

## CHAPTER V

### CONCLUSION AND SUGGESTION

In this chapter, conclusion of the research is presented. The conclusion provides a brief summary of the analysis. The suggestion also provided for further analysis.

#### 5.1 Conclusion

This research focus on the translation technique and the acceptability of cultural term found in *Pamali* video games Based on the analysis 4 categories of cultural terms are used in this research, those are material 71(66.4%), ecology 18(16.8%), social culture 14(13.1%) and social organization 4(3.7%). Total data is 107 data. Also, 8 type of translation technique by Molina and Albir's theory, seven of them are implemented to translate 107 data of cultural term. Those technique are: Borrowing 49(45.8%), Literal Translation 26(24.3%), Generalization 13(12.2%), Description 8(7.5%), Adaptation 6(5.6%), Particularization 4(3.7%), and Reduction 1(0.9%). Borrowing in this research is the most used translation. This happen because the data from source language have no equivalent word in target language and borrowing technique needed to maintain the originality from source language. Furthermore, all three level of acceptability assessment are also can be found in the data. The detail are: 98 or 91.6% data classified as acceptable, 8 or 7.5% data classified as less acceptable and 1 or 0.9% datum is classified as unacceptable. Based on all of those data, this localization can be considered acceptable

## 5.2 Suggestion

The following are suggestion for students, translators, or researchers that may be interested in analyzing similar research:

1. For students or other researchers who want to conduct similar translation, the researcher suggests to use other translation techniques theories such as Nida and Newmark. In this analysis, the researcher uses translation technique and acceptability to assess the cultural term in *Pamali* video game. The researcher does not discuss the game's subtitle in this game, so analysis in those field can be used for further analysis.
2. A translator must apply appropriate techniques to produce a good and acceptable translation product. Several translation techniques can be used to deliver the message of source language such as borrowing, description and literal translation.
3. For a video game translator, especially those who translate a game that mainly focuses on cultural theme, the translator should master both culture and terms in the source and target language. The important things is to have competent in transferring the message and meaning from source to target language, so the translation product will be acceptable.