrative metamorphis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also presented metamorphically (explicit) namely "Ayo pergi", it means that the player urges his teammate to go for do a mission as planned. There is no narrative aspect in the term that mentioned on the commands). Thus mechanical-

narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both version are same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature.

-18/OMSN/PM/QC MLBB/Nov 14, 2022 4:35 PM

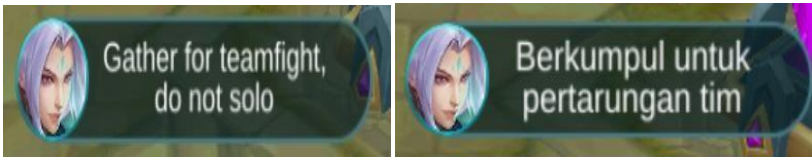
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic (Textual)
Univocal-univocal= 3x3 Hegemonic (Textual)- Hegemonic (Textual)= 3x2 Partial Localization= 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.11 Example of Localization Quality Assessment on Omission strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically

(explicit) namely “Gather for team fight, do not solo”, it means that the player urge his teammate to gather on the spot as planned to get ready for team fight. There is no narrative aspect in the term that mentioned on the commands because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also presented metamorphically (explicit) namely “*Berkumpul untuk pertatungan tim*”, it means that the player urges his teammate to go for do a mission as planned. There is no narrative aspect in the term that mentioned on the commands). Thus mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both version sis same namely Hegemonic (Textual) since the text becomes the player’s preference for understanding the commands presented in the quick chat feature without any visual depiction in the player’s mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature.

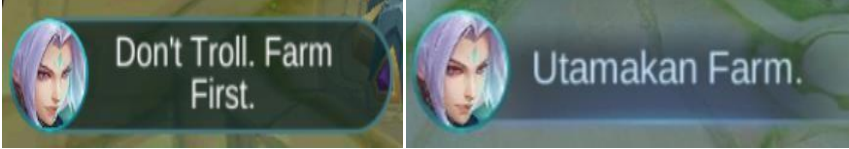
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Mnemonic
<p>Univocal-univocal = 3x3 Mnemonic-Mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$</p> 				

Table 4.12 Example of Localization Quality Assessment on Omission strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely "Don't troll. Farm first." it means that the player urges his teammate to prioritize farming jungle or minion in order to gets more exp and gold rather than poke the enemies. There is no narrative aspect in the term that mentioned on the commands because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also presented metamorphically (explicit) namely "*Utamakan farm*", it means that the player urges his teammate to prioritize farming jungle or minion in order to gets more exp and gold rather than poke the enemies. The term

farm is more familiar for MOBA player than it if translated into TT. There is no narrative aspect in the term that mentioned on the commands. Thus mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Mobile Legends: Bang-bang.

-23/RTN/PM/QC MLBB/Nov 14, 2022 3:34 PM


Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Hegemonic (Textual)
Univocal-univocal = 3x3 Hegemonic (Textual)- Hegemonic (Textual)= 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.13 Example of Localization Quality Assessment on Retention strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical statements are presented metamorphically (explicit) namely "Skill not ready. wait." it means that the player tells his teammate to wait and do not attack or war until the player's skill is ready to get ready for team fight. There is no narrative aspect in the term that mentioned on the statements because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical statements are also presented metamorphically (explicit) namely "*Skill belum siap. Tunggu*", that the player tells his teammate to wait and do not attack or war until the player's skill is ready to get ready for team fight. The term "skill" is not translated since MOBA players are more familiar with this. There is no narrative aspect in the term that mentioned on the commands). Thus mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both versions is same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature.

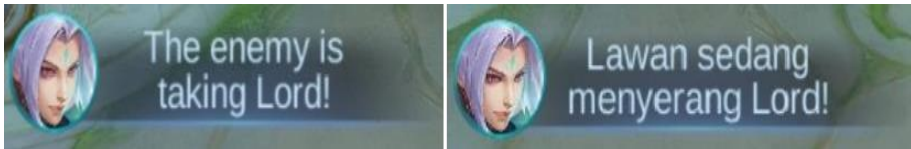
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Ana-meta (Enigmatic)	Partial	Ana-meta (Enigmatic)	Mnemonic
<p>Enigmatic-enigmatic = 3x3 Mnemonic-Mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$</p> 				

Table 4.14 Example of Localization Quality Assessment on Retention strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN), the mechanical statement is presented anamorphically (implicit) namely "The enemy is taking lord!" or the player tells teammate that the enemy is attacking Lord. The message does not provide how to take the lord yet give implicit message that the enemy is taking lord. There is no narrative aspect in the term that mentioned on the statement because the statement is clear enough. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely "*Lawan sedang melawan lord!*" means the player tells his teammate that the enemy is attacking Lord. The message does not provide how to take the

lord yet give implicit message that the enemy is taking lord. There is no narrative aspect in the term that mentioned on the statement. Meanwhile, Lord is huge monster in jungle in Mobile Legends: Bang-bang which does not need to be translated. Thus mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis is mnemonic because the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature.

-27/RTN/PM/QC MLBB/Nov 13, 2022 3:36 PM

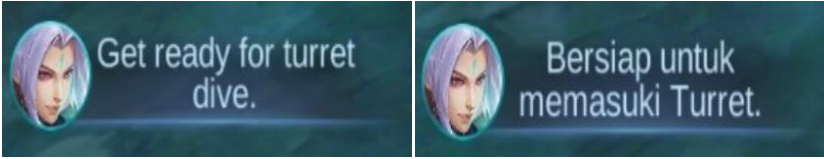
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Mnemonic
Univocal-univocal = 3x3 Mnemonic-Mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.15 Example of Localization Quality Assessment on Retention strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely "Get ready for turret dive" that the player urge his teammate for ready to attack the enemy's turret. Turret is defense's building which placed on the lanes in Mobile Legends: Bang-bang. It means there is no narrative aspect in the term that mentioned on the commands. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also presented metamorphically (explicit) namely "*Bersiap untuk memasuki Turret.*" Which means the player urge this teammate for ready to enter the enemy's turret. Meanwhile, Turret is not translated into TT since the MOBA Player especially for MLBB player is more familiar with this term. It means there is no narrative aspect in the term that mentioned on the commands. It means there is no narrative aspect in the term that mentioned on the commands). Thus mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis is mnemonic because the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature.

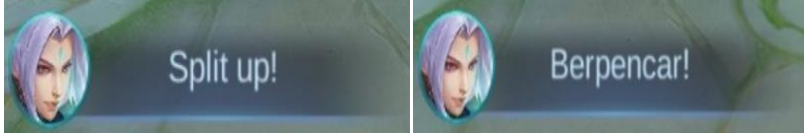
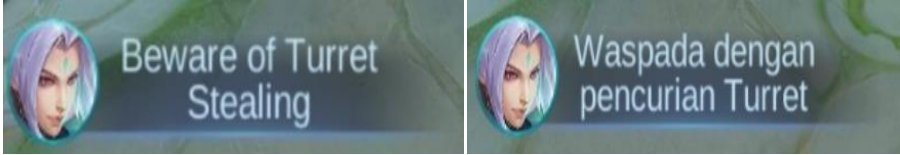
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Hegemonic (Textual)
Univocal-univocal = 3x3 Hegemonic (Textual)- Hegemonic (Textual) = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.16 Example of Localization Quality Assessment on Mediation strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical statements are presented metamorphically (explicit) namely "Split up!" it means that the player urges his teammate to spread out. There is no narrative aspect in the term that mentioned on the statements because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical statements are also presented metamorphically (explicit) namely "Berpencar!", that the player urges his teammate to spread out. There is no narrative aspect in the term that mentioned on the commands). Thus mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Hegemonic

(Textual). The diegetic symbiosis on both version are same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature of Mobile Legends: Bang-bang.

-63/MDTN/P/QC MLBB/Nov 13, 2022 9:44 PM

Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Ana-meta (Enigmatic)	Partial	Ana-meta (Enigmatic)	Mnemonic
Enigmatic-enigmatic = 3x3 Mnemonic-Mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Tabel 4.17 Example of Localization Quality Assessment on Mediation strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN), the mechanical statement is presented anamorphically (implicit) namely "Beware of Turret Stealing!" or the player urges his teammate to stand by on each turret to prevent turret stealing. The message

does not provide how the enemies steal the turret or how to protect the turret yet give implicit message that beware of turret stealing. There is no narrative aspect in the term that mentioned on the statement because the statement is clear enough. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely "*Waspada dengan pencurian Turret*" means the player urges his teammates to stand by on each turret to prevent turret stealing. The message does not provide how the enemy steals the turret or how to protect the turret yet give implicit message that beware of turret stealing. There is no narrative aspect in the term that mentioned on the commands. Meanwhile, Turret is not translated into TT since the MOBA Player especially for MLBB player is more familiar with this term. Thus mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis is mnemonic because the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Mobile Legends: Bang-bang.

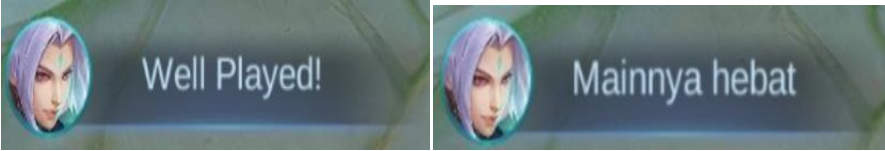
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Ana-meta (Enigmatic)	Partial	Ana-meta (Enigmatic)	Hegemonic (Textual)
Univocal-univocal = 3x3 Hegemonic (Textual)- Hegemonic (Textual) = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.18 Example of Localization Quality Assessment on Violation strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN)), the mechanical statement is presented anamorphically (implicit) namely "Well played!", or the player tells teammate that they play the game well. The mechanical statement is anamorphosis since the statement it does not provide how to play well yet just give a compliment. There is no narrative aspect in the term that mentioned on the statement because the statement is clear enough. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely "Mainnya hebat!" or the player plays the game well. The mechanical statement is

anamorphosis since the statement it does not provide how to play well yet just give a compliment. Meanwhile, there is no narrative aspect in the term that mentioned on the statement. Thus mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both versions is same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature Mobile Legends: Bang-bang.

-82/VLTN/P/QC MLBB/Nov 13, 2022 9:36 PM

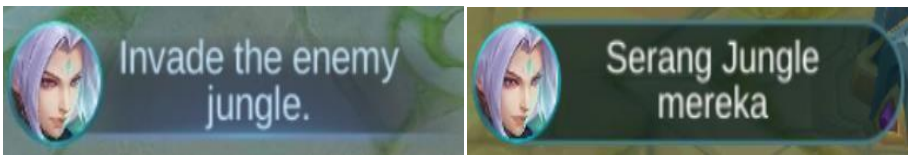
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Mnemonic
Univocal-univocal = 3x3 Mnemonic-mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.19 Example of Localization Quality Assessment on Violation strategy in Mobile Legends: Bang-bang

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely "Invade the enemy jungle." it means that the player urge his teammate to attack in order to gets more exp and gold There is no narrative aspect in the term that mentioned on the commands because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also presented metamorphically (explicit) namely "*Serang Jungle mereka*", it means that the player urges his teammate to attack or farming the enemy's jungle in order to gets more exp and gold. The term farm and jungle is more familiar for MOBA player than it if translated into TT. There is no narrative aspect in the term that mentioned on the commands which means mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Mobile Legends: Bang-bang.

b. Arena of Valor

-5/CON/S/QC AOV/Nov 14, 2022 2:28 PM

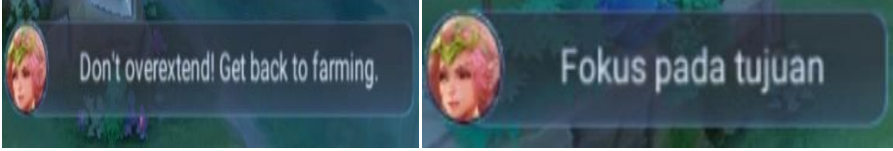
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic (Textual)
Univocal-univocal= 3x3 Mnemonic-Hegemonic (Textual)= 1x2 Partial Localization= 2x1 9+2+2= 13 13/6= 2.1				
				

Table 4.20 Example of Localization Quality Assessment on Condensation strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical statements are presented metamorphically (explicit) namely "Don't overextend! Get back to farming" it means that the player urges his teammate to spread out. There is no narrative aspect in the term that mentioned on the statements because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical statements are also presented metamorphically (explicit) namely "Fokus pada tujuan", that

the player urges his teammate to spread out. There is no narrative aspect in the term that mentioned on the commands) which means mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is shifted from ST to TT namely from Mnemonic to Hegemonic (Textual). The diegetic symbiosis of ST is Mnemonic since the visual aspect drawn on player's mind when they read the term "farming" which mention on the textual aspect. In TT the word "farming" was removed in order to makes condensed message. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

-6/CON/S/QC AOV/Nov 14, 2022 2:28 PM

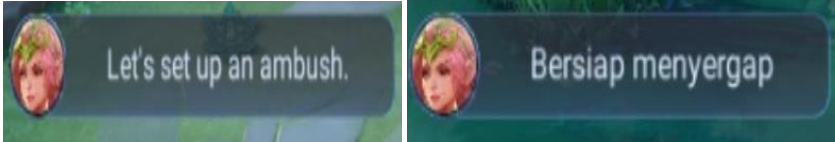
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Mnemonic
Univocal-univocal= 3x3 Mnemonic-mnemonic= 3x2 Partial Localization= 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.21 Example of Localization Quality Assessment on Condensation strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely "Let's set up an ambush." it means that the player urges

his teammate to hide on the bush and ready to surprise attack the enemy. There is no narrative aspect in the term that mentioned on the commands because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also presented metamorphically (explicit) namely "*Bersiap menyergap*", it means that the player urges his teammate to hide on the bush and ready to surprise attack the enemy. There is no narrative aspect in the term that mentioned on the commands which means mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.


Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Ana-meta (Enigmatic)	Partial	Ana-meta Enigmatic	Hegemonic (Textual)
<p>Enigmatic-enigmatic = 3x3 Hegemonic (Textual)- Hegemonic (Textual)= 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$</p>				
				

Table 4.22 Example of Localization Quality Assessment on Condensation strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), the mechanical statement is presented anamorphically (implicit) namely "Hold on. Don't engage without me!", or the player tells teammate to hold on and prohibits engage. The mechanical statement is anamorphosis since the statement it does not provide the meaning of the term "engage". There is no narrative aspect in the term that mentioned on the statement. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely "*Aku sedang ke sana*" or the player tells

his teammate that he is on the way to engage. The mechanical statement is anamorphosis since the statement it does not provide how to get there. Meanwhile, there is no narrative aspect in the term that mentioned on the statement which means mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is also not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both version are same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

-14/CON/S/QC AOV/Nov 14, 2022 11:22 PM

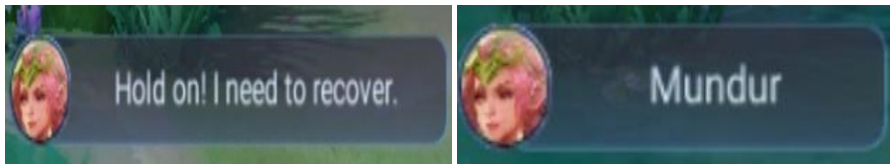
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Meta-ana (Cryptic)	Partial	Meta-meta (Univocal)	Hegemonic (Textual)
Cryptic-Univocal = 2x3 Hegemonic (Textual)- Hegemonic (Textual) = 3x2 Partial Localization = 2x1 $6+6+2= 14$ $14/6= 2.3$				
				

Table 4.23 Example of Localization Quality Assessment on Condensation strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical statements are presented metamorphically (explicit) namely "Hold on! I need to recover." it means that the player urges his teammate to hold on since the player needs to recover. There is narrative aspect in term "recover" that mentioned on the statements which has two meaning. The term "Recover" in MOBA game is the term for a player who wants to restore HP (Health Point) by come back to the Base (a place for player's respawn). Meanwhile in AOV there is hero who has recover skill which can restore HP of himself or teammate. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Criptyc (meta-meta). In TT (ID), mechanical statements are also presented metamorphically (explicit) namely "*Mundur*", or the player urges his teammate to retreat. There is no narrative aspect in the term that mentioned on the commands which means mechanical-narrative structure in TT is Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is shifted namely from Cryptic to Univocal. The diegetic symbiosis is not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both version are same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

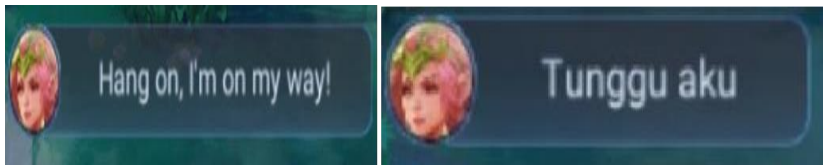
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Hegemonic (Textual)
Univocal-univocal = 3x3 Hegemonic (Textual)- Hegemonic (Textual)= 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.24 Example of Localization Quality Assessment on Omission strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical statements are presented metamorphically (explicit) namely "Hang on, I' on my way!" it means that the player urges his teammate to wait since the player is on the way to come for help. There is no narrative aspect in the term that mentioned on the statements because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical statements are also presented metamorphically (explicit) namely "*Tunggu aku!*", or the player urges his teammate to wait since the player is on the way to come for help. There is no narrative aspect in the term that

mentioned on the commands which means mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both versions is same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

-21/OMSN/S/QC AOV/Nov 14,2022 11:22 AM

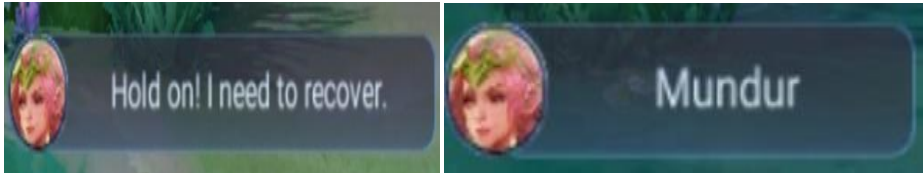
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Meta-ana (Cryptic)	Partial	Meta-meta (Univocal)	Hegemonic (Textual)
<p>Cryptic-univocal = 2x3 Hegemonic (Textual)- Hegemonic (Textual)= 3x2 Partial Localization = 2x1 6+6+2= 14 17/6= 2.4</p> 				

Table 4.25 Example of Localization Quality Assessment on Omission strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical statements are presented metamorphically

(explicit) namely “Hold on! I need to recover.” it means that the player urges his teammate to hold on since the player needs to recover. There is narrative aspect in term “recover” that mentioned on the statements which has two meaning. The term “Recover” in MOBA game is the term for a player who wants to restore HP (Health Point) by come back to the Base (a place for player’s respawns). Meanwhile in AOV there is hero who has recover skill which can restore HP of himself or teammate. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Criptyc (meta-meta). In TT (ID), mechanical statements are also presented metamorphically (explicit) namely “*Mundur*”, or the player urges his teammate to retreat. There is no narrative aspect in the term that mentioned on the commands. Thus mechanical-narrative structure in TT is Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is shifted namely from Cryptic to Univocal. The diegetic symbiosis is also not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both version are same namely Hegemonic (Textual) since the text becomes the player’s preference for understanding the commands presented in the quick chat feature without any visual depiction in the player’s mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

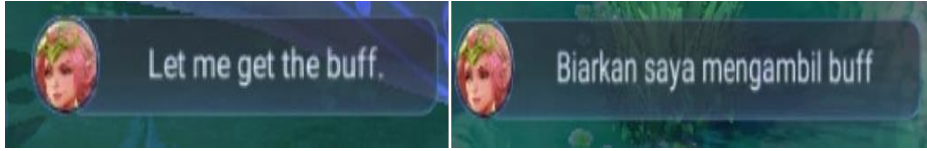
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Ana-meta (Enigmatic)	Partial	Ana-meta (Enigmatic)	Mnemonic
<p>Enigmatic-enigmatic = 3x3 Mnemonic-Mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$</p> 				

Table 4.26 Example of Localization Quality Assessment on Retention strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), the mechanical statement is presented anamorphically (implicit) namely "Let me get the buff", or the player tells teammate that he wants to gets buff. The mechanical statement is anamorphosis since the statement it does not provide how the player get the buff. There is no narrative aspect in the term that mentioned on the statement. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely "Biarkan saya mengambil buff" or the player tells his

teammate that the player wants to get the buff. The mechanical statement is anamorphosis since the statement it does not provide how the player can get the buff. Meanwhile, there is no narrative aspect in the term that mentioned on the statement which means mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

-47/RTN/S/QC AOV/ Nov 14, 2022 11:21 AM


Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Ana-meta (Enigmatic)	Partial	Ana-meta (Enigmatic)	Hegemonic (Textual)
<p>Enigmatic-enigmatic = 3x3 Hegemonic(Textual)-Hegemonic(Textual) = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$</p> 				

Table 4.27 Example of Localization Quality Assessment on Retention strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), the mechanical statement is presented anamorphically (implicit) namely "My skills are on cooldown. Hold on!", or the player tells teammate that his skills are on cooldown. The mechanical statement is anamorphosis since the statement it does not provide which skills that are on cooldown since each hero has 3-4 skills. There is no narrative aspect in the term that mentioned on the statement. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely "*Skill-ku sedang Cooldown. Mundur!*" or the player tells his teammate that his skills are on cooldown. The mechanical statement is anamorphosis since the statement it does not provide skills that are on cooldown since each hero has 3-4 skills. Meanwhile, there is no narrative aspect in the term that mentioned on the statement which means mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is also not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both versions is same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

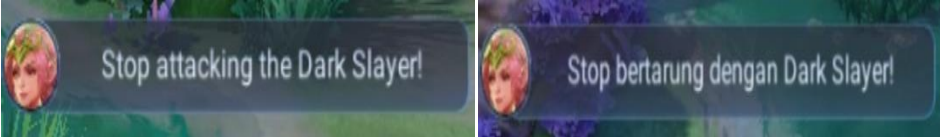
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Mnemonic
Univocal-univocal = 3x3 Mnemonic-Mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.28 Example of Localization Quality Assessment on Retention strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely "Stop attacking the Dark Slayer!" it means that the player urges his teammate to stop attacking the Dark Slayer. The Dark Slayer is a boss monster in AOV. There is no narrative aspect in the term that mentioned on the commands because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also presented metamorphically (explicit) namely "*Stop bertarung dengan Dark Slayer!*", it means that the player urges his teammate to stop attacking the Dark Slayer. The term Dark Slayer is not translated since

AOV's player is more familiar with this term. There is no narrative aspect in the term that mentioned on the commands which means mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

-69/MDTN/S/QC AOV/ Nov 14, 2022 12:09 PM

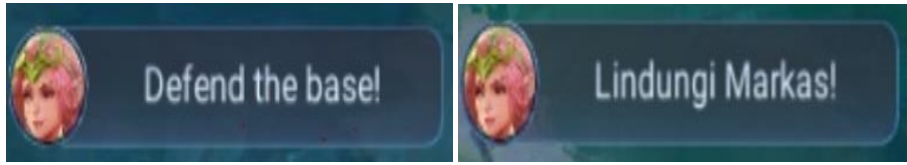
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Mnemonic
Univocal-univocal = 3x3 Mnemonic-Mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.29 Example of Localization Quality Assessment on Mediation strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely "Defend the base!" it means that the player urges his teammates to protect the base. In AOV base is the main headquarters. There is no narrative aspect in the term that mentioned on the commands because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also presented metamorphically (explicit) namely "*Lindungi markas*", it means that the player urges his teammate to protect the base. There is no narrative aspect in the term that mentioned on the commands which means mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.


Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Ana-meta (Enigmatic)	Partial	Ana-meta (Enigmatic)	Mnemonic
<p>Enigmatic-enigmatic = 3x3 Mnemonic-Mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$</p> 				

Table 4.30 Example of Localization Quality Assessment on Retention strategy in Arena of Valor

From datum’s assessment table above, the researcher analyzed that in ST (EN), the mechanical statement is presented anamorphically (implicit) namely “Watch the jungle”, or the player urges his teammates to oversee the jungle. The mechanical statement is anamorphosis since the statement it does not provide where exactly jungle that has to watch since there are many jungles in AOV. There is no narrative aspect in the term that mentioned on the statement. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely “*Awasi hutan*” or the player urges his teammates to oversee the jungle. The mechanical statement is anamorphosis since the statement it does not

provide where exactly jungle that has to watch since there are many jungles in AOV. Meanwhile, there is no narrative aspect in the term that mentioned on the statement which means mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

-72/MDTN/S/QC AOV/Nov 14, 2022 11:23 AM

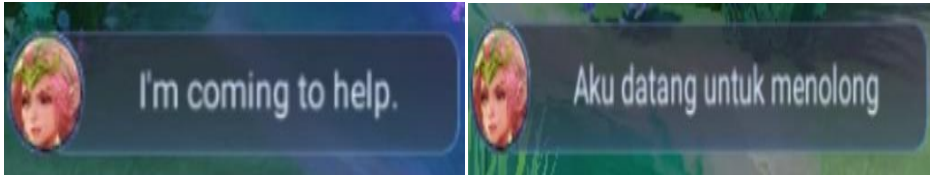
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Ana-meta (Enigmatic)	Partial	Ana-meta (Enigmatic)	Hegemonic (Textual)
<p>Enigmatic-enigmatic = 3x3 Hegemonic (Textual)- Hegemonic (Textual) = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$</p>				
				

Table 4.31 Example of Localization Quality Assessment on Mediation strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), the mechanical statement is presented anamorphically (implicit) namely "I'm coming to help.", or the player tells teammates that he is coming to help. The mechanical statement is anamorphosis since the statement does not provide what kind of help that needed. There is no narrative aspect in the term that mentioned on the statement. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely "*Aku datang untuk menolong*" or the player tells his teammate that his skills are on cooldown. The mechanical statement is anamorphosis since the statement does not provide what kind of help that needed. Meanwhile, there is no narrative aspect in the term that mentioned on the statement which means mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is also not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both version are same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

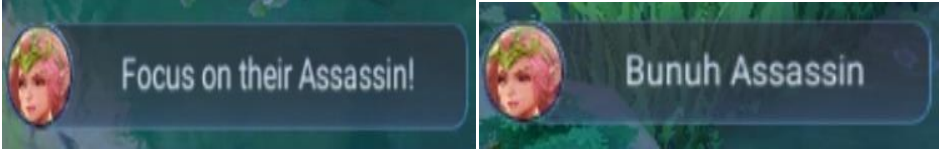
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Mnemonic
Univocal-univocal = 3x3 Mnemonic-mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.32 Example of Localization Quality Assessment on Violation strategy in Arena of Valor

From datum’s assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely “Focus on their Assassin!” it means that the player urges his teammates to focus or kill Assassin hero first. In AOV, assassin is the hero which has skill with huge damage dealing. There is no narrative aspect in the term that mentioned on the commands because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also presented metamorphically (explicit) namely “*Bunuh assassin*”, it means that the player urges his teammate to kill the enemy especially assassin hero. There is no narrative aspect in the term that mentioned on the

commands which means mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

-87/VLTN/S/QC AOV/Nov 14, 2022 11:23 PM

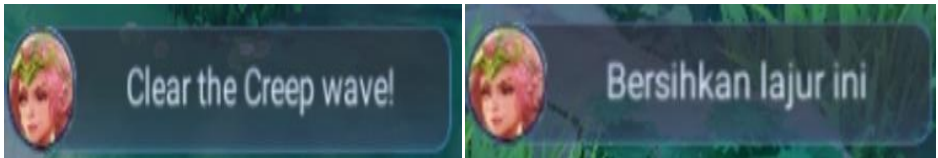
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Ana-meta (Enigmatic)	Partial	Ana-meta (Enigmatic)	Mnemonic
<p>Enigmatic-enigmatic = 3x3 Mnemonic-Mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$</p> 				

Table 4.33 Example of Localization Quality Assessment on Violation strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), the mechanical statement is presented anamorphically

(implicit) namely “Clear the Creep wave!”, or the player urges his teammates to kill the creep on the lane. The mechanical statement is anamorphosis since the statement it does not provide how the way to clear creep wave. There is no narrative aspect in the term that mentioned on the statement. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely “*Bersihkan lajur ini*” or the player urges his teammates to kill the creeps on the lane. The mechanical statement is anamorphosis since the statement does not provide how the way to clear creep wave. Meanwhile, there is no narrative aspect in the term that mentioned on the statement which means mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

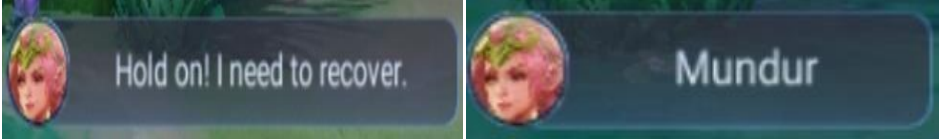
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Hegemonic (Textual)
Univocal-univocal = 3x3 Hegemonic (Textual)- Hegemonic (Textual) = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.34 Example of Localization Quality Assessment on Violation strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical statements are presented metamorphically (explicit) namely "Hold on! I need to recover." it means that the player urges his teammate to wait since the player wants to recover. There is no narrative aspect in the term that mentioned on the statements because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical statements are also presented metamorphically (explicit) namely "*Mundur*", or the player urges his teammate to retreat. There is no narrative aspect in the term that mentioned on the commands which means mechanical-narrative structure

in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both versions is same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

-93/VLTN/S/QC AOV/Nov 14, 2022 12:54 PM

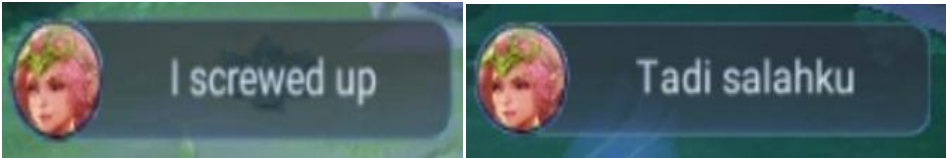
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Ana-meta (Enigmatic)	Partial	Ana-meta (Enigmatic)	Hegemonic (Textual)
<p>Enigmatic-Enigmatic = 3x3 Hegemonic (Textual)- Hegemonic (Textual) = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$</p> 				

Table 4.35 Example of Localization Quality Assessment on Violation strategy in Arena of Valor

From datum's assessment table above, the researcher analyzed that in ST (EN), the mechanical statement is presented anamorphically

(implicit) namely “I screwed up”, or the player tells teammates that he makes mistake. The mechanical statement is anamorphosis since the statement does not provide what thing is screwed up. There is no narrative aspect in the term that mentioned on the statement. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely “*Tadi salahku*” or the player tells his teammate that he admits the mistaken. The mechanical statement is anamorphosis since the statement does not provide what mistake is done. Meanwhile, there is no narrative aspect in the term that mentioned on the statement which means mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is also not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both version are same namely Hegemonic (Textual) since the text becomes the player’s preference for understanding the commands presented in the quick chat feature without any visual depiction in the player’s mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature of Arena of Valor.

c. Heroes Evolved

-59/RTN/C/QC HV/ Nov 15, 2022 1:56 PM

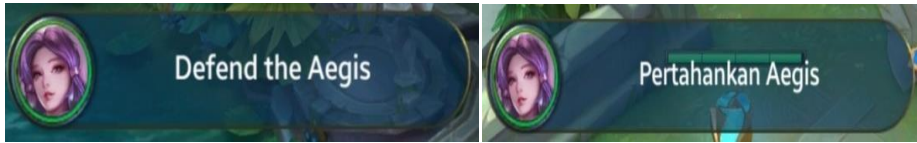
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Mnemonic
<p>Univocal-univocal = 3x3 Mnemonic-Mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$</p> 				

Table 4.36 Example of Localization Quality Assessment on Retention strategy in Heroes Evolved

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely "Focus on their Assassin!" it means that the player urges his teammates to focus or kill Assassin hero first. In AOV, assassin is the hero which has skill with huge damage dealing. There is no narrative aspect in the term that mentioned on the commands because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also

presented metamorphically (explicit) namely “*Bunuh assassin*”, it means that the player urges his teammate to kill assassin hero. There is no narrative aspect in the term that mentioned on the commands which means mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Heroes Evolved.

-76/MDTN/C/QC HV/Nov 15, 2022 2:02 PM

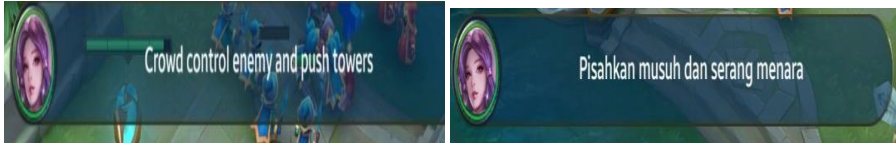
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Mnemonic
Univocal-univocal = 3x3 Mnemonic-mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.37 Example of Localization Quality Assessment on Mediation strategy in Heroes Evolved

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely "Crowd control enemy and push towers" it means that the player urges his teammates to control the enemies crowd and attack the enemy towers. In HV, tower is the defensive building which is an object that has to break. There is no narrative aspect in the term that mentioned on the commands because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also presented metamorphically (explicit) namely "*Pisahkan musuh dan serang menara*", it means that the player urges his teammate to control the enemy's crowd and attack the enemy towers. There is no narrative aspect in the term that mentioned on the commands which means mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Heroes Evolved.


Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Ana-meta (Enigmatic)	Partial	Ana-meta (Enigmatic)	Hegemonic (Textual)
<p>Enigmatic-Enigmatic = 3x3</p> <p>Hegemonic (Textual)- Hegemonic (Textual) = 3x2</p> <p>Partial Localization = 2x1</p> <p>9+6+2= 17</p> <p>17/6= 2.8</p>				
				

Table 4.38 Example of Localization Quality Assessment on Mediation strategy in Heroes Evolved

The rater stated that in ST (EN), the mechanical statement is presented anamorphically (implicit) namely “I need back up”, or the player tells teammates that he needs assistance. The mechanical statement is anamorphosis since the statement does not provide what the exactly assistance is. There is no narrative aspect in the term that mentioned on the statement. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely “*saya perlu bantuan*” or the player tells his teammate that he needs assistance. The mechanical statement is anamorphosis since the statement does not provide what exactly the assistance is. Meanwhile, there is no narrative aspect in the term that

mentioned on the statement which means mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is also not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both versions is same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature of Heroes Evolved.

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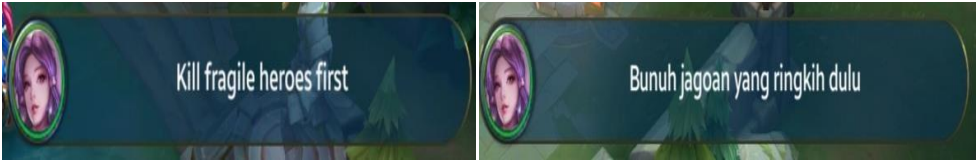
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Ana-meta (Enigmatic)	Partial	Ana-meta (Enigmatic)	Mnemonic
<p>Enigmatic-enigmatic = 3x3 Mnemonic-Mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$</p> 				

Table 4.39 Example of Localization Quality Assessment on Mediation strategy in Heroes Evolved

From datum's assessment table above, the researcher analyzed that in ST (EN), the mechanical statement is presented anamorphically

(implicit) namely “Kill fragile heroes first”, or the player urges his teammates to kill the heroes who has little HP. The mechanical statement is anamorphosis since the statement it does not provide any heroes who has a little HP. There is no narrative aspect in the term that mentioned on the statement. The combination of mechanical anamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Enigmatic (ana-meta). In TT (ID), mechanical statement is also presented anamorphically (implicit) namely “*Bunuh jagoan yang ringkih dulu*” or the player urges his teammates to kill the heroes who has little HP. The mechanical statement is anamorphosis since the statement it does not provide any heroes who has a little HP. Meanwhile, there is no narrative aspect in the term that mentioned on the statement which means mechanical-narrative structure in TT is also Enigmatic (ana-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Heroes.


Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic (Textual)	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Hegemonic (Textual)
Univocal-univocal = 3x3 Hegemonic (Textual)- Hegemonic (Textual) = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.40 Example of Localization Quality Assessment on Violation strategy in Heroes Evolved

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical statements are presented metamorphically (explicit) namely "Gank more" it means that the player urges his teammate to assault the enemy frequently. Gank is the term of MOBA game means assault the enemy. There is no narrative aspect in the term that mentioned on the statements because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical statements are also presented metamorphically (explicit) namely "Keroyok lebih sering", or the player urges his teammate to assault the enemy frequently. There is no narrative aspect in the term that mentioned on the commands which means mechanical-narrative structure

in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Hegemonic (Textual). The diegetic symbiosis on both version are same namely Hegemonic (Textual) since the text becomes the player's preference for understanding the commands presented in the quick chat feature without any visual depiction in the player's mind and indeed there is no visual aspect is drawn on quick chat feature of the game. The localization Level is partial because only the text is translated in quick chat feature of Heroes Evolved.

103/VLTN/C/QC HV/August 15, 2022 2:08 PM

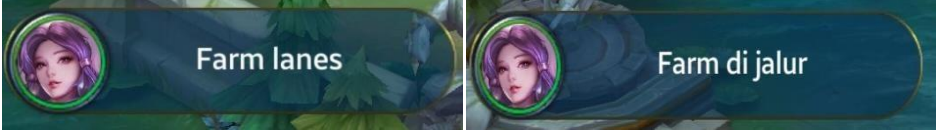
Diegetic Symbiosis	Mechanical-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Mnemonic	Meta-meta (Univocal)	Partial	Meta-meta (Univocal)	Mnemonic
Univocal-univocal = 3x3 Mnemonic-mnemonic = 3x2 Partial Localization = 2x1 $9+6+2= 17$ $17/6= 2.8$				
				

Table 4.41 Example of Localization Quality Assessment on Violation strategy in Heroes Evolved

From datum's assessment table above, the researcher analyzed that in ST (EN), Mechanical commands are presented metamorphically (explicit) namely "Farm lanes!" it means that the player urges his

teammate to farming by kill creeps or monsters on the lane. There is no narrative aspect in the term that mentioned on the commands because the command is clear enough. The combination of mechanical metamorphosis and narrative metamorphosis makes the mechanical-narrative structure in ST is Univocal (meta-meta). In TT (ID), mechanical commands are also presented metamorphically (explicit) namely "*Farm di jalur*", it means that the player urges his teammate to farming by kill creeps or monsters on the lane. There is no narrative aspect in the term that mentioned on the commands which means mechanical-narrative structure in TT is also Univocal (meta-meta). Therefore, the mechanical-narrative structure in ST to TT is not shifted. The diegetic symbiosis is not shifted from ST to TT namely Mnemonic. The diegetic symbiosis on both version is mnemonic since the textual and visual aspect is complete each other to understand player even though the visual aspect just drawn in the mind of players when they read the textual aspect of quick chat in the game. The localization Level is partial because only the text is translated in quick chat feature of Heroes Evolved.

B. DISCUSSION

In this research, the researcher focuses on two discussions, namely translation strategies, localization quality assessment, and applying UI of quick chat which influenced the use of diegetic strategies which are applied on Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved. After the researcher analyzes and understands diegetic strategies and the localization quality assessment of quick chat as seen from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved, the researcher assumes that the translator tends to maintain the original term of the game which is appropriate to deal with the limit space and character challenge in quick chat feature of MOBA games.

The discussion here to answer the problem statement based on the result finding. This subchapter explains about the relationship between translations strategies and localization quality of quick chat from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved.

	Diegetic Strategies																				
	Abbreviation			Condensation			Omission			Symbolization			Retention			Mediation			Violation		
	G	A	P	G	A	P	G	A	P	G	A	P	G	A	P	G	A	P	G	A	P
MLBB	1	-	-	3	-	-	2	-	-	-	-	-	23	-	-	7	-	-	3	-	-
AOV	-	-	-	11	2	-	1	1	-	-	-	-	14	-	-	7	-	-	17	-	-
HV	-	-	-	-	-	-	-	-	-	-	-	-	3	-	-	5	-	-	3	-	-
Σ	103																				
MLBB: Mobile Legends: Bang-bang AOV: Arena of Valor HV: Heroes Evolved G: Good A: Average P: Poor																					

Tabel 4.42 Componential table of localization quality assessment diegetic strategies of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved

The researcher found 103 data of quick chat localization quality from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved which using translation strategy namely diegetic strategy. Interestingly, the majority of data are using retention with good localization level. The dominant diegetic strategy in quick chat is retention which implied that MOBA game tends to maintain original term as typical of the games. However, retention is used to fit even save some space that provided for fill the quick chat. Furthermore, retention strategy is able to represent the meaning well related with mechanical-narrative structure mostly delivered explicitly in the games. The effectively and efficiently factor is the main reason why retention strategy is

the most dominant strategy that used in quick chat of MOBA games of this research. MOBA games is a game which has a lot of own terms as their characteristics. Player of MOBA game is more comfortably and easily understand with the original terms in MOBA game than the original terms of the game are translated. Furthermore, mostly original term of MOBA game has less number of word characters which can solve the limited space in quick chat of MOBA games. Therefore, retention strategy is most dominant diegetic strategy used in MOBA game of this research since retention strategy is appropriate to applied in MOBA game for solve extern challenge namely makes MOBA's player feel comfort and familiarly with the original terms of the game, and also solve intern challenge namely fit the limited spaces of quick chat features provided in MOBA game.

The researcher analyzes the diegetic strategy based on Purnomo (2017) to answer the first problem and the goal of the research. In case of research, the researcher finds the most type of diegetic strategy applied in quick chat from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved namely retention strategy. This table shows diegetic strategy percentage found in Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved of 103 data.

Calculation of Diegetic Strategies Results		
No	Diegetic Strategy	Percentage
1.	Abbreviation	1%
2.	Condensation	15.5%
3.	Symbolization	-
4.	Omission	3.8%
5.	Retention	39.8%
6.	Mediation	18.5%
7.	Violation	21.4%

Table 4.43 The percentage of diegetic strategy applied in Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved

The researcher found 1 datum (1%) of Abbreviation, 16 data (15.5%) of Condensation, 4 data (3.8%), 41 data (39.8%) of Retention, 19 data (18.5%) of Mediation, 22 data (21.4%) of Violation. The researcher did not find symbolization strategy of the games. In addition, the researcher found the most dominant diegetic strategy in the data is Retention.

The localizer acknowledges that keeping original term is appropriate to deal with the limit space and character challenge in quick chat feature of MOBA games. Retention strategy is the way localizer keeps the original term of the games or just took straightly ST word without localize it. Furthermore, retention applied in translation strategy since the word is considered familiar and commonly used as an expression in the game. Similarly, Molina & Albir (2002:499) stated that borrowing technique is taking word directly from another language which can be occurred when two languages are closed each other. It can be concluded that the data using retention strategy is almost same with borrowing technique which used to when the SL word is familiar in TL. However, retention strategy deal with limit space and also to keeps the original term of the games. Moreover, in the case of data of this research, some of data have double diegetic strategy certainly have retention as one of translation strategy.

In the case of the type of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved games which those games are Multiplayer Online Battle Arena (MOBA) game. MOBA game a genre of game which was greatly influenced by the genre of real-time strategy (RTS) which communication feature such as quick chat is greatly needed for the players to communicate with other about the strategies and decisions. Certainly, there are many terms in MOBA games which must be maintained to their originality by the developer. Besides that, many MOBA players are more familiar with certain

terms in SL of MOBA games than these terms are translated and also usually the number of characters in SL words is less than the translated words in TL. Therefore, retention strategy is the most dominant diegetic strategy used in those MOBA games since the strategy tends to not translate certain terms in order to keep original term of the game.

After the rater assessing of diegetic strategies, the researcher done analyze to localization quality of quick chat from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved based assessment rater's assessment. The parameters of assessment divided into mechanical-narrative structure, diegetic symbiosis, and localization level. Here the discussion related with 3 parameters by found the dominant in each parameter.

Before conducting a deeper discussion about the 3 parameters of Localization Quality Assessment, the researcher points out Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved games which are Multiplayer Online Battle Arena (MOBA) game. MOBA game a genre of game which was greatly influenced by the genre of real-time strategy (RTS) which communication feature such as quick chat is greatly needed for the players to communicate with other about the strategies and decisions. This genre of game will affect to the dominant fond in the assessment.

Mechanical-narrative structure is about message conveying structure with influence ideology in the games. Ideology classified into 2 namely metamorphosis (explicit message) and anamorphosis (implicit message). Mechanical structure related with how the orders/statement mechanic of game written in the text delivered explicitly or implicitly. The narrative structure is about narrative message delivered has another meaning or not related with the background of the story or explicitly/implicitly. Mechanical-narrative structure divided into 4 namely univocal, cryptic, enigmatic, and equivalence. The table below shows the result of mechanical-narrative structure assessment:

	Mechanical-Narrative Structure							
	Source Text (EN)				Target Text (ID)			
	UNI	CRY	ENI	EQU	UNI	CRY	ENI	EQU
MLBB	23	-	16	-	23	-	16	-
AOV	36	2	15	-	38	-	15	-
HV	9	-	2	-	9	-	2	-
Σ	68	2	33	0	70	0	33	0

Table 4.44 Distribution the total number data of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved in Mechanical-narrative structure

The researcher found 68 data Univocal in ST and 70 data Univocal in TT, 2 data Cryptic in ST, and 33 data Enigmatic in both ST and TT. Therefore, the dominant mechanical-narrative structure in both data Source Text and is Univocal. The dominant mechanical-narrative structure is univocal since the localizer delivered the message explicitly in order to make clear the meaning so that ease player to understand in play the game.

The assessment of mechanical-narrative structure observed how linguistic elements explain the mechanic and the narrative structure delivered explicitly or implicitly. Assessing the mechanical-narrative structure is not simply as assessing diegetic symbiosis and localization level. The rater does not only watch and compare the data but also understand the game mechanically and narratively. Thus mechanical-narrative has the highest rating weight in localization quality assessment parameters namely 3.

In the case of type Mobile Legends: Bang- bang, Arena of Valor, and Heroes Evolved as MOBA game effect to the dominant result 3 parameters of localization quality assessment. The mechanical-narrative structure dominated with univocal in Mobile Legends: Bang- bang, Arena of Valor, and Heroes

Evolved both in Source Text and Target Text. Univocal is the condition which both mechanical and narrative message delivered explicitly. MOBA game is real time strategy-action game which mechanical command is supposed to be delivered explicitly in order to make player easy understand and make decision instantly. Therefore, the commands and statement of quick chat feature in MOBA game mostly written explicitly.

Diegetic symbiosis is the relationship between visual, text and their realization the gameplay. Diegetic divided into 2 namely Mnemonic and Hegemonic. Mnemonic is both the text and its visualization are completing each other in order to make player understand the game play. Meanwhile, there are two types of Hegemonic namely hegemonic (textual) is when the textual element as preference in order to make player understand, hegemonic (visual) is when the visual element as preference in order make player understand. The table below shows the result of diegetic symbiosis assessment:

Diegetic Symbiosis						
	Source Text (EN)			Target Text (ID)		
	Mnemonic	Hegemonic (Textual)	Hegemonic (Visual)	Mnemonic	Hegemonic (Textual)	Hegemonic (Visual)
MLBB	24	15	-	24	15	-
AOV	33	20	-	32	21	-
HV	8	3	-	8	3	-
Σ	65	38	0	64	39	0

Table 4.45 Distribution the total number data of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved in Diegetic Symbiosis

From the table above, the researcher found 65 mnemonic data in ST and 38 data in TT, 38 data hegemonic in ST and 39 data hegemonic in TT. Thus, the dominant diegetic symbiosis is mnemonic since mostly of quick chat provide the text which can make the player get visual understanding drawn in player's mind. The dominant diegetic strategy is mnemonic since the localizer wants to make it easy for players to understand the meaning clearly in the quick chat through interwined textual and visual elements.

In case of type of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved are MOBA which is RTS (Real-time Strategy) action game that effects to the dominant results of 3 parameters of localization quality assessment. MOBA game is real time strategy-action game which the quick chat supposed to be delivered explicitly. Thus, the commands and statement of quick chat feature in MOBA game mostly written explicitly and it can bring out visualization of the specific term in player's mind which mentioned in quick chat. Therefore, the dominant diegetic symbiosis mnemonic since the developer provides specific term of the game in quick chat to ease player comprehend the commands or statements in the game.

Localization level classified into 3 namely full localization, partial localization, and no localization. Full localization is all the element namely textual, visual, and sound elements are changed from ST into TT. Partial localization is some parts are changed such as only textual or visual element from ST into TT. No localization means there is no elements are changed from ST into TT. The rater asses the localization level by comparing the ST with TT.

	Localization Level		
	Full	Partial	No
MLBB	-	39	-
AOV	-	53	-
HV	-	11	-
	-	103	-

Table 4.46 Distribution the total number data of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved in Localization Level

In the case of assessment result by the rater, the researcher found the localization level is only partial localization. Partial localization found in quick chat of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved since quick chat is a feature which provides textual element so that localization only textual elements. The dominant localization level is partial localization since the audio elements or dubbing of quick chat are not shifted to prevent complexity of quick chat.

In the case of localization quality assessment by the rater found the results of the assessment table of localization quality mostly got 2.8 of the total scores. The number of total scores of quick chat localization quality from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved are good. The localization quality indicate is good since the localization easy understandable and be able to reflect the message of the game well.

The dominant mechanical-narrative structure is univocal since the localizer delivered the message explicitly in order to make clear the meaning so that ease player to understand in play the game. The, dominant diegetic strategy is mnemonic since the localizer wants to make it easy for players to understand the meaning clearly in the quick chat through inter wined textual and visual elements. The dominant localization level is partial localization since the audio elements or dubbing of quick chat are not shifted to prevent

complexity of quick chat. Retention strategy is related to three parameters of localization quality where retention strategy mostly applied in quick chat of MOBA games to maintain the originality of their own terms in games which are conveyed explicitly in the dominant findings in three parameters of localization quality which aim to make clear meaning in quick chat so that players can easily understand in playing games.

CHAPTER V

CONCLUSIONS, IMPLICATIONS, AND SUGGESTIONS

A. Conclusion

This research conducted to analyze two research questions towards three MOBA mobile games namely Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved. The first question seeks about translations strategies which are implemented in quick chat of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved. The second question seeks about localization quality assessment of quick chat of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved.

Quick chat of Mobile Legends: bang-bang, Arena of Valor, and Heroes Evolved have the form of Source Text (English) and Target Text (Indonesian). The quick chat of those games is analyzed using translation strategies from Purnomo (2018). Diegetic strategy deals with textual element in games. Diegetic strategy concentrates on word efficiency in delivering the meaning in game localization. Mobile Legends: Bang-bang provides 39 data, Arena of Valor provides 53 data, and Heroes Evolved provides 11 data. The total quick chat data from those games is 103 which analyzed in this research using diegetic strategy. In this research, there are 6 from 7 diegetic strategy are found in quick chat data. The most dominant diegetic strategy here is retention with 38 data from 103 data. Retention strategy is the way localizer keeps the original term of the games or just took straightly ST word without localize it. The localizer acknowledges that keeping original term is appropriate to deal with the limit space and character challenge in quick chat feature of MOBA games. Furthermore, retention applied in translation strategy since the word is considered familiar and commonly used as an expression in the game.

In the case of the type of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved games which those games are Multiplayer Online Battle Arena (MOBA) game. MOBA game a genre of game which was greatly influenced by the genre of real-time strategy (RTS) which

communication feature such as quick chat is greatly needed for the players to communicate with other about the strategies and decisions. Certainly, there are many terms in MOBA games which must be maintained to their originality by the developer. Besides that, many MOBA players are more familiar with certain terms in SL of MOBA games than these terms are translated and also usually the number of characters in SL words is less than the translated words in TL. Furthermore, there are some quick chat data are applied 2 diegetic strategies.

The Localization quality assessment is divided into 3 parameters namely mechanical-narrative structure, diegetic symbiosis, and Localization level. In case of type of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved are MOBA which is RTS (Real-time Strategy) action game that effects to the dominant results of 3 parameters of localization quality assessment. MOBA game is real time strategy-action game which the quick chat supposed to be delivered explicitly. Thus, the commands and statement of quick chat feature in MOBA game mostly written explicitly and it can bring out visualization of the specific term in player's mind which mentioned in quick chat. The dominant mechanical-narrative structure is univocal in both Source Text (English) namely 68 data and Target Text (Indonesian) namely 70 data. The dominant diegetic strategy is mnemonic in both Source Text (English) and Target Text (Indonesian) since the mechanic & narrative message delivered explicitly. The dominant localization level is partial localization since only textual element is shifted in the quick chat. The dominant mechanical- narrative structure is univocal since the localizer delivered the message explicitly in order to make clear the meaning so that ease player to understand in play the game. The, dominant diegetic strategy is mnemonic since the localizer wants to make it easy for players to understand the meaning clearly in the quick chat through interwined textual and visual elements. The dominant localization level is partial localization since the audio elements or dubbing of quick chat are not shifted to prevent complexity of quick chat. Retention strategy is related to three parameters

of localization quality where retention strategy mostly applied in quick chat of MOBA games to maintain the originality of their own terms in games which are conveyed explicitly in the dominant findings in three parameters of localization quality which aim to make clear meaning in quick chat so that players can easily understand in playing games.

The Localization quality assessment by 1 rater / single rater. The total score of localization quality for quick chat of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved is 2,8. The number of total scores shows that localization quality from quick chat of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved is good. The localization quality indicate as good since the localization is ease players to understand the game.

From the result about the relationship between diegetic strategy and localization quality shows that there are 38 data with good quality level using retention strategy for quick chat. It affects the score of mechanical-narrative structure in localization quality assessment. Furthermore, the dominant strategy is retention, it implies retention strategy is well strategy not only fix the spatial problem but also to represent the meaning well with maintaining original term which sounds natural for the player.

B. Implications

This research analyzes translation strategies are employed on MOBA mobile games namely quick chat of Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved and its relation with localization quality assessment. This, research result that quick chat of MOBA mobile game need to use diegetic strategy solve spatial problem since diegetic strategy focus on word efficiency to fit of word appears space. This research proves that choosing the proper translation strategy on game localization will get good score.

This result also proves that retention strategy will dominantly result in good localization quality. 39 data of translation strategies use

retention diegetic strategy and the result in good localization quality assessment.

C. Suggestions

This research is conducted after several previous studies which are contribute to game localization. This research uses from translation experts, such as diegetic strategy from Purnomo (2018) and Localization quality assessment from Purnomo (2019).

Hopefully, this research can be inspirations of future research of MOBA mobile games localization. This research selects three MOBA mobile games namely Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved as the research objects which is considered as great demand and famous games in Indonesia. However, various kinds of mobile games from various nations can be implemented as well to be the research object, such as casual game and adventure game. Translators are also able to consider this research to be their references or reconciliation in localizing many kinds games into many locales.

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VALIDATION SHEET

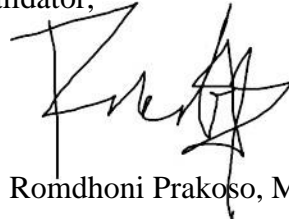
This is to certify that the thesis data entitled “*Qucik Chat Localization Quality Assessment as Seen from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved*” has been validated by M. Romdhoni Prakoso, M.Pd., in:

Day: Saturday

Date: January 28th, 2023

Surakarta, January 28th, 2023

Validator,

A handwritten signature in black ink, appearing to be 'Romdhoni Prakoso', written over a faint, illegible background.

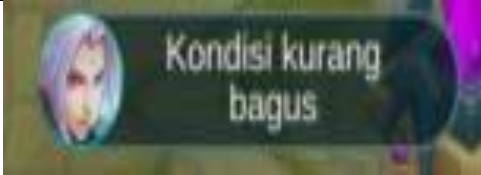
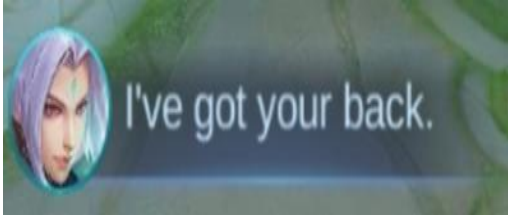


M. Romdhoni Prakoso, M.Pd..

APPENDICES

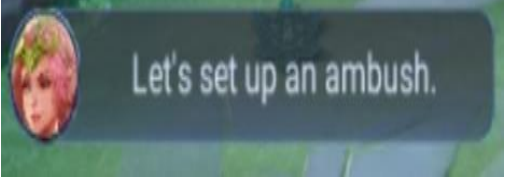
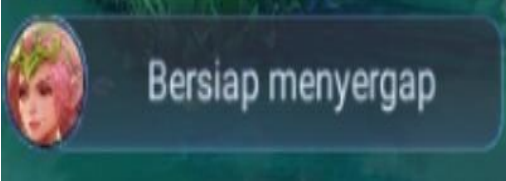
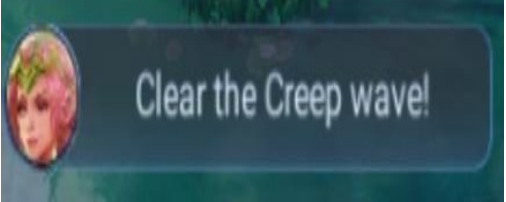
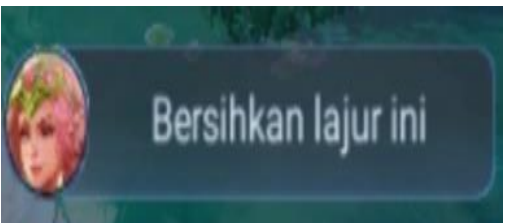
Title	Quick Chat Localization Quality Assessment As Seen From Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved	
Research Questions	<ol style="list-style-type: none"> 1. What translation strategies are employed to translate quick chat localization as found from Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved? 2. How is the localization quality of quick chat in Mobile Legends: Bang-bang, Arena of Valor, and Heroes Evolved? 	
Theories	<ol style="list-style-type: none"> 1. Purnomo, S. L. A., Purnama, S. L. S., Untari, L., Muttaqien, M. Z. Prakosa, M. R., Umam, R. K. (2019). Studies On Shift: Game Localization and Subtitling. CV Gerbang Media Aksara. 2. Purnomo, S. L. A. (2018). Model Pelokalan Video Game BerbasisLudifikasi.Unpublished Doctoral Disertation. SebelasMaret University, Surakarta. 	
Notes on Codes		
Translation Strategies: Purnomo (2019)	Localization Quality Assessment: Purnomo (2018)	
1. Abbreviation (ABB)	1. Mechanical-narratives Structure	
2. Condensation (CON)	2. Diegetic Symbiosis	
3. Omission (OMSN)	3. Localization Level	
4. Symbolization (SYM)		
5. Retention (RTN)		

6. Mediation (MDTN)	
7. Violation (VLTN)	

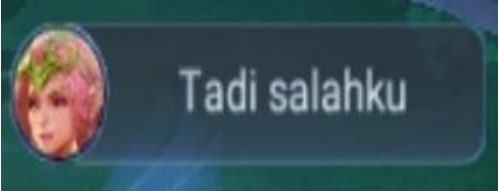
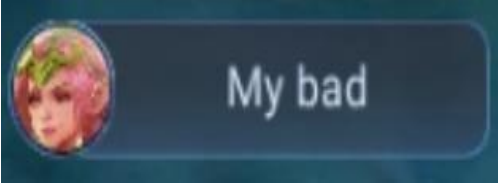

Data Coding	Visual Data	Translation Strategies	Explanation	Localization Quality Assessment			Scores
				MNS	DS	LL	
1/ABB/PM/QC MLBB/ Nov 14,2022, 3:42 PM	English:   Indonesia:	Abbreviation	The word “Damage Dealer” is translated in to “DPS” in Target Language. Actually, the word “DPS’ is borrowing word specifically “Damage Per Second”. The translator abbreviates this phrase in to “DPS” to save some spaces even many players especially MOBA players are familiar with this term.	Cryptic 3×3=9	Hege- monic - hege monic 3×2=6	Partia 1 2×1=2	9+6+2=17 17/6=2,8 dibulatkan3 (Good)
2/CON/PM/QC MLBB/ Nov 14,2022, 3:42 PM	English:  Indonesia:	Condensation	The sentences “Not Ready for Team Fight” is translated in to “Kondisi Kurang Bagus” in TL. The translator compress sentences “Not Ready for Team Fight” in to “Kondisi “Kurang Bagus” in TL to save some spaces without	Cryp- Equiv ocal 2×3=6	Heg- heg 3×2=6	Partia 1 2×1=2	6+6+2=14 14/6=2,3 dibulatkan2 (Average)

			changing the messages of the SL. The meaning of the sentences still understandable for the players that their team condition is not good they are not ready for team fight.				
3/CON/ PM/QC MLBB/ Nov 14,2022, 4:32 PM	<p>English:</p>  <p>Indonesia:</p> 	Conensati on	The sentence “I’ve got your back” is translated in to “ <i>Aku di sisimu</i> ” in TL. The translator compress sentences “I’ve got your back” in to “ <i>Aku di sisimu</i> ” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the players that the player will cover their teammate.	Equiv ocal- equiv ocal 3×3= 9	Heg- heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17 17/6= 2,8 dibula tkan3 (Good)
4/CON/ PM/QC MLBB/ Nov 14,2022, 4:33 AM	<p>English:</p>  <p>Indonesia</p>	Condensa tion	The sentences “Let’s do this” is translated in to “ <i>Ayo pergi</i> ” in TL. The translator compress sentences “Let’s do this” in to “ <i>Ayo pergi</i> ” in TL to save some	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17 17/6= 2,8 dibula tkan3 (Good

			spaces without changing the messages of the SL. The meaning of the sentences still understandable for the players that the player wants to urge their teammate to go and do the plan. .)
5/CON/ S/QC AOV/No v 14, 2022 2:28 PM	English: Indonesia: 	Condensation	The sentence “Don’t overextend! Get back to farming.” is translated in to “ <i>Fokus pada tujuann</i> ” in TL. The translator compress sentences “Don’t overextend! Get back to farming.” in to “Fokus pada tujuan” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the players that the player reminds their teammate to do their job to reach the goal.	Univocal-Equivalocal 1×3=3	Hegheg 3×2=6	Partial 1 2×1=2	3+6+2=11 11/6=1,8 dibulatkan 2 (Average)
6/CON/ S/QC	English:	Condensation	The sentence “Let’s set up an ambush” is	Uniuni	Hegheg	Partial 1	9+6+2=17

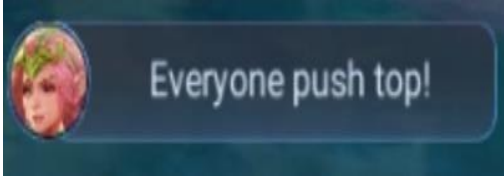
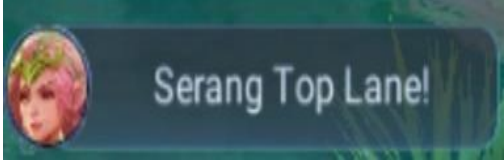
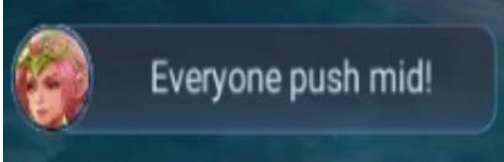
<p>AOV/No v 14, 2022 2:28 PM</p>	 <p>Indonesia:</p> 		<p>translated in to “<i>Bersiap menyergap</i>” in TL. The translator compress sentences “Let’s set up an ambush” in to “<i>Bersiap menyergap</i>” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the players that the player tell their teammates to do ambush.</p>	<p>3×3= 9</p>	<p>3×2= 6</p>	<p>2×1= 2</p>	<p>17/6= 2,8 dibulatkan3 (Good)</p>
<p>7/CON/S/QC AOV/No v 14, 2022 2:28</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Condensation</p>	<p>The sentence “Clear the Creep wave” is translated in to “<i>Bersihkan lajur ini</i>” in TL. The translator compress sentences “Clear the Creep wave” in to “<i>Bersihkan lajur ini</i>” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the</p>	<p>Uni-uni 3×3= 9</p>	<p>Hegheg 3×2= 6</p>	<p>Partia 1 2×1= 2</p>	<p>9+6+ 2= 17 17/6= 2,8 dibulatkan3 (Good)</p>


			players that the player orders their teammates to clear the lane by killing creeps.				
8/CON/ S/QC AOV/No v 14, 2022 2:28	<p>English:</p>  <p>Indonesia:</p> 	Condensation	The sentences “Focus on their Assassin!” is translated in to “ <i>Bunuh Assassin</i> ” in TL. The translator compress sentences “Focus on their Assassin!” in to “Bunuh Assassin” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the players that the player urges their teammates to only notice the enemy’s assassin movement and kill when the war begin.	Uni-uni $3 \times 3 = 9$	Heg-heg $3 \times 2 = 6$	No $1 \times 1 = 1$	9+6+ 1= 16 16/6= 2,6 dibula tkan3 (Good)
9/CON/ S/QC AOV/No v 14, 2022 2:28	<p>English:</p> 	Condensation	The sentences “I screwed up” is translated in to “ <i>Tadisalahku</i> ” in TL. The translator compress sentences “I	Cryp-cryp $3 \times 3 = 9$	Heg-heg $3 \times 2 = 6$	Partia 1 $2 \times 1 = 2$	9+6+ 2= 17 17/6= 2,8 dibula tkan3

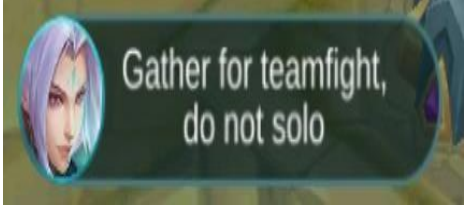
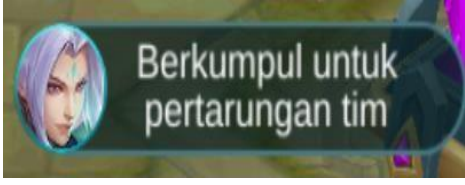

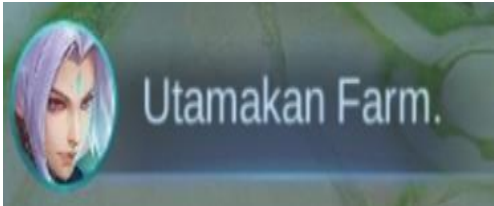
	<p>Indonesia:</p> 		<p>screwed up” in to “Kondisi “<i>Tadisalahku</i>” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the players that the player admits his mistake that scrambled strategy.</p>				(Good)
<p>10/CON/ S/QC AOV/No v 14, 2022 2:30</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Condensa tion</p>	<p>The sentences “My bad” is translated in to “<i>Maaf</i>” in TL. The translator compress sentences “My bad” in to “<i>Maaf</i>” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the players that the player apologize to teammates.</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>Partia 1 2×1= 2</p>	<p>9+6+ 2= 17 17/6= 2,8 dibula tkan3 (Good)</p>
<p>11/CON/ S/QC AOV/No v 14, 2022</p>	<p>English:</p> 	<p>Condensa tion</p>	<p>The sentences “Don’t flame” is translated in to “<i>Fokus</i>” in TL. The translator compressed sentences “Don’t</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>Partia 1 2×1= 2</p>	<p>9+6+ 2= 17 17/6= 2,8 dibula</p>

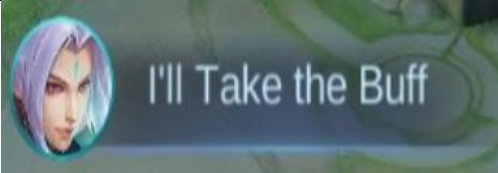
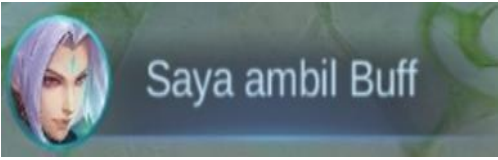
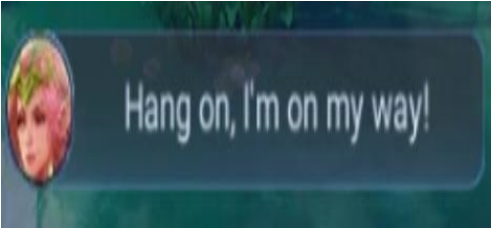
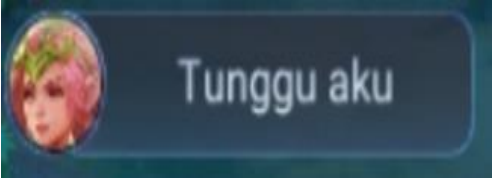

7:54 PM	<p>Indonesia:</p> 		<p>flame” in to “<i>Fokus</i>” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the player that the player urges their teammates to stay focused and not provoked by enemies.</p>				tkan3 (Good)
13/CON/ S/QC AOV/No v 14, 2022 11:22 PM	<p>English;</p>  <p>Indonesia</p> 	Condensation	<p>The sentences “Hold on. Don’t engage without me!” is translated in to “<i>Aku sedangkesana</i>” in TL. The translator compress sentence “Hold on. Don’t engage without me” in to “<i>Aku sedangkesana</i>” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the player that the player tell their teammates to do not start war because the player is on the way</p>	Uni- Cryp 2×3= 6	Heg- heg 3×2= 6	Partia 1 2×1= 2	6+6+ 2= 14 14/6= 2,3 dibula tkan2 (Aver age)


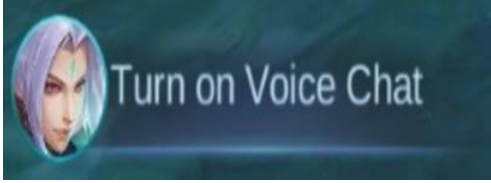
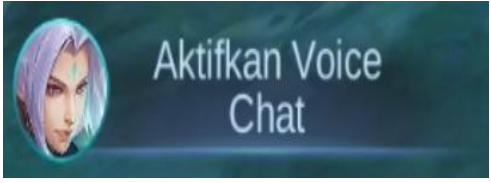
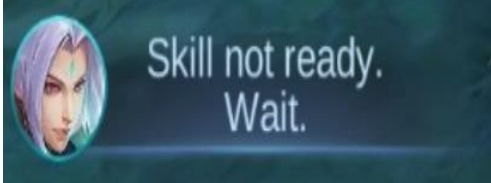
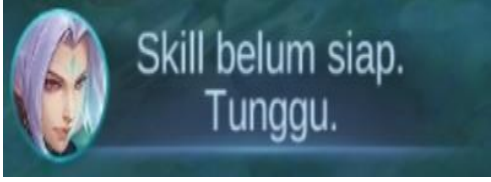
			to war together.				
14/CON/ S/QC AOV/No v 14, 2022 11:52 PM	<p>English:</p> <p>Indonesia:</p>	Condensa tion	<p>The sentences “Focus on their Carry!” is translated in to “<i>Bunuh Carry musuh</i>” in TL. The translator compress sentence “Focus on their Carry!” in to “<i>Bunuh Carry musuh</i>” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the player that the player tell their teammates to do not start war because the player is on the way to war together.</p>	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good))
15/CON/ S/QC AOV/No v 14, 2022 11:22 PM	<p>English:</p> <p>Indonesia:</p>	Condensa tion	<p>The sentences “Hold on! I need to recover” is translated in to “<i>Mundur</i>” in TL. The translator compress sentence “Hold on! I need to recover.” in to “<i>Mundur</i>” in TL to save some spaces without changing the messages of the SL.</p>	Cryp- uni 2×3= 6	Heg- heg 3×2= 6	Partia 1 2×1= 2	6+6+ 2= 14 14/6= 2,3 dibula tkan2 (Aver age)

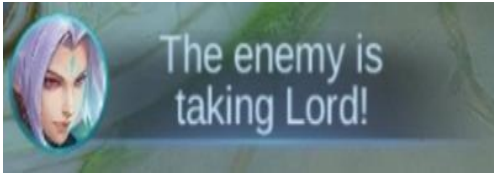
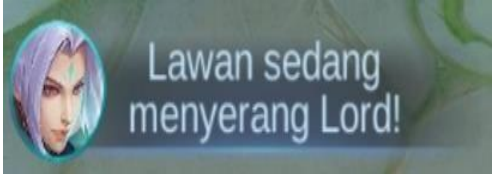
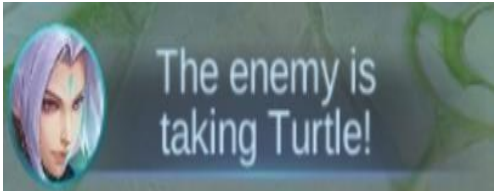
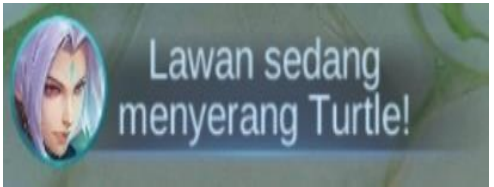
			The meaning of the sentences still understandable for the player that the player tell their teammates to do not start war because the player is on the way to war together.				
16/CON/ S/QC AOV/No v 14, 2022 11:55 PM	English:  Indonesia: 	Condensation	The sentences “Everyone push top!” is translated in to “ <i>Serang Top Lane</i> ” in TL. The translator compress sentence “Everyone push top!” in to “ <i>Serang Top Lane</i> ” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the player that the player tell their teammates to do not start war because the player is on the way to war together.	Cryp-cryp 3×3= 9	Heg-heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17 17/6= 2,8 dibula tkan3 (Good)
17/CON/ S/QC AOV/No v 14,	English: 	Condensation	The sentences “Everyone push mid!” is translated in to “ <i>Serang Middle Lane</i> ”	Cryp-cryp 3×3= 9	Heg-heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17 17/6= 2,8


<p>2022 11:55 PM</p>	<p>Indonesia:</p> 		<p>in TL. The translator compress sentence “Everyone push mid!” in to “<i>Serang Middle Lane</i>” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the player that the player tell their teammates to do not start war because the player is on the way to war together.</p>				<p>dibulatkan3 (Good)</p>
<p>18/CON/ S/QC AOV/No v 14, 2022 11:55 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Condensation</p>	<p>The sentences “Everyone push bottom!” is translated in to “<i>Serang Bottom Lane!</i>” in TL. The translator compress sentence “Everyone push Lane!” in to “<i>Serang Bottom Lane!</i>” in TL to save some spaces without changing the messages of the SL. The meaning of the sentences still understandable for the player that the player</p>	<p>Cryp-cryp 3×3=9</p>	<p>Heg-heg 3×2=6</p>	<p>Partia 1 2×1=2</p>	<p>9+6+2=17 17/6=2,8 dibulatkan 3 (Good)</p>

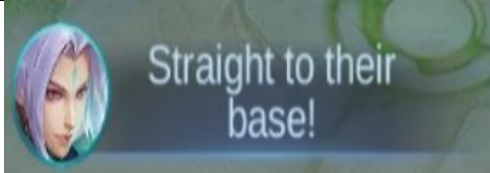
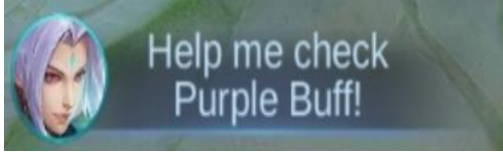
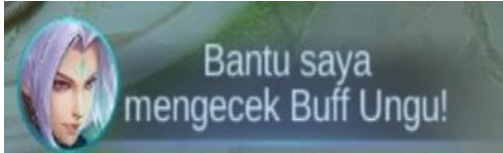
			tell their teammates to do not start war because the player is on the way to war together.				
19/OMS N/PM/Q C MLBB/ Nov 14,2022 4:35 PM	English:  Indonesia: 	Omission	The sentence “Do not Solo” is not translated into Target Language. The translator deletes those sentences because the words are not main messages of the sentence. Thus the last sentence is not necessary to be translated in target language.	Uni- uni 3×3= 9	Heg- heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)
20/OMS N/PM/Q C MLBB/ Nov 14,2022 3:19 PM	English:  Indonesia: 	Omission	The sentence “Don’t Troll” is not translated into Target Language. The translator deletes those sentences because the words are not main messages of the sentence. Thus the last sentence is not necessary to be translated in target language.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17 17/6= 2,8 dibula tkan3 (Good)
20/OMS N/PM/Q C	English:	Omission	The word “will” is not translated into Target Language. The	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17

<p>MLBB/ Nov 13,2022 9:51 PM</p>	 <p>Indonesia:</p> 		<p>translator deletes those sentences because the words are not main messages of the sentence. Thus the last sentence is not necessary to be translated in target language.</p>	<p>9</p>	<p>6</p>	<p>2</p>	<p>17/6= 2,8 dibulatkan3 (Good)</p>
<p>21/OMS N/S/QC AOV/Nov 14,2022 11:12 AM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Omission</p>	<p>The sentence “I’m on my way” is not translated into Target Language. The translator deletes those sentences because the words are not main messages of the sentence. Thus the last sentence is not necessary to be translated in target language.</p>	<p>Uni-uni 3×3=9</p>	<p>Heg-heg 3×2=6</p>	<p>Partia 1 2×1=2</p>	<p>9+6+2= 17 17/6= 2,8 dibulatkan 3 (Good)</p>
<p>22/OMS N/S/QC AOV/Nov 14,2022 11:22 AM</p>	<p>English:</p>  <p>Indonesia:</p>	<p>Omission</p>	<p>The sentence “I need to recover” is not translated into Target Language. The translator deletes those sentences because the words are not main messages of the</p>	<p>Cryp-uni 2×3=6</p>	<p>Heg-heg 3×2=6</p>	<p>Partia 1 2×1=2</p>	<p>6+6+2= 14 14/6= 2,3 dibulatkan 2 (Average)</p>

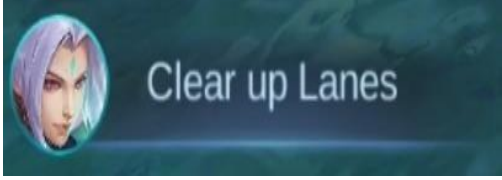
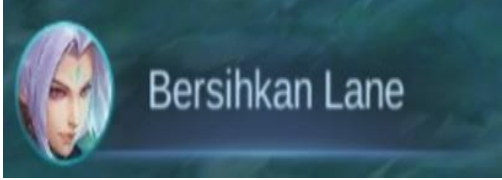

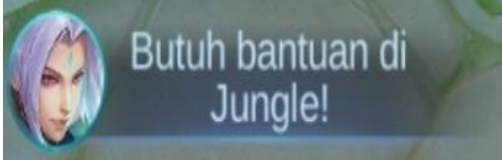
			sentence. Thus the last sentence is not necessary to be translated in target language.				
23/RTN/ PM/QC MLBB/ Nov 14, 2022 3:34 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The phrase “voice chat” is does not translated in TL because the target players more familiar with this phrase. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	Uni- uni 3×3= 9	Heg- heg 3×2= 6	Nir 1×1= 1	9+6+ 2= 16 17/6= 2,6 dibula tkan 3 (Good)
24/RTN/ PM/QC MLBB/ Nov 14, 2022 3:34 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The word “Skill” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not</p>	Uni- uni 3×3= 9	Heg- heg 3×2= 6	Nir 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)

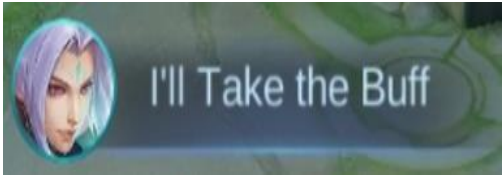
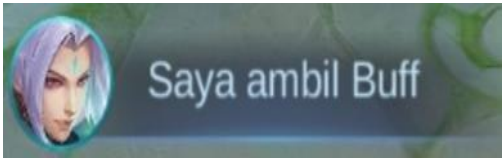

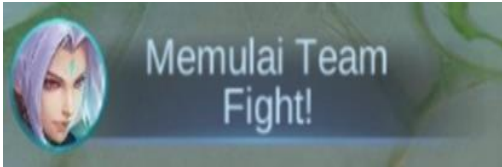
			save some spaces.				
25/RTN/ PM/QC MLBB/ Nov 13, 2022 9:46 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The word “Lord” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>Nir 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>
26/RTN/ PM/QC MLBB/ Nov 13, 2022 9:47 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The word “Turtle” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>Nir 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>
27/RTN/ PM/QC	<p>English:</p>	Retention	<p>The phrase “High Ground” is does not</p>	<p>Cryp- cryp</p>	<p>Heg- heg</p>	<p>Nir 1×1=</p>	<p>9+6+</p>

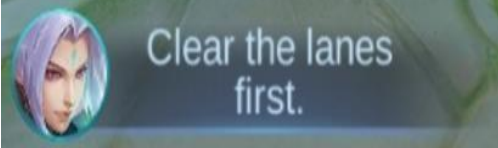
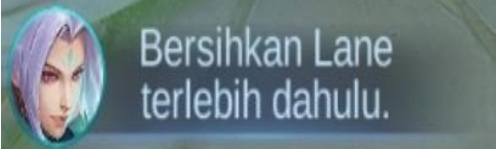
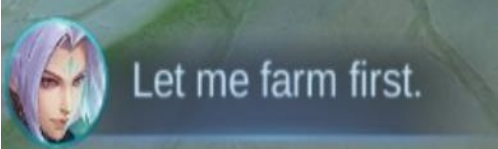
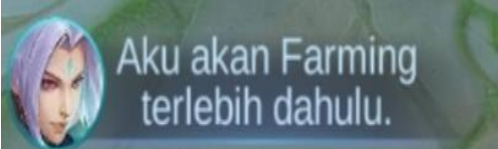

<p>MLBB/ Nov 14, 2022 3:32 PM</p>	 <p>Indonesia:</p> 		<p>translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>3×3= 9</p>	<p>3×2= 6</p>	<p>1</p>	<p>1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>
<p>28/RTN/ PM/QC MLBB/ Nov 13, 2022 3:36 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Retention</p>	<p>The word “Turret” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>
<p>29/RTN/ PM/QC MLBB/ Nov 13,</p>	<p>English:</p>	<p>Retention</p>	<p>The word “Base” is does not translated in TL because the target players more familiar</p>	<p>Uni- uni 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6</p>

2022 9:51	 <p>Indonesia:</p> 		with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces				dibulatkan 3 (Good)
30/RTN/ PM/QC MLBB/ Nov 13, 2022 9:33 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	The word “Buff” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibulatkan 3 (Good)
31/RTN/ PM/QC MLBB/ Nov 13, 2022 9:34 PM	<p>English:</p>  <p>Indonesia:</p>	Retention	The word “Buff” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibulatkan 3 (Good)


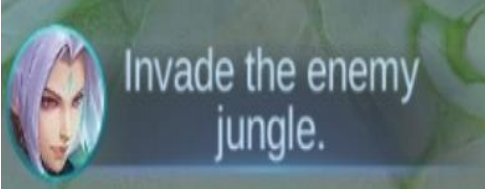
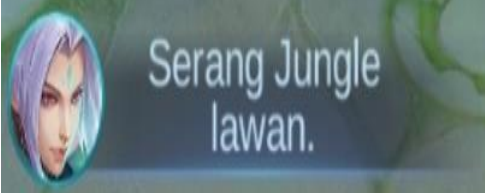

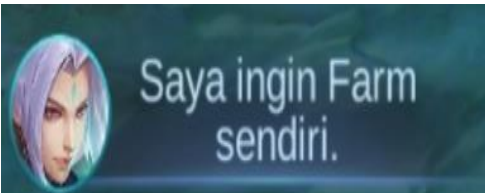
			Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.)
32/RTN/ PM/QC MLBB/ Nov 13, 2022 9:46 PM	<p>English:</p> <p>Indonesia:</p>	Retention	The word “minion” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
33/RTN/ PM/QC MLBB/ Nov 13, 2022 9:44 PM	<p>English:</p> <p>Indonesia:</p>	Retention	The word “Turret” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)


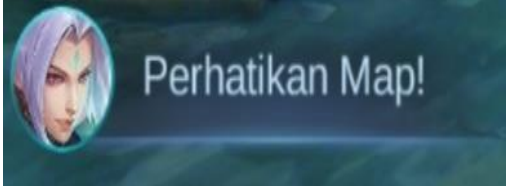

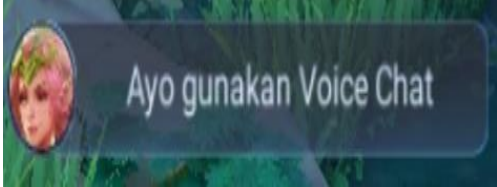
			characters of those sentence will much than SL and it might not save some spaces.				
34/RTN/ PM/QC MLBB/ Nov 14, 2022 3:32 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The word “Lanes” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1° 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>
35/RTN/ PM/QC MLBB/ Nov 13, 2022 9:35 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The word “Jungle” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>

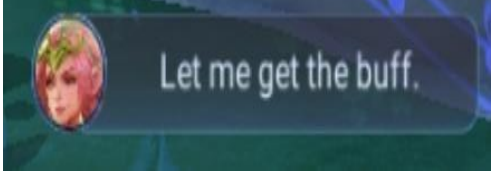
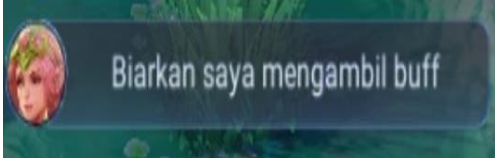
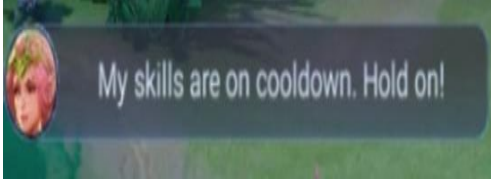

			save some spaces.				
36/RTN/ PM/QC MLBB/ Nov 13, 2022 9:51 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	The word “Buff” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula takan 3 (Good)
37/RTN/ PM/QC MLBB/ Nov 13, 2022 9:48 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	The phrase “Team Fight” is does not translated in TL because the target players more familiar with this phrase. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula takan 3 (Good)
38/RTN/ PM/QC MLBB/	English:	Retention	The word “Lanes” is does not translated in TL because the target	Cryp- cryp 3×3=	Heg- heg 3×2=	No 1×1= 1	9+6+ 1= 16

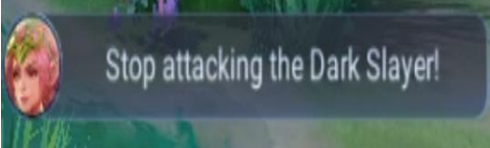
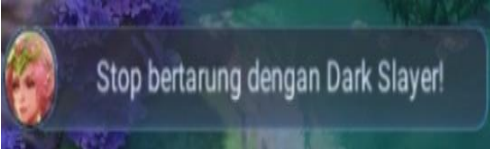
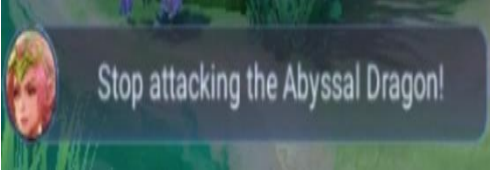


<p>Nov 13, 2022 3:32 PM</p>	<p>Indonesia:</p>  <p>Indonesia:</p> 		<p>players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>9</p>	<p>6</p>		<p>16/6= 2,6 dibulatkan 3 (Good)</p>
<p>39/RTN/ PM/QC MLBB/ Nov 13, 2022 3:32 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Retention</p>	<p>The word “farm” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>Cryp-cryp 3×3= 9</p>	<p>Heg-heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibulatkan 3 (Good)</p>
<p>40/RTN/ PM/QC MLBB/ Nov 13, 2022 9:48 PM</p>	<p>English:</p> 	<p>Retention</p>	<p>The word “Ganking” is does not translated in TL because the target players more familiar with this phrase and also to keep original</p>	<p>Cryp-cryp 3×3= 9</p>	<p>Heg-heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibulatkan 3</p>

	<p>Indonesia:</p> 		<p>term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>				(Good)
<p>41/RTN/ PM/QC MLBB/ Nov 13, 2022 9:44 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The word “Jungle” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>
<p>42/RTN/ PM/QC MLBB/ Nov 13, 2022 9:50 PM</p>	<p>English:</p>  <p>Indonesia:</p>	Retention	<p>The word “BUFF” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>

			to TL, amount the characters of those sentence will much than SL and it might not save some spaces.				
43/RTN/ PM/QC MLBB/ Nov 13, 2022 9:49 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	The word “Jungle” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.	Cryp- cryp 3×3= 6	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
44/RTN/ PM/QC MLBB/ Nov 14, 2022 3:33 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	The word “farm” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than	Cryp- cryp 3×3= 9	Heg- heg 3×2= 1	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)

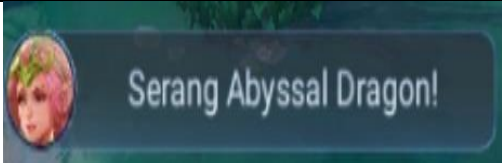
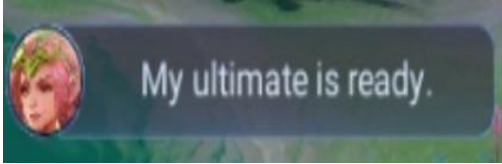
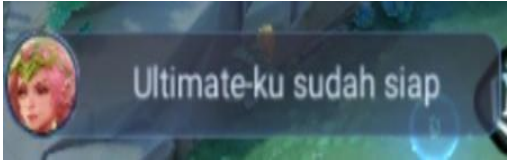
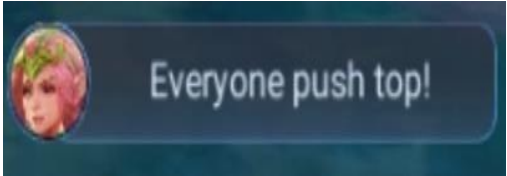
			SL and it might not save some spaces.				
44/RTN/ PM/QC MLBB/ Nov 14, 2022 3:33 PM	<p>English:</p>  <p>Indonesia:</p> 	Retention	The word “Map” is does not translated in TL because the target players more familiar with this word and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and also to keep original term of the game.	Uni- uni 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
45/RTN/ S/QC AOV/ Nov 14, 2022 11:21 AM	<p>English:</p>  <p>Indonesia</p> 	Retention	The phrase “voice chat” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.	Uni- uni 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
46/RTN/	English:	Retention	The word “Buff” is	Cryp-	Heg-	No	9+6+

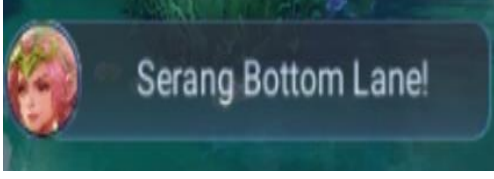
<p>S/QC AOV/ Nov 15, 2022 17:29 PM</p>	 <p>Indonesia:</p> 		<p>does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>cryp 3×3= 9</p>	<p>heg 3×2= 6</p>	<p>1×1= 1</p>	<p>1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>
<p>47/RTN/ S/QC AOV/ Nov 14, 2022 11:21 AM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Retention</p>	<p>The words “skill” and “Cooldown” is do not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>Cryp- uni 2×3= 6</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>6+6+ 1= 13 13/6= 2,1 dibula tkan 2 (Aver age)</p>
<p>48/RTN/ S/QC AOV/</p>	<p>English:</p>	<p>Retention</p>	<p>The phrase “Dark Slayer” is does not translated in TL</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16</p>




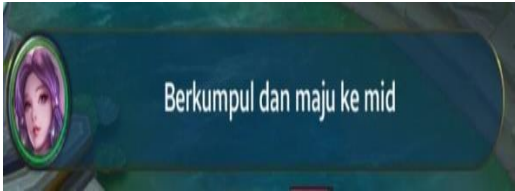
<p>Nov 14, 2022 11:20 AM</p>	<p>English: </p> <p>Indonesia: </p>		<p>because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>9</p>	<p>6</p>		<p>16/6= 2,6 dibulatkan 3 (Good)</p>
<p>49/RTN/S/QC AOV/ Nov 14, 2022 11:20 AM</p>	<p>English: </p> <p>Indonesia: </p>	<p>Retention</p>	<p>The phrase “Abyssal Dragon” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.</p>	<p>Cryp-cryp 3×3= 9</p>	<p>Heg-heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibulatkan 3 (Good)</p>
<p>50/RTN/S/QC AOV/ Nov 14,</p>	<p>English: </p>	<p>Retention</p>	<p>The word “Carry” is does not translated in TL because the target players more familiar</p>	<p>Cryp-cryp 3×3= 9</p>	<p>Heg-heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6</p>

2022 11:21 AM	Indonesia: 		with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.				dibulatkan 3 (Good)
51/RTN/ S/QC AOV/ Nov 14, 2022 12:52 AM	English:  Indonesia: 	Retention	The word “Carry” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.	Cryp- cryp $3 \times 3 = 9$	Heg- heg $3 \times 2 = 6$	Partia 1 $2 \times 1 = 2$	$9 + 6 + 2 = 17$ $17 / 6 = 2,8$ dibulatkan 3 (Good)
52/RTN/ S/QC AOV/ Nov 14, 2022 11:19 AM	English:  Indonesia:	Retention	The word “Towers” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games.	Cryp- cryp $3 \times 3 = 9$	Heg- heg $3 \times 2 = 6$	Partia 1 $2 \times 1 = 2$	$9 + 6 + 2 = 17$ $17 / 6 = 2,8$ dibulatkan 3 (Good)

			Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.)
53/RTN/ S/QC AOV/ Nov 14, 2022 12:55 AM	English:  Indonesia: 	Retention	The phrase “Dark Slayer” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and it might not save some spaces.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
54/RTN/ S/QC AOV/ Nov 14, 2022 11:56 AM	English:  Indonesia:	Retention	The phrase “Abyssal Dragon” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)

			<p>phrase was translated in to TL, amount the characters of those sentence will much than SL and also to keep original term of the game.</p>				
<p>55/RTN/ S/QC AOV/ Nov 14, 2022 11:19 AM</p>	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The word “ultimate” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the games. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and also to keep original term of the game. .</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>
<p>56/RTN/ S/QC AOV/ Nov 14, 2022 12:55 PM</p>	<p>English:</p>  <p>Indonesia:</p>	Retention	<p>The word “top” is does not translated in TL because the target players more familiar with this phrase. Furthermore if the phrase was translated in to TL, amount the characters of those</p>	<p>Uni- uni 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>Partia 1 2×1= 2</p>	<p>9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)</p>

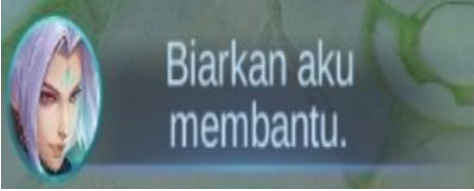
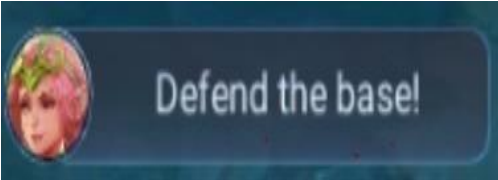

			<p>sentence will much than SL and also to keep original term of the game.</p>				
<p>57/RTN/ S/QC AOV/ Nov 14, 2022 12:55 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The word “mid” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the game.</p>	<p>Uni- uni 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>Partia 1 2×1= 2</p>	<p>9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)</p>
<p>58/RTN/ S/QC AOV/ Nov 14, 2022 11:21 AM</p>	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The word “bottom” is does not translated in TL because the target players more familiar with this phrase and also to keep original term of the game.</p>	<p>Uni- uni 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>Partia 1 2×1</p>	<p>9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)</p>
<p>59/RTN/ C/QC HV/ Nov 15, 2022 1:56 PM</p>	<p>English:</p>  <p>Indonesia:</p>	Retention	<p>The word “Aegis” is does not translated in TL because the target players more familiar with this phrase. Furthermore if the</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3</p>

			<p>phrase was translated in to TL, amount the characters of those sentence will much than SL and also to keep original term of the game.</p>				(Good)
<p>60/RTN/ C/QC HV/ Nov 15, 2022 1:56 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The phrase “DPS” is does not translated in TL because the target players more familiar with this phrase. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and also to keep original term of the game.</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>
<p>61/RTN/ C/QC HV/ Nov 15, 2022 1:56 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	Retention	<p>The phrase “mid” is does not translated in TL because the target players more familiar with this phrase. Furthermore if the phrase was translated in to TL, amount the characters of those sentence will much than SL and also to keep</p>	<p>Cryp- uni 2×3= 6</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>6+6+ 1= 13 13/6= 2,1 dibula tkan 2 (Aver age)</p>

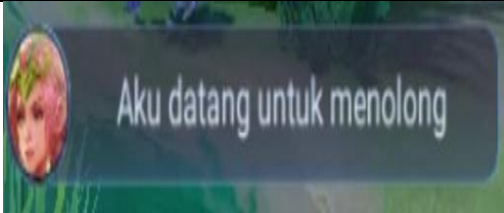
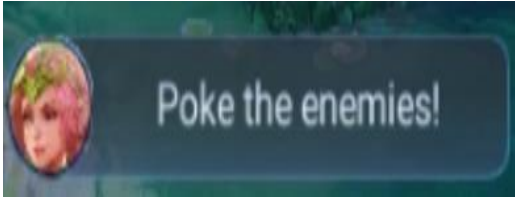
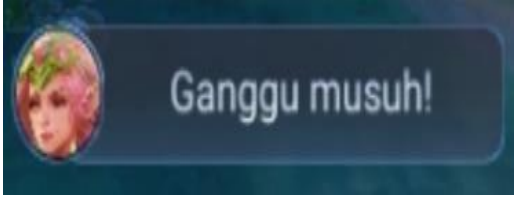
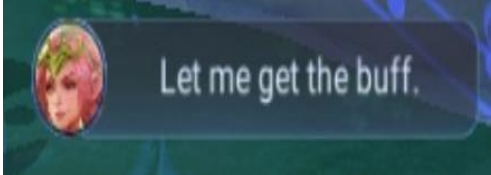
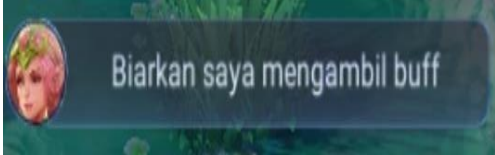
			original term of the game.				
62/MDT N/P/QC MLBB/ Nov 13, 2022 9:46 PM	<p>English:</p> <p>Indonesia:</p>	Mediation	<p>The phrase “Split up” is translated in to “<i>Berpencar</i>” in TL. The translator chosen the word “<i>Berpencar</i>” rather than other words such as “<i>Berpisah</i>” because the word “<i>Berpencar</i>” has more clear meaning in TL.</p>	<p>Uni-uni $3 \times 3 = 9$</p>	<p>Heg-heg $3 \times 2 = 6$</p>	<p>Partia 1 $2 \times 1 = 2$</p>	<p>$9 + 6 + 2 = 17$ $17/6 = 2,8$ dibulatkan 3 (Good)</p>
63/MDT N/P/QC MLBB/ Nov 13, 2022 9:44 PM	<p>English:</p> <p>Indonesia:</p>	Mediation	<p>The word “Beware” is translated in to “<i>Waspada</i>” in TL. The translator chosen the word “<i>Waspada</i>” rather than other words such as “<i>Hati-hati</i>” because the character’s amount of the word “<i>Waspada</i>” is less than another word in TL. Thus the translator chooses this word to save some spaces.</p>	<p>Uni-uni $3 \times 3 = 9$</p>	<p>Heg-heg $3 \times 2 = 6$</p>	<p>Partia 1 $2 \times 1 = 2$</p>	<p>$9 + 6 + 2 = 17$ $17/6 = 2,8$ dibulatkan 3 (Good)</p>
64/MDT N/P/QC MLBB/ Nov 13,	<p>English:</p>	Mediation	<p>The word “me” is translated in to “<i>aku</i>” in TL. The translator chosen the word “<i>aku</i>”</p>	<p>Cryp-cryp $3 \times 3 = 9$</p>	<p>Heg-heg $3 \times 2 = 6$</p>	<p>No $1 \times 1 = 1$</p>	<p>$9 + 6 + 1 = 16$ $16/6 =$</p>

<p>2022 9:49 PM</p>	 <p>Indonesia:</p> 		<p>rather than other words such as “<i>saya</i>” or “<i>daku</i>” because the character’s amount of the word “<i>aku</i>” is less than those words. Thus the translator chooses this word to save some spaces.</p>				<p>2,6 dibulatkan 3 (Good)</p>
<p>65/MDT N/P/QC MLBB/ Nov 13, 2022 9:33 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Mediation</p>	<p>The word “<i>vision</i>” is translated in to “<i>pandangan</i>” in TL. The translator chosen the word “<i>pandangan</i>” rather than other words such as “<i>penglihatan</i>” because the character’s amount of the word “<i>pandangan</i>” is shorter than “<i>penglihatan</i>” and another word in TL. Thus the translator chooses this word to save some spaces and also it has clear meaning in TL.</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibulatkan 3 (Good)</p>
<p>66/MDT N/P/QC MLBB/</p>	<p>English:</p>	<p>Mediation</p>	<p>The word “<i>engage</i>” is translated in to “<i>berpartisipasi</i>” in TL.</p>	<p>Cryp- cryp 3×3=</p>	<p>Heg- heg 3×2=</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6=</p>

<p>Nov 14, 2022 4:34 PM</p>	 <p>Indonesia:</p> 		<p>The translator chosen the phrase “<i>berpartisipasi</i>” rather than “<i>ikutserta</i>” because the character’s amount of the word “<i>berpartisipasi</i>” is less than another word in and also has clear meaning in TL. Thus the translator chooses this word to save some spaces.</p>	<p>9</p>	<p>6</p>		<p>2,6 dibulatkan 3 (Good)</p>
<p>67/MDT N/P/QC MLBB/ Nov 14, 2022 4:34 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Mediation</p>	<p>The word “hang in” is translated in to “<i>tunggu</i>” in TL. The translator chosen the word “<i>tunggu</i>” rather than other words such as “<i>bertahan</i>” because the character’s amount of the word “<i>tunggu</i>” is less than another word in TL. Thus the translator chooses this word to save some spaces.</p>	<p>Uni- uni 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibulatkan 3 (Good)</p>
<p>68/MDT N/P/QC MLBB/ Nov 14,</p>	<p>English:</p>	<p>Mediation</p>	<p>The word “me” is translated in to “<i>aku</i>” in TL. The translator chosen the word “<i>aku</i>”</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6</p>

<p>2022 4:34 PM</p>	 <p>Indonesia:</p> 		<p>rather than other words such as “<i>saya</i>” or “<i>daku</i>” because the character’s amount of the word “<i>aku</i>” is less than those words. Thus the translator chooses this word to save some spaces.</p>				<p>dibulatkan 3 (Good)</p>
<p>69/MDT N/S/QC AOV/ Nov 14, 2022 12:09 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Mediation</p>	<p>The word “base” is translated in to “<i>markas</i>” in TL. The translator chosen the word “<i>markas</i>” rather than other words such as “<i>pangkalan</i>” because the character’s amount of the word “<i>markas</i>” is less than those words and other words in TL. Thus the translator chooses this word to save some spaces.</p>	<p>Cryp-cryp $3 \times 3 = 9$</p>	<p>Heg-heg $3 \times 2 = 6$</p>	<p>No $1 \times 1 = 1$</p>	<p>$9 + 6 + 1 = 16$ $16 / 6 = 2,8$ dibulatkan 3 (Good)</p>
<p>70/MDT N/S/QC AOV/Nov v 14, 2022 12:09</p>	<p>English:</p> 	<p>Mediation</p>	<p>The word “Protect” is translated in to “<i>Awasi</i>” in TL. The translator chosen the word “<i>awasi</i>” rather than other words such</p>	<p>Uni-cryp $2 \times 3 = 6$</p>	<p>Heg-heg $3 \times 2 = 6$</p>	<p>No $1 \times 1 = 1$</p>	<p>$9 + 6 + 1 = 13$ $13 / 6 = 2,1$ dibulatkan 2</p>

PM	<p>Indonesia:</p> 		<p>as “<i>lindungi</i>”, because the character’s amount of the word “<i>awasi</i>” is less than “<i>lindungi</i>” and other words in TL. Thus the translator chooses this word to save some spaces.</p>				(Average)
71/MDT N/S/QC AOV/No v 14, 2022 11:23 AM	<p>English:</p>  <p>Indonesia:</p> 	Mediation	<p>The word “Watch” is translated in to “<i>awasi</i>” in TL. The translator chosen the word “<i>awasi</i>” rather than other words such as “<i>amati</i>” or “<i>perhatikan</i>”, because the character’s amount of the word “<i>awasi</i>” is less than those words and it more relatable. Thus the translator chooses this word to save some spaces.</p>	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
72/MDT N/S/QC AOV/No v 14, 2022 11:23 AM	<p>English:</p>  <p>Indonesia:</p>	Mediation	<p>The word “I’m” is translated in to “<i>aku</i>” in TL. The translator chosen the word “<i>aku</i>” rather than other words such as “<i>saya</i>” or “<i>daku</i>” because the character’s amount of</p>	Uni- uni 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)

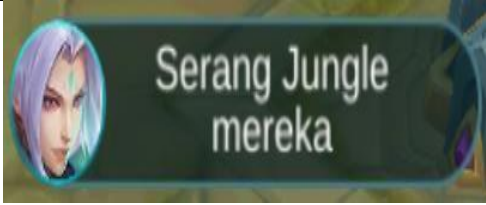
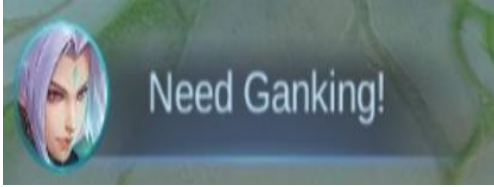

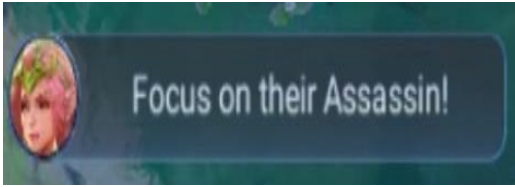
			the word “aku” is less than those words. Thus the translator chooses this word to save some spaces.				
73/MDT N/S/QC AOV/No v 14, 2022 11:23 AM	<p>English:</p>  <p>Indonesia:</p> 	Mediation	The word “poke” is translated in to “ganggu” in TL. The translator chosen the word “ganggu” rather than other words such as “Coleklah” or “sodoklah” because the character’s amount of the word “ganggu” is less than those words and it more relatable. Thus the translator chooses this word to save some spaces.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)
74/MDT N/S/QC AOV/No v 15, 2022 7:29 PM	<p>English:</p>  <p>Indonesia:</p> 	Mediation	The word “get” is translated in to “mengambil” in TL. The translator chosen the word “mengambil” rather than other words such as “mendapatkan” or “memperoleh” because the character’s amount of the word “mengambil” is less	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)

			than those words and it more relatable. Thus the translator chooses this word to save some spaces.				
75/MDT N/S/QC AOV/No v 15, 2022 7:29 PM	<p>English:</p>  <p>Indonesia</p> 	Mediation	The word “Let’s” is translated in to “ <i>Ayo</i> ” in TL. The translator chosen the word “ <i>Ayo</i> ” rather than other words such as “ <i>mari</i> ” because the character’s amount of the word “ <i>mengambil</i> ” is less than “ <i>mari</i> ”. Thus the translator chooses this word to save some spaces.	Uni- uni $3 \times 3 = 9$	Heg- heg $3 \times 2 = 6$	No $1 \times 1 = 1$	9+6+ 1= 16 $16/6 = 2,6$ dibula tkan 3 (Good)
76/MDT N/C/QC HV/Nov 15, 2022 2:02 PM	<p>English:</p>  <p>Indonesia:</p> 	Mediation	The phrase “crowd control” is translated in to “ <i>pisahkan</i> ” in TL. The translator chosen the word “ <i>pisahkan</i> ” rather than other words such as “ <i>kendalikanmassa</i> ” or “ <i>control massa</i> ” because the character’s amount of the word “ <i>pisahkan</i> ” is less than those phrases. Thus the	Cryp- cryp $3 \times 3 = 9$	Heg- heg $3 \times 2 = 6$	Partia 1 $2 \times 1 = 2$	9+6+ 2= 17 $17/6 = 2,8$ dibula tkan 3 (Good)

			translator chooses this word to save some spaces.				
77/MDT N/C/QC HV/Nov 15, 2022 2:02 PM	<p>English</p>  <p>Indonesia:</p> 	Mediation	<p>The phrase “back up” is translated in to “<i>bantuan</i>” in TL. The translator chosen the word “<i>bantuan</i>” rather than other words such as “<i>sokongan</i>” or “<i>cadangan</i>” because the character’s amount of the word “<i>bantuan</i>” is less than those words and it more relatable. Thus the translator chooses this word to save some spaces.</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>
78/MDT N/C/QC HV/Nov 15, 2022 2:03 PM	<p>English:</p>  <p>Indonesia:</p> 	Mediation	<p>The word “place” is translated in to “<i>tempatkan</i>” in TL. The translator chosen the word “<i>tempatkan</i>” rather than other words such as “<i>letakkanlah</i>” because the character’s amount of the word “<i>tempatkan</i>” is less than “<i>letakkanlah</i>”. Thus the translator chooses this word to</p>	<p>Uni- uni 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>

			save some spaces.				
79/MDT N/C/QC HV/Nov 15, 2022 2:02	<p>English:</p>  <p>Indonesia:</p> 	Mediation	The word “invade” is translated in to “ <i>serbu</i> ” in TL. The translator chosen the word “ <i>serbu</i> ” rather than other words such as “ <i>invasi</i> ” or “ <i>serang</i> ” because the character’s amount of the word “ <i>serbu</i> ” is less than another word in TL. Thus the translator chooses this word to save some spaces.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
80/MDT N/C/QC HV/Nov 15, 2022 2:05	<p>English:</p>  <p>Indonesia:</p> 	Mediation	The word “heroes” is translated in to “ <i>jagoan</i> ” in TL. The translator chosen the word “ <i>aku</i> ” rather than other words such as “ <i>pahlawan</i> ” because the character’s amount of the word “ <i>jagoan</i> ” is less than “ <i>pahlawan</i> ” words. Thus the translator chooses this word to save some spaces.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
81/VLT N/P/QC	English:	Violation	The phrase “Well played” is translated in	Uni- uni	Heg- heg	No 1×1=	9+6+

<p>MLBB/ Nov 13, 2022 9:36 PM</p>	 <p>Indonesia:</p> 		<p>to “<i>Mainnyahebat</i>” in TL. The translator arranges the translation of the phrase informally. The phrase “<i>Mainnyahebat</i>” is informal and also quite breaks the grammar rules in TL. Actually the phrase “Well played” can be translated in to “<i>Permainan yang bagus</i>” in TL to get correct grammar. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.</p>	<p>3×3= 9</p>	<p>3×2= 6</p>	<p>1</p>	<p>1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>
<p>82/VLT N/P/QC MLBB/ Nov 13, 2022 9:36 PM</p>	<p>English:</p>  <p>Indonesia:</p>	<p>Violation</p>	<p>The phrase “Invade the enemy jungle” is translated in to “<i>Serang Jungle mereka</i>” in TL. The translator did not put punctuation such as dots or exclamation mark in the end of the sentence in TL as</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>No 1×1= 1</p>	<p>9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)</p>

			written in SL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.				
83/VLT N/P/QC MLBB/ Nov 13, 2022 9:48 PM	English:  Indonesia: 	Violation	The phrase “Need Ganking!” is translated in to “ <i>Butuhbantuangank</i> ” in TL. The translator did not put punctuation such as dots or exclamation mark in the end of the sentence in TL as written in SL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
84/VLT N/S/QC AOV/No v 13, 2022 11:19 AM	English:  Indonesia:	Violation	The sentence “Focus on their Assassin!” is translated in to “ <i>Bunuh Assassin</i> ” in TL. The translator did not put punctuation as written in SL namely	Uni- uni 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good

			exclamation mark in the end of the sentence in TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.)
85/VLT N/S/QC AOV/No v 14, 2022 12:52 AM	English:  Indonesia: 	Violation	The sentence “Focus on their Assassin!!” is translated in to “ <i>Bunuh Assassin</i> ” in TL. The translator did not put punctuation as written in SL namely exclamation mark in the end of the sentence in TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
86/VLT N/S/QC AOV/No v 14, 2022 12:54	English: 	Violation	The sentence “Focus on the towers!” is translated in to “ <i>Tekan Tower-nya</i> ” in TL. The translator did not put punctuation as written	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17 17/6= 2,8 dibula tkan 3)

PM	Indonesia: 		in SL namely exclamation mark in the end of the sentence in TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.				(Good)
87/VLT N/S/QC AOV/No v 14, 2022 11:23 PM	English:  Indonesia: 	Violation	The sentence “Clear the Creep wave!” is translated in to “ <i>Bersihkan lajur ini</i> ” in TL. The translator did not put punctuation as written in SL namely exclamation mark in the end of the sentence in TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.	Cryp- cryp $3 \times 3 = 9$	Heg- heg $3 \times 2 = 6$	Partia 1 $2 \times 1 = 2$	$9 + 6 + 2 = 17$ $17 / 6 = 2,8$ dibulatkan 3 (Good)
88/VLT N/S/QC AOV/No v 14, 2022	English: 	Violation	The sentence “Hold on! I need to recover” is translated in to “ <i>Mundur</i> ” in TL. The translator did not	Cryp- uni $2 \times 3 = 6$	Heg- heg $3 \times 2 = 6$	Partia 1 $2 \times 1 = 2$	$6 + 6 + 1 = 14$ $14 / 6 = 2,3$ dibulatkan

<p>11:22 AM</p>	<p>Indonesia:</p> 		<p>translate the sentence completely. The sentences in SL are in the form of imperative and declarative sentence while in TL only imperative sentence. Furthermore, the translator did not put punctuation as written in SL namely exclamation mark and dots in the end of the sentence in TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.</p>				<p>tkan 2 (Average)</p>
<p>89/VLT N/S/QC AOV/Nov 14, 2022 11:22 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Violation</p>	<p>The sentence “Hold on! Don’t engage without me!” is translated in to “<i>Tungguaku</i>” in TL. The translator did not translate the sentence completely. The sentences in SL are in the form of declarative and imperative sentence</p>	<p>Cryp-uni 2×3=6</p>	<p>Heg-heg 3×2=6</p>	<p>Partia 1 2×1=2</p>	<p>6+6+2=14 14/6=2,3 dibulatkan 2 (Average)</p>

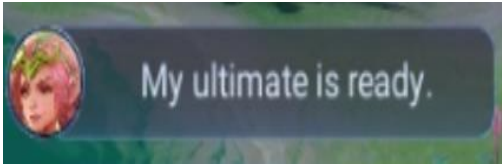
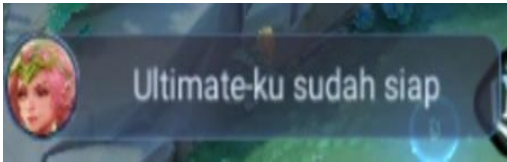

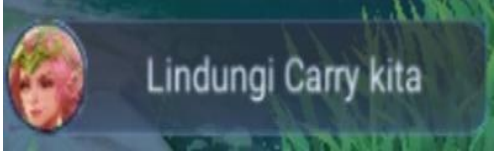
			while in TL only imperative sentence. Furthermore, the translator did not put punctuation as written in SL namely dots and exclamation mark in the end of the sentence in TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.				
90/VLT N/S/QC AOV/No v 15, 2022 7:29 PM	English:  Indonesia: 	Violation	The sentence “You take the buff!!” is translated in to “ <i>Ambil Buff</i> ” in TL. The translator did not translate the sentence completely. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.	Uni- uni 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
91/VLT N/S/QC AOV/No	English:	Violation	The sentence “Protect yourself” is translated in to	Uni- uni 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16



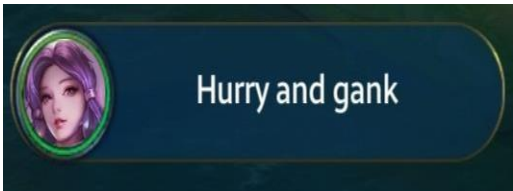
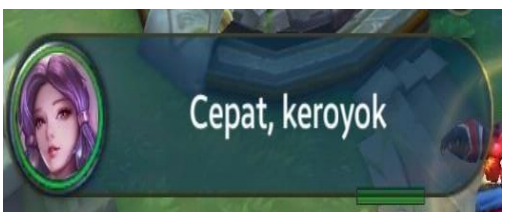
<p>v 15, 2022 7:29 PM</p>	 <p>Indonesia:</p> 		<p><i>"Lindungidirisendiri"</i> in TL. The translator did not translate the sentence completely. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.</p>	<p>9</p>	<p>6</p>		<p>16/6= 2,6 dibula tkan 3 (Good)</p>
<p>92/VLT N/S/QC AOV/No v 14, 2022 12:57 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Violation</p>	<p>The sentence "Let's set up an ambush." is translated in to <i>"Bersiap menyergap"</i> in TL. The translator did not translate the sentence completely and also did not put punctuation as written in SL namely dot in the end of the sentence in TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.</p>	<p>Uni- uni 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>Partia 1 2×1= 2</p>	<p>9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)</p>



<p>93/VLT N/S/QC AOV/No v 14, 2022 12:54 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Violation</p>	<p>The sentence “I screwed up” is translated in to “<i>Tadisalahku</i>” in TL. The translator did not translate the sentence completely. Type of the sentence in SL is active sentence, while type of the sentence in TL is passive sentence. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.</p>	<p>Uni- uni 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>Partia 1 2×1= 2</p>	<p>9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)</p>
<p>94/VLT N/S/QC AOV/No v 14, 2022 12:07 PM</p>	<p>English:</p>  <p>Indonesia:</p> 	<p>Violation</p>	<p>The sentence “Don’t flame!” is translated in to “<i>Fokus</i>” in TL. The translator arranges from prohibition sentence into command sentence and does not put punctuation as written in SL namely exclamation mark in the end of the sentence in TL. However the translator prefer to</p>	<p>Cryp- cryp 3×3= 9</p>	<p>Heg- heg 3×2= 6</p>	<p>Partia 1 2×1= 2</p>	<p>9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)</p>

			break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.				
95/VLT N/S/QC AOV/No v 14, 2022 12:05 PM	English:  Indonesia: 	Violation	The sentence “Don’t go alone!” is translated in to “ <i>Berkumpul</i> ” in TL. The translator arranges from prohibition sentence into command sentence and does not put punctuation as written in SL namely exclamation mark in the end of the sentence in TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.	Cryp- uni $2 \times 3 =$ 6	Heg- heg $3 \times 2 =$ 6	Partia 1 $2 \times 1 =$ 2	6+6+ 2= 14 14/6= 2,3 dibula tkan 2 (Aver age)
96/VLT N/S/QC AOV/No v 14, 2022 12:56 PM	English:  Indonesia:	Violation	The sentence “My bad” is translated in to “ <i>Berkumpul</i> ” in TL. The translator does not translate the sentence literally. However the translator prefer to break the grammar	Uni- uni $3 \times 3 =$ 9	Heg- heg $3 \times 2 =$ 6	Partia 1 $2 \times 1 =$ 2	9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)

			rules to save some spaces and the phrase is still understandable for the players in TL.				
97/VLT N/S/QC AOV/No v 14, 2022 12:07 PM	English:  Indonesia: 	Violation	The sentence “Spread out!” is translated in to “ <i>Berpencar</i> ” in TL. The translator did not put punctuation as written in SL namely exclamation mark in the end of the sentence in TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.	Uni- uni 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
98/VLT N/S/QC AOV/No v 15, 2022 7:29 PM	English:  Indonesia: 	Violation	The sentence “Let me get the Buff.” is translated in to “ <i>Biarkansayamengambil buff</i> ” in TL. The translator did not put punctuation as written in SL namely dot in the end of the sentence in TL. However the translator prefer to	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)

			break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.				
99/VLT N/S/QC AOV/No v 14, 2022 11:19 AM	<p>English:</p>  <p>Indonesia:</p> 	Violation	The sentence “My ultimate is ready.” is translated in to “ <i>Ultimate- kusudahsiap</i> ” in TL. The translator did not put punctuation as written in SL namely dot in the end of the sentence in TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)
100/VL TN/S/Q C AOV/No v 14, 2022 11:21 AM	<p>English:</p>  <p>Indonesia:</p> 	Violation	The sentence “Protect our Carry!” is translated in to “ <i>Lindungi Carry kita</i> ” in TL. The translator did not put punctuation as written in SL namely exclamation mark in the end of the sentence in	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	No 1×1= 1	9+6+ 1= 16 16/6= 2,6 dibula tkan 3 (Good)

			TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.				
101/VL TN/C/Q C HV/Aug ust 15, 2022 2:08 PM	English:  Indonesia: 	Violation	The sentence “Gank more” is translated in to “ <i>Keroyok lebih sering</i> ” in TL. The translator does not translate the sentence literally. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)
102/VL TN/C/Q C HV/Aug ust 15, 2022 2:08 PM	English:  Indonesia: 	Violation	The sentence “Hurry and gank” is translated in to “ <i>Cepat, keroyok</i> ” in TL. The translator arranges to replace the word “and” with punctuation namely comma. However the translator prefer to break the grammar rules to save some	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)

			spaces and the phrase is still understandable for the players in TL.				
103/VL TN/C/Q C HV/Aug ust 15, 2022 2:08 PM	<p>English:</p>  <p>Indonesia:</p> 	Violation	The sentence “Farm” is translated in to “ <i>Farm di jalur</i> ” in TL. The translator does not translate the sentence completely in TL. However the translator prefer to break the grammar rules to save some spaces and the phrase is still understandable for the players in TL.	Cryp- cryp 3×3= 9	Heg- heg 3×2= 6	Partia 1 2×1= 2	9+6+ 2= 17 17/6= 2,8 dibula tkan 3 (Good)