

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents a conclusion based on result and discussion from previous chapter. Furthermore, suggestion also provided by the researcher based on what researcher found on previous chapter. Hopefully the suggestion is useful not only for the translator team, but also for the reader.

5.1 Conclusion

Based on the result on previous chapter, there are some conclusions that can be drawn by the researcher as follows:

On each directive speech act types, there are some points that the researcher can concluded. The form of the directive speech act type on each sentence is proper. On *question* type, the utterances were found with “what, who, are, how, and did” in the beginning of the sentence. And the intonation of each utterance is variative with the power relation of the participants also variative like the interaction between lower position to higher position; higher position to lower position; and the interaction between same position of power. The place and its time when the utterances occurred also variative. Furthermore, the reason why *question* type mostly occurred is that in the prologue chapter of *Genshin Impact*, Aether just arrives in Mondstadt city and the story of the game is that he needs to find his sister.

There are only seven out of ten strategies that applied by the translator team of *Genshin Impact* in prologue chapter’s cutscene and gameplay with directive speech act and the most frequently used strategy is *paraphrase*. This happened because the data

is a video game which is *Genshin Impact* and mostly the utterances between the characters are an explanation and introduction of the game since the data is on the prologue chapter. This strategy mostly occurred on directive speech act *question* type because of the story of the game, which is Aether's journey to find his sister thus he needs to ask a lot of things to people on the world of *Genshin Impact*. While the least strategy used is *deletion*. The reason is same as why the *paraphrase* is the most used strategy. Usually, if the subtitle is on a movie or a television program, the most frequent strategy is *deletion* with a purpose of making the subtitle briefer and more natural. Yet in this case, the subtitle is needed to explain almost everything, thus *paraphrase* strategy comes as the most used strategy.

The quality of readability in subtitle of video game *Genshin Impact* prologue chapter's cutscene and gameplay with directive speech act are considered readable with total readability score of 2.91. This score is gathered by 10 respondents or raters that chosen by the researcher. This high score of readability was achieved because the most frequently used strategy is *paraphrase*. When using *paraphrase* strategy, the subtitle comes out as a sentence that is easily understood by the reader or viewer. With this high score of readability, the words, technical terms, phrases, clauses, and translations is easily understood by the readers. It indicates that most of the readers are familiar with the vocabulary used by the translator.

5.2 Suggestion

In this section, the researcher would like to recommend some suggestion after drawing the conclusion before. The suggestions are as follows:

1. Translator

For the translator or subtitle team of *Genshin Impact* for Indonesian language, based on the result section before, the subtitle of video game *Genshin Impact* prologue chapter's cutscene and gameplay is highly *readable*. But, in *less readable* data, from 16 total data, there are 10 data that have a score under 2.5. It is suggested for the translator team to find more proper words or phrases and also may include the context of some phrases on those *less readable* data. Thus, it may increase the understanding of the reader. Furthermore, it is also suggested that the translator or the Indonesian subtitle team of *Genshin Impact* to pay attention on the speech act of each utterance. It may also increase the understanding or the readability score of Indonesian Subtitle of *Genshin Impact* in the future.

2. Future Researchers

For future researchers who interested in this topic, it is suggested to examine other translation quality assessment such as acceptability or accuracy, and other speech act like expressive speech act, especially in video game. These days, there are a lot of popular video games that have their text menu or the characters conversation is using Indonesian subtitle. Furthermore, if the future researchers are interested in video game *Genshin Impact* subtitle, it is also suggested to examine some specific character like Fischl that has unique way of speaking. Also, it is suggested to examine other chapter, or even the whole chapter of *Genshin Impact*.