

References

- Alvi, Mohsin. (2016). *A Manual for Selecting Sampling Techniques in Research*. MPRA Paper No. 70218
- Arikunto, Suharsimi. (1998). *Prosedur Penelitian Suatu Pendekatan Praktek*. Jakarta: Rineka Cipta
- Bernal-Merino, Miguel Á. (2015). *Translation and Localisation in Video Games. Making Entertainment Software Global*. New York/London: Routledge
- (2006). “On the translation of video games”. *The Journal of Specialised Translation* 6: 22-36.
- Catford, J. (1995). *Alinguistic Theory of Translation*. London. Oxford University Press.
- Chandler, H. (2005). *The Game Localization Handbook*. Massachusetts: Charles River Media.
- Creswell, John W. (2008). *Research design: Qualitative, quantitative, and mixed methods approaches/John W Creswell. -3rd ed*. United State of America: Library of Congress Cataloging-in-Publication Data.
- (2013). *Research design: Qualitative, quantitative, and mixed methods approaches/John W Creswell. -4th ed*. United State of America: Library of Congress Cataloging-in-Publication Data
- Frasca, G. (2001). “Rethinking agency and immersion: video games as a means of consciousness-raising”
- Ghazala, Hasan, (1995). *Translation as problems and solutions (4th ed.)*. Syria: Dar Elkalem ElArabi
- Grace, L. (2005). *Game type and game genre*

- McKettrick, Darren. (2013). *An Investigation into the Effects of Horror Games*.
Retrieved on August 2019, from https://www.gamasutra.com/blogs/DarrenMcKettrick/20130909/199865/An_Investigation_into_the_Effects_of_Horror_Games.php
- Molina, L & Albir. A.H. (2002). "Translation Technique and Revisited: A Dynamic and Functionalist Approach", in *Meta: Translator's Journal*. XLVII, 4.
- Nababan, Rudolf, dkk. (2012). *Pengembangan Model Penilaian Kualitas Terjemahan*.
Surakarta: Universitas Sebelas Maret Surakarta.
- Newmark, P. (1988). *A Textbook of Translation*. London: Prentice Hall International.
- Nurrohmah, K. (2014). *The Translation Procedure of Cultural Words in the Novel Percy Jackson the Battle of the Labyrinth by Rick Riordan*. A Thesis: English Letters Department, Faculty of Adab and Humanities, State Islamic University of Syarif Hidayatullah Jakarta
- Rahmawati, Auliya. (2015). *Analysis of Translation Techniques in Roth's Divergent*.
Final Project, English Department, Faculty of Languages and Arts, Semarang State University.
- Salen, Katie and Eric Zimmerman. (2004). *Rules of Play - Game Design Fundamentals*.
London: Massachusetts Institute of Technology
- Shuttleworth, M and Cowie, M. (1997). *Dictionary of translation studies*. Manchester:
St. Jerome Publishing
- Tanzeh, Ahmad. (2011). *Metodologi Penelitian Praktis*. Teras. Yogyakarta
- Wei, Q. Q. (2015). *Translation of Culture-Specific Items in Honglougong From Functionalist Perspective*. *Higher Education of Social Science*, 9 (5), 55-59.