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

Based on the results of the discussion and analysis of the data that has been carried out in this study, it can be concluded that, there are 5 categories of material culture terms analyzed in this study, namely food (17.50%), clothing (10%), housing (5%), transportation (5%), and tools and equipment's (62.50%). (Total data is 40 data.) In addition, there are 2 socio-cultural categories examined in this study, namely beliefs (80%) and works (20%) (Total data is 10 data).

The researcher also found 8 types of translation techniques according to Molina and Albir's theory used in localization of the video game "Bakso Simulator", seven of which were implemented to translate 50 data that contain material and social cultural terms. These techniques are: Borrowing 28 data (56%), Generalizing 9 data (18%), Established Equivalence 8 data (16%), Literal 1 data (2%), Particularization 1 data (2%), Reduction 1 data (2%), Amplification 1 data (2%), and Description 1 data (2%). The borrowing translation technique is the most widely used translation in this study. This happens because the data from the source language does not have equivalent words in the target language and borrowing techniques are needed to maintain the originality of the source language.

Furthermore, the three levels of accuracy based on the theory (Nababan et al., 2012) of translation quality assessment can also be found in the data. The details are 40 data points, or 80%, classified as Accurate, 9 data points, or 18%, classified as Less Accurate, and 1 data point, or 2%, classified as Inaccurate. Based on all of

this data, the translation of the "Bakso Simulator" video game localization can be considered accurate.

Based on these findings, it can be concluded that this study succeeded in identifying five categories of material culture and two categories of social culture in the "*Bakso Simulator*" video game localization. This study also found eight translation techniques used in the "*Bakso Simulator*" video game localization. The results of the translation process from the video game localization reach an accuracy rate of 80%, which indicates success in achieving the accuracy of the translation results. Therefore, the accuracy of material and social Culture in *Bakso Simulator* Video Game Localization can be considered as an accurate translation. This finding emphasizes the importance of differences in material and social culture categories, as well as the selection of appropriate translation techniques to achieve the accuracy of the translation results. All of this needs to be studied so that the accuracy of the material and socio-cultural context conveyed by video games can be conveyed appropriately to the players.

5.2 Suggestions

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

1. For students or other researchers who want to do a similar translation, the researcher suggests using other cultural categories from (Newmark, 1988) theory. Researchers did not discuss other cultural elements such as ecology, organization, and gestures and habits from Newmark's theory in this game, so analysis in this category can be used for further analysis.

2. Translators can improve the quality of translations by applying the right techniques. Various translation techniques can be used to convey messages from the source language to the target language. By choosing the appropriate technique as shown in this study, the translator can ensure that

the context conveyed by the source language will be well understood by the reader. This will produce more accurate translation products, as well as increase readers' satisfaction and understanding of the translation results.

3. It is highly recommended for a video game translator, especially when focusing on cultural themes, to use original translation from a professional translator rather than relying on machines or computers to translate. Automated translation can produce results that do not fit the intended context of the source language, requiring expertise and understanding in the cultural terms of the source language and target language. A professional translator is able to accurately transfer messages and meanings from the source language to the target language so that the translation results can be well received by local readers or video game players. The expertise and competence of a good translator in this case is very important to maintain the integrity and accuracy of the translation, as well as to respect and appreciate the cultural elements contained in the game.