

**AN ANALYSIS OF TRANSLATION TECHNIQUES ON THE
ENGLISH TRANSCRIPT OF *FATE GRAND ORDER: THE
MIST CITY LONDON* INTO INDONESIAN**

An Undergraduate Thesis

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Submitted By:

Gilang Almukarramah

NIM. 1910731014

Supervisor:

Drs. Rumbardi, M.Sc.

NIP. 196106131989011001

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FACULTY OF HUMANITIES

UNIVERSITAS ANDALAS

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ABSTRACT

This study aims to examine the translation techniques of English transcript in the Fate Grand Order into Indonesian by Imam Zufar Bagaskara. The data were gathered from the game itself by choosing chapter one on The Mist City London quest for SL and Imam Zufar Bagaskara's work from personal blog for TL. The researcher utilizes qualitative method for this study, combining transcript method and obtain the data. The result for this study finds 12 translation techniques based on the theory by Molina and Albir (2002) namely, Literal Translation, Calque, Transposition, Modulation, Linguistic Compression, Linguistic Amplification, Adaptation, Particularization, Amplification, Reduction, Substitution, and Borrowing. Among the 169 pieces of data acquired, the techniques that appear most frequently in this study are Literal Translation 78 (46,15%), Calque 55 (32,54%), Linguistic Amplification 16 (9,46%), and Transposition 7 (4.14%). Modulation, Particularization, Substitution, and Compensation are the translation techniques that appear the least in the data, with 1 (0,59%) each. The study also discovered that Literal Translation and Calque appear most frequently in the data.

Keyword: *Game, Visual Novel, Translation, Translation Technique, Transcript*



ABSTRAK

Penelitian ini berfokus pada meneliti Teknik terjemahan dari transkrip bahasa Inggris pada game Fate Grand Order kedalam bahasa Indonesia oleh Imam Zufar Bagaskara. Sumber data berasal dari game tersebut dengan memilih satu bab pada quest The Mist City London sebagai SL dan blog pribadi dari Imam Zufar Bagaskara sebagai TL. Peneliti menggunakan metode kualitatif untuk penelitian ini, digabung dengan metode transkrip dan mengelola data. Hasil yang didapat dari penelitian ini yakni terdapat 12 teknik terjemahan berdasarkan teori teknik terjemahan Molina dan Albir (2002) yaitu Literal Translation, Calque, Transposition, Modulation, Linguistic Compression, Linguistic Amplification, Adaptation, Particularization, Amplification, Reduction, Substitution dan Borrowing. Dengan 169 data yang didapat, teknik terjemahan yang sering muncul pada penelitian ini didominasi oleh Literal Translation sebanyak 78 (46,15%) dan Calque sebanyak 55 (32,54%), diikuti dengan Linguistic Amplification 18 (9,46%), dan Transposition 7 (4,14%). Teknik terjemahan yang paling sedikit muncul dari data yang diteliti yakni Modulation, Particularization, Substitution, dan Compensation dengan 1 (0,59%) data. Penelitian ini juga menemukan bahwa teknik terjemahan yang paling sering muncul yakni Literal Translation dan Calque.

Kata kunci: *Game, Visual Novel, Translation, Translation Technique, Transcrip*



