

CHAPTER IV

CONCLUSION

This chapter presents the conclusions of the research conducted by the researcher and answers the research question listed in the first chapter. This chapter also declares the suggestion for future research on translation techniques and limitations of the study.

4.1. Conclusion

Based on the results found by using Molina and Albir (2002) translation technique approach, 12 out of 18 techniques appear in TL. The techniques are Literal Translation, Calque, Transposition, Modulation, Linguistic Compression, Linguistic Amplification, Adaptation, Particularization, Amplification, Reduction, Substitution, and Borrowing. the techniques that mostly appear in this study are dominated by Literal Translation as many as 68 (39,10%) and Calque as many as 63 (36,20%), followed by Linguistic Amplification 18 (10,34%) and Transposition 7 (4,02%). The translation techniques that appear the least from the data are, Modulation, Particularization, Substitution, and Compensation with 1 (0,58%) each. In other words, Literal Translation and Calque techniques dominate in the data studied while other techniques such as Modulation, Particularization, and Substitution only appear once.

4.2. Suggestion for Future Study

As the primary focus of this research on translation techniques, it is hoped that the next researcher will be able to expand on it, as previously stated, games are one of the media that utilize English as a storytelling medium for gamers. The

gaming industry is rapidly evolving, and the storylines provided to players will become more diversified. As a result, researchers who focus on translation techniques have greater flexibility in creating their research



