

## CHAPTER V

### CONCLUSION AND SUGGESTION

In this final chapter, the researcher wraps up the study on translating the technical terms inside the “Universe in a Nutshell” achievement tab in Honkai Star Rail game from English to Indonesian. The writer has looked at how well these terms were translated and whether they made sense to Indonesian players. The writer also checked if the translation fit Indonesian culture. The aim now is to bring together everything the researcher has learned and offer suggestions for future translations in video games. By doing this, we hope to help improve the way games are translated and make them more enjoyable for players everywhere.

#### 5.1. Conclusion

In conclusion, the analysis of the translation process in the Honkai Star Rail video game, focusing particularly on the "Universe in a Nutshell" achievement tab, underscores the significance of linguistic precision and cultural resonance in enriching player engagement. Moreover, the researcher revealed the application of 4 distinct translation techniques, out of a total of eighteen proposed by Molina and Albir (2002) in which there are 31 borrowing usage (64.6%), 10 particularization usage (20.8%), 5 description usage (10.4%), 2 amplification usage (4.2%), indicating a selective adaptation of strategies tailored to the game's specific linguistic and cultural context. Moreover, the data collected from the raters which shows us 16 “acceptable” score (39%), 25 “less acceptable” score (61%), and 0 of “not acceptable” score, highlights that the translation of the technical terms inside the Honkai Star Rail “Universe in a Nutshell” achievement tab is considered “less acceptable” by the majority of rating. These findings emphasize the multifaceted nature of video game translation and underscore the need for meticulous attention to detail to ensure a seamless gaming experience for diverse audiences worldwide. The acceptability aspect of translations in Honkai Star Rail can be deemed as “less acceptable” to several factors. Firstly,

the writer recruited raters who possess proficiency in English and a general understanding of RPG games, which provides a knowledgeable perspective on the game's terminology. These raters have expressed concerns regarding the unfamiliarity of the terms used in Honkai Star Rail compared to those found in other RPG titles, suggesting that the translation may not resonate with players accustomed to more conventional terminology. Furthermore, the raters have noted that the translations present in the achievement tab appear to resemble machine translations, lacking the nuance and contextual understanding that human translators typically provide. This combination of unfamiliar terminology and subpar translation quality contributes to the overall perception of decreased acceptability among players.

## **5.2. Suggestion**

According to the results of this research, there are some notable things the researcher wants to suggest regarding the translation of Honkai Star Rail video game technical terms' translation in "Universe in a Nutshell" achievement tab.

### **5.2.1. For other researchers**

This particular research can be used as a reference for any future researches especially in the field of video game. The thing that the readers must note is this research only focused on the translation of the technical terms inside the achievement tab which will gain various results depends on the game that other researchers want to analyze.

### **5.2.2. For the Honkai Star Rail's Translation team**

There are some things that the researcher noted while doing the research, that is the lack of technique variation in translating the technical terms, especially in the "Universe in a Nutshell" achievement tab. As we can see in the discussion, there are 31 of borrowing technique, 10 of particularization, 5 of description, and 2 of amplification. The researcher wants to recommend the Honkai Star Rail translation team to be more varied when translating the game, whether in the achievement tab or any

other aspect. Too much use of one technique, specifically borrowing which does not have any change when translated into the target language, will make the game less variative. Although some of the technical terms that are translated using borrowing technique has their own description inside the tutorial, it is still a hassle for the players because the players have to search for the specific definition that is not provided by the game, within the internet.

