

ABSTRACT

Larrisa Dzaki Shalihah. R 121 503 0125: *Idiomatic Expression in Transferring Meaning in English to Indonesian in Genshin Impact Video Game*. Graduating Paper, English Department, Faculty of Adab and Humanities, State Islamic University of Sunan Gunung Djati. Advisor: 1. Dr. Andang Saehu, S.Pd., M.Pd. ; 2. Dian Nurrachman, SS., M.Pd.

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It is common for a translated text to feel awkward and confusing compared to the original reference. This often happens, especially with translated texts that contain idiomatic language, particularly texts related to culture and situated in a non-academic context. This issue becomes even more complex in the context of localization, which demands meaningful agreement and user response in electronic media, including video games. Based on that statement, the focus of this research is the translation of idiomatic expressions in the Genshin Impact video game. This research can be formulated into two problems. First, this research examines what strategies are used to translate idiomatic expressions in the game Genshin Impact, based on Baker's theory (2018). Second, it analyzes how meaning equivalence is maintained in the Indonesian subtitles, referring to Nida's theory of equivalence (2003). This research uses a descriptive qualitative method with a purposive sampling data collection technique. The data source comes from the Archon Quest in the video game Genshin Impact, with a total of 50 data analyzed. The research results show that five out of six idiom translation strategies were found in this study. Most of the idiom translation strategies applied in this study fall into the category of translation by paraphrase. In contrast, other strategies, such as using an idiom of similar meaning and form, using an idiom of similar meaning but dissimilar form, translation by omission of a play on idiom, and translation by omission of the entire idiom were also found with varying frequencies. No idiom translation using borrowing the source language idiom was found. In terms of equivalence, it was found that both formal and dynamic equivalence are used, with a dominance of dynamic equivalence. This infers that in video game localization as a form of entertainment, flexibility in translation serves as a key reference to maintain meaning while ensuring audience understanding becomes the primary goal.