



© Hak Cipta milik Politeknik Negeri Jakarta

Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta



**STYLISTIC ASPECTS AND READABILITY OF ENGLISH-
INDONESIAN TRANSLATION OF HEART EVENT
DIALOGUES IN THE *CORAL ISLAND* VIDEO GAME**

BACHELOR'S THESIS

Submitted as One of the Requirements to Obtain a
Bachelor's Degree in Applied Linguistics (S.Tr.Li)

**POLITEKNIK
NEGERI
JAKARTA**

Raidah Rafifa
2208411025

**ENGLISH FOR BUSINESS AND PROFESSIONAL
COMMUNICATION STUDY PROGRAM**

BUSINESS ADMINISTRATION DEPARTMENT

POLITEKNIK NEGERI JAKARTA

2026



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengemukakan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

PRONOUNCEMENT

I, the undersigned:

Student Name : Raidah Rafifa
Student ID : 2208411025
Study Program : **English for Business and Professional Communication (BISPRO)**
Thesis Title : Stylistic Aspects and Readability of English–Indonesian Translation of Heart Event Dialogues in the *Coral Island* Video Game

Hereby declare that this thesis is my original work and is free from plagiarism or any form of imitation of others' works. All quotations and references from other sources have been appropriately cited following the applicable guidelines for academic writing.

If then this pronouncement proves false, I am willing to accept any academic punishment.

Depok, 19 July 2026
The declarant



Raidah Rafifa
NIM. 2208411025



© Hak Cipta milik Politeknik Negeri Jakarta

Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengemukakan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

LEGITIMATION

The following thesis is proposed by:

Student Name : Raidah Rafifa
Student ID : 2208411025
Study Program : English for Business and Professional Communication
(BISPRO)
Thesis Title : Stylistic Aspects and Readability of English-Indonesian Translation
of Heart Event Dialogues in the *Coral Island* Video Game

It has been examined by the Board of Thesis Examiners on 18 June, 2026 and decided
"PASSED"

Board of Thesis Examiners		Signature
Head of Examiner & Examiner 1	: Fanny Puji Rakhmi, S.Hum., M.Hum.	
Examiner 2	: Eky Erlanda Edel, S.Pd., M.Pd.	
Examiner 3	: Rizki Hardianti, S.Pd., M.Hum.	

Under the supervision of Board of Thesis Supervisors

Board of Thesis Supervisors		Signature
Supervisor	: Fanny Puji Rakhmi, S.Hum., M.Hum.	

Legalized by:

Head of Department
Business Administration

Dr. Wahyudi Utomo, S.Sos., M.Si.
NIP 198007112015041001

Depok, 03 July 2026

Acknowledged by:

Head of Study Program
English for Business and Professional
Communication (BISPRO)

Farizka Humolungo, S.Pd., M.A.
NIP 199103022023212042



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

PREFACE

All praises and gratitude to Allah SWT; through His blessing and grace, the author has completed the research and thesis on the Stylistic Aspect and Readability of English–Indonesian Translation of Heart Event Dialogues in the *Coral Island* Video Game. This thesis is proposed as one of the requirements to earn a Bachelor's Degree of Applied Linguistics (S.Tr.Li) within the English for Business and Professional Communication Study Program, at the Business Administration Department, Politeknik Negeri Jakarta. Through the process of completing this research and thesis, the author was supported in many aspects by various parties that cannot be mentioned one by one. However, in this opportunity, with all due respect to all parties, the author would like to express special thanks to:

1. Dr. Syamsurizal, S.E., M.M., as the Director of Politeknik Negeri Jakarta;
2. Dr. Wahyudi Utomo, S.Sos., M.Si., as the Head of the Business Administration Department;
3. Farizka Humolungo, S.Pd., M.A., as the Head of the English for Business and Professional Communication Study Program;
4. Fanny Puji Rakhmi, S.Hum., M.Hum., as the supervisor who has wholeheartedly supported the author by providing valuable assistance and constructive suggestions within flexible time and place;
5. Eky Erlanda Edel, S.Pd., M.Pd., as the academic advisor who has morally and mentally supported the author for four years of college journey;
6. Nine raters who were willing to be involved in this research;
7. All lecturers and staff, especially in the English for Business and Professional Communication Study Program, who were involved in the process of the research and thesis writing;
8. Stairway Games, who created the *Coral Island* video game as the author's escape world and research object;
9. The author's parents, younger sister, younger brother, aunt, and other family members who have supported the author in their own unique ways;



© Hak Cipta milik Politeknik Negeri Jakarta

Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

10. Octa, Lusi, Sekar, Dhea, Liu, Naeda, Pinny, Putri, Rayi, Della, Jamie, and Multwomedia friends, the people who feel like home who always bring back joy and laughter;
11. Yustika, Zakia, Husna, Izna, Afifah, Gracie, Raina, Zahwa, and other college friends who shared their experiences and supported the author for four years;
12. Dziqry, the author's senior who generously shared time and thoughts in meaningful discussions that helped the author complete this thesis;
13. Woosung, Hajoon, Taegyom, Dojoon, and other artists and creators who accompany the author through songs and stories, and inspired the author to keep going in life;
14. Robert Elliot Kahn and Vinton Gray Cerf, for inventing the internet's core communication foundation, who made the author's end-to-end thesis journey more flexible and possible to be finished on time;
15. And save the best for last, to the author—myself—for still going on, no matter how big or small the storm I'm going through, and for finishing this thesis on time despite being the only student in my study program who researched up to 287 data points.

God Almighty will reward the kindness and generosity of all who have supported the author in finishing the research and thesis. May this thesis contribute to the advancement of knowledge and be useful to anyone who reads and learns from it.

Depok, 20 July 2026

Author



© Hak Cipta milik Politeknik Negeri Jakarta

Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

CONSENT OF THESIS PUBLICATION FOR ACADEMIC INTERESTS

I, the undersigned:

Student Name : Raidah Rafifa

Student ID : 2208411025

Study Program: English for Business and Professional Communication (BISPRO)

Department : Business Administration

Manuscript : Thesis (Skripsi)

In the pursuit of knowledge advancement, I hereby consent to entrust and grant to Politeknik Negeri Jakarta Non-exclusive Royalty-free Right for my thesis entitled:

STYLISTIC ASPECTS AND READABILITY OF ENGLISH-INDONESIAN
TRANSLATION OF HEART EVENT DIALOGUES IN THE *CORAL ISLAND*
VIDEO GAME

along with any related materials (if necessary). With this Non-exclusive Royalty-free Right, Politeknik Negeri Jakarta reserves the right to store, transfer, disseminate, manage in the form of a database, maintain, and publish my thesis while continuing to acknowledge my name as the author/creator and copyright holder.

In witness whereof, I hereby make this statement truthfully.

Made in : Depok

On the date of : 19 July 2026

Declared by :

(Raidah Rafifa)

Manuscript: thesis, non-seminar papers, practical work reports, internship reports, professional and specialized tasks.



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

ABSTRACT

This study investigates stylistic aspects and readability in the English–Indonesian translation of Theo's Heart Event dialogues in *Coral Island*. While previous studies on video game translation have primarily focused on translation strategies, localization practices, and quality assessment, limited attention has been given to the realization of stylistic aspects and their relationship with readability in translated game dialogues. A descriptive qualitative approach was employed, analyzing 287 dialogue utterances using Newmark's stylistic framework and Nababan et al.'s Translation Quality Assessment model, with readability data obtained through questionnaires completed by **nine** raters who are Indonesian native speakers aged 19-30 years old, have a good understanding of Indonesian writing, active gamers with preference given to those who have played or are familiar with *Coral Island*, come from the group of college students, employees, and English Linguistics lecturer. The findings reveal that informal expression, warm tone, and positive attitude are the dominant categories in both the source and target language, with most stylistic categories maintained in translation. The readability assessment shows that 90.14% of the translated dialogues achieved high readability, with issues primarily arising from awkward wording, idiomatic expressions, and rendering errors. Overall, the Indonesian translation successfully preserves stylistic aspects while maintaining a high level of readability, contributing to a natural and comprehensible reading experience for players.

Keywords: Coral Island, Dialogue, Translation Readability, Stylistic Aspects, Video Game Localization.



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

ABSTRAK

Penelitian ini mengkaji aspek stilistika dan keterbacaan terjemahan bahasa Inggris–Indonesia pada dialog Heart Event karakter Theo dalam video game Coral Island. Analisis stilistika mengacu pada teori Newmark yang mencakup keformalan, nuansa emosional, dan sikap, sedangkan keterbacaan dinilai menggunakan model Nababan et al. melalui kuesioner yang diisi oleh sembilan partisipan yang merupakan penutur asli bahasa Indonesia berusia 19-30 tahun, memiliki pemahaman yang baik terhadap tulisan dalam bahasa Indonesia, merupakan gamer aktif dengan memprioritaskan mereka yang pernah memainkan atau mengenal game Coral Island, berasal dari kalangan mahasiswa, pekerja, dan dosen Linguistik Bahasa Inggris. Data terdiri dari 287 tuturan dialog yang dianalisis menggunakan pendekatan kualitatif deskriptif. Hasil penelitian menunjukkan bahwa informal, hangat, dan positif merupakan kategori yang paling dominan dalam bahasa sumber maupun bahasa sasaran. Sebagian besar kategori stilistika dipertahankan dalam penerjemahan, dan 90,14% data mencapai tingkat keterbacaan tinggi. Permasalahan keterbacaan yang ditemukan umumnya disebabkan oleh pilihan kata yang kurang alami, ungkapan idiomatis, dan kesalahan rendering. Secara keseluruhan, terjemahan bahasa Indonesia berhasil mempertahankan aspek stilistika sekaligus menghasilkan pengalaman membaca yang alami dan mudah dipahami bagi pemain.

Kata Kunci: Aspek Stilistika, Coral Island, Dialog, Keterbacaan Terjemahan, Lokalisasi Video Game.



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengemukakan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

TABLE OF CONTENTS

PRONOUNCEMENT	i
LEGITIMATION	ii
PREFACE	iii
CONSENT OF THESIS PUBLICATION FOR ACADEMIC INTERESTS	v
ABSTRACT	vi
<i>ABSTRAK</i>	vii
TABLE OF CONTENTS	viii
LIST OF TABLES	xi
LIST OF FIGURES	xiii
CHAPTER I	1
1.1 Background	1
1.2 Research Questions	5
1.3 Research Objectives	5
1.4 Scope of Problems	5
1.5 Significances of the Study	6
1.5.1 Theoretical Significance	6
1.5.2 Practical significance	6
1.5.3 Academic significance	6
CHAPTER II	7
2.1 Translation	7
2.2 Video Game Localization	7
2.2.1 Dialogue	9
2.3 Translation Quality Assessment	9
2.3.1 Readability	11



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengemukakan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

2.4 Stylistic Aspects	12
2.4.1 Formality.....	13
2.4.2 Emotional Tone.....	15
2.4.3 Attitude	17
2.5 Simulation Video Game	19
2.5.1 <i>Coral Island</i>	20
2.6 Review of Relevant Previous Study	21
2.7 Theoretical Framework	24
CHAPTER III	26
3.1 Research Design	26
3.2 Data and Data Source	26
3.2.1 Data.....	27
3.2.2 Data Source.....	27
3.3 Sampling Technique.....	27
3.4 Data Collection Technique.....	28
3.4.1 Content Analysis.....	28
3.4.2 Questionnaire	29
3.5 Data Validity	30
3.5.1 Triangulation of Data Sources	31
3.5.2 Triangulation of Method	31
3.6 Data Analysis	31
3.6.1 Domain Analysis.....	32
3.6.2 Taxonomy Analysis	32
3.6.3 Componential Analysis.....	33
3.6.4 Cultural Theme Analysis	34



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

CHAPTER IV	35
4.1 Research Result	35
4.1.1 Classification of Stylistic Aspects	36
4.1.2 Classification of Translation Readability	64
4.1.3 Relationship between Stylistic Aspects and Readability	69
4.2 Discussion	72
CHAPTER V.....	75
5.1 Conclusions	75
5.2 Suggestions.....	76
5.2.1 For Game Translators and Localizers	76
5.2.2 For Future Researchers	76
REFERENCES.....	77
CURRICULUM VITAE	81
APPENDIX	82

**POLITEKNIK
NEGERI
JAKARTA**



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

LIST OF TABLES

Table 1.1 Phenomenon Example.....	2
Table 2.1 Scoring Weight of the Quality Aspects Assessed.....	10
Table 2.2 Translation Readability Assessment.....	11
Table 2.3 The Scale of Formality.....	13
Table 2.4 The Scale of Emotional Tone.....	15
Table 2.5 The Simplification Scale of the Attitude.....	18
Table 3.1 Data Coding Abbreviations.....	29
Table 3.2 Example of Domain Analysis	32
Table 3.3 Example of Taxonomy Analysis.....	32
Table 3.4 Example of Componential Analysis	33
Table 4.1 Classification of Formality	36
Table 4.2 Example of Formal Expression Realization in the SL.....	37
Table 4.3 Example of Neutral Expression Realization in the SL	38
Table 4.4 Example of Informal Expression Realization in the SL and TL.....	39
Table 4.5 Example of Colloquial Expression Realization in the SL.....	41
Table 4.6 Example of Colloquial Expression Realization in the TL	42
Table 4.7 Formality Transfer in Theo's Heart Event Dialogues.....	43
Table 4.8 Example of Formality Changes from Informal to Colloquial.....	44
Table 4.9 Classification of Emotional Tone	45
Table 4.10 Example of Intense Tone Realization in the SL and TL.....	46
Table 4.11 Example of Warm Tone Realization in the SL and TL	48
Table 4.12 Example of Factual Tone Realization in the SL and TL.....	50
Table 4.13 Example of Understatement Tone Realization in the SL and TL	51
Table 4.14 Emotional Tone Transfer in Theo's Heart Event Dialogues.....	53



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

Table 4.15 Example of Emotional Tone Changes from Intense to Warm	54
Table 4.16 Classification of Attitude	56
Table 4.17 Example of Positive Attitude Realization in the SL and TL.....	57
Table 4.18 Example of Ambiguous Attitude Realization in the SL and TL.....	58
Table 4.19 Example of Negative Attitude Realization in the SL and TL	60
Table 4.20 Attitude Transfer in Theo's Heart Event Dialogues	61
Table 4.21 Example of Attitude Change from Positive to Ambiguous	62
Table 4.22 Classification of Translation Readability.....	64
Table 4.23 Example of Utterances with Score 3 of Readability in the TL	65
Table 4.24 Example of Utterances with Score 2 of Readability in the TL	67
Table 4.25 Example of Utterances with Score 1 of Readability in the TL	68
Table 4.26 Classification of the Relationship between Stylistic Aspects and Translation Readability	70

**POLITEKNIK
NEGERI
JAKARTA**



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

LIST OF FIGURES

Figure 2.1 Theoretical Framework.....	25
Figure 3.1 Questionnaire Form	30





Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

CHAPTER I

INTRODUCTION

1.1 Background

Video games have been a part of human life for decades. In the earliest era of video games, the most famous mainframe game was a space combat simulation game called *Spacewar!*, created in 1962 at the Hingham Institute in Cambridge (Wolf, 2001). Over the years of digital evolution, video games now have various genres, such as action, adventure, sports, puzzle, survival, RPG (role-playing game), and simulation. One of the most popular simulation games on PC and consoles is *Coral Island*, a single-player and multiplayer farming simulation game set on a tropical island and in an underwater world, with over 25,638 downloads and very positive reviews on Steam (Valve Corporation, 2026a). Two things that make *Coral Island* interesting, popular, and unique as a farming simulation game are its well-developed storyline and its focus on building meaningful relationships between players and more than 70 in-game characters or non-playable characters (NPCs).

In *Coral Island*, dialogue between the player and NPCs plays a crucial role in conveying the story, emotion, and character development. One of its key features is the Heart Event—a series of deep, unlockable dialogues that reflect the growing relationship between the player and NPCs. Heart Event serves as the gateway to major relationship milestones, including dating and marriage, making them central to how players shape their in-game life as both a person and a member of the *Coral Island* community. What makes this key feature interesting is that it is currently accessible in 10 languages, including Indonesian, reflecting the developer's commitment to reaching global audiences (Valve Corporation, 2026a). But in practice, this accessibility can also introduce more issues in game development, as mistranslating dialogue between the player and NPCs could change NPCs' personalities from the original version, which could reduce the player's engagement and experience with the game. Moreover, those things could affect the sales and reputation of the game. Therefore, *Coral Island* needs high-quality translation and



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengemukakan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

localization in every language to ensure that meaning, tone, and character portrayal are properly conveyed to the players.

In the game industry, translation and localization play a crucial role in enhancing player engagement, accessibility, and overall gameplay experience, all of which contribute to a game's commercial success (Mangiron, 2018). In the case of *Coral Island*, translating dialogues, particularly Heart Event dialogues, requires not only linguistic competence but also strong interpersonal sensitivity to effectively convey the game author's intent while preserving the integrity of the storyline. The quality of the translation is closely linked to the relationship between the author and the translator, as well as the translator's ability to fully grasp and interpret the intended messages, especially when dealing with cultural and emotional nuances (Onomejoh et al., 2024). The English-Indonesian translation and localization of Heart Event dialogues in *Coral Island* is expected to have a good quality as the developer is from Indonesia, the translator and the lead writer are Indonesian, and the game contains Indonesian cultural elements (Stairway Games, 2022). However, preliminary observations in this study indicate that certain dialogues exhibit changes of its stylistic aspects in formality, emotional tone, and attitude, which in turn affect the readability of the translation, as illustrated in the following table.

Table 1.1 Phenomenon Example

Data	Dialogues		Stylistic Transfer		
	SL	TL	F	ET	A
01/HE2/ TH-1	Hey!	Hei!	Both Informal	Both Intense	Both Positive
02/HE2/ PY-CA	That was beautiful. Do you think you can teach me?	Bagus banget tadi! Kamu bisa ajarin aku?	Neutral to Informal	Warm to Intense	Both Positive



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengemukakan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

03/HE2/ TH-BA-1	Yeah! Of course.	Boleh banget lah!	Both Informal	Both Intense	Both Positive
04/HE2/ TH-BA-2	Take a seat. Let's play.	Ayo duduk. Aku mainin.	Both Informal	Warm to Understatement	Positive to Ambiguous

In the last dialogue on the table above, it can be observed that although the level of formality in the SL and TL remains informal, the emotional tone changes from warm in the SL to understatement in the TL. In the SL, "*let's play*" conveys an inclusive, inviting energy, signaling shared enthusiasm between the speaker (Theo) and the interlocutor (player). In the TL, however, "*aku mainin*" replaces the inclusive invitation to an exclusive action, effectively reducing the joint enthusiasm to a single-handed statement. As a result, the translated utterance conveys the activity, but not the shared eagerness that characterized the original text. This change of meaning risks misinterpretation from the player's perspective: "*Ayo duduk. Aku mainin.*" may suggest that Theo only intends to demonstrate his guitar playing, rather than inviting the player to join. The change of emotional tone with those reasons makes the attitude change from a positive attitude in the SL to an ambiguous attitude in the TL. In the SL, the attitude is positive because "*Take a seat. Let's play.*" is a warm invitation. The attitude in the TL, "*Ayo duduk. Aku mainin.*" is categorized as ambiguous, because the expressions remain unclear or context-dependent, making it difficult to classify as strictly positive or negative. Moreover, due to ambiguity and meaning distortion, which may confuse the player, the readability can be categorized as low. In this context, readability refers not only to the ease of reading the SL but also to the clarity of the TL (Nababan et al., 2012).

Newmark (1988) explains that the quality of both SL and TL has to be assessed in relation to the author's intention, and the TL may need to be reconstituted for a different readership in a different culture. Therefore, it is suggested that the Indonesian translation be revised from "*Ayo duduk. Aku mainin.*" to "*Ayo duduk. Kita main bareng.*" as it better preserves the author's intended meaning, narrative



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

context, formality, emotional tone, and attitude, supporting a more consistent portrayal of the character. This revision also improves the naturalness of the dialogue in Indonesian, making it sound more contextually appropriate and relatable for the target audience. Building on these considerations of translation quality, it is important to examine previous studies that have addressed similar issues in game translation and localization.

Several previous studies have examined translation and localization in video games. Hasibuan and Mursita Putri (2022) found that in the *Dungeons & Dragons* video game, the literal translation is the most common translation strategy in video game localization that affects the clarity and naturalness of the translated terms, which results in varying acceptability scores. In another study in *DreadOut 2* and *Pamali* video games, Wibowo and Suyudi (2024) specify that literal translation is mainly used for user interface (UI) elements to ensure clarity and functionality. They also identified a tension between cultural representation and wide audience accessibility, cultural sensitivity, and the preservation of emotional and storytelling elements in video game localization. Similarly, Jooyaeian and Khoshsaligheh (2022) note the importance of maintaining translation quality in video games, including linguistic clarity and player comprehension. To address these recurring quality issues, Purnomo (2025) developed the Ludic Localization Quality Assessment (LQA), a framework that systematically evaluates linguistic meanings, cultural references, and spatial constraints in localized games. However, the application of the Ludic LQA framework remains limited in scope, particularly regarding stylistic aspects and readability dimensions of translated dialogues.

Most previous studies have contributed to the understanding of translation strategies, localization practices, and the evaluation of localization quality in video games. However, despite these contributions, the stylistic aspects and readability are being understudied together. Moreover, there are limited studies examining translation and localization in the video game *Coral Island*, particularly in its Heart Event dialogues. These gaps highlight the necessity for further research to enrich translation studies in the video game industry, particularly in the English–



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

Indonesian context. Therefore, this study aims to examine the stylistic aspects of the translated Heart Event dialogues in *Coral Island* from English into Indonesian, with a focus on the translation's readability for target players.

1.2 Research Questions

Based on the background above, the research questions are as follows.

- a. How are the levels of formality, emotional tone, and attitude realized in the English version of the Heart Event dialogues in *Coral Island*?
- b. How are the levels of formality, emotional tone, and attitude realized in the Indonesian translation of the Heart Event dialogues in *Coral Island*?
- c. How readable are the translated Heart Event dialogues in the Indonesian version of *Coral Island*?

1.3 Research Objectives

The objectives of this research are as follows.

- a. To identify and analyze the levels of formality, emotional tone, and attitude in the English version of the Heart Event dialogues in *Coral Island*.
- b. To identify and analyze the levels of formality, emotional tone, and attitude in the Indonesian translation of the Heart Event dialogues in *Coral Island*.
- c. To evaluate the readability of the Indonesian translation of the Heart Event dialogues.

1.4 Scope of Problems

This study focuses on analyzing the English–Indonesian translation of the Heart Event dialogues in *Coral Island*. Although video game localization generally involves various aspects such as cultural adaptation and technical adjustments, this research only examines the linguistic translation of the dialogues. The analysis is limited to the three stylistic aspects—formality, emotional tone, and attitude—proposed by Newmark (1988), and readability based on the Translation Quality Assessment (TQA) framework of Nababan et al. (2012).



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

The main object of this study is only the Heart Event dialogues between the player and Theo, one of the dateable NPCs in *Coral Island*, in the March 20, 2026 version. Other elements of the game, such as interface texts, item descriptions, quest instructions, and other dialogue types, are not included in the analysis.

1.5 Significances of the Study

The significances of the study are divided into three different aspects as follows.

1.5.1 Theoretical Significance

This study is expected to contribute to translation studies, particularly in the field of video game localization, by providing insights into the realization of formality, emotional tone, and attitude as stylistic aspects in translated game dialogues. Furthermore, this study extends the application of Newmark's (1988) stylistic aspects framework to the analysis of dialogue translation and its relationship with readability in narrative-driven video games.

1.5.2 Practical significance

This study is expected to provide useful insights for translators and localization practitioners in producing natural and readable translations of video game dialogues, particularly those involving interpersonal communication and character interaction. The findings may also assist localization teams in maintaining stylistic elements while adapting dialogues to the linguistic and cultural norms of the target audience.

1.5.3 Academic significance

This study may serve as a reference for future researchers interested in stylistic aspects, Translation Quality Assessment, and video game localization. In particular, it provides an example of how stylistic analysis and readability assessment can be applied to dialogue translation in narrative-driven games such as *Coral Island*.



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

CHAPTER V

CLOSING

5.1 Conclusions

This study examined the realization of stylistic aspects and the readability of the English–Indonesian translation of Theo's Heart Event dialogues in *Coral Island*. Taken together, the findings reveal a consistent pattern rather than three isolated results: the dominance of *informal* formality, *warm* emotional tone, and *positive* attitude across both language versions points to a translation strategy that prioritizes emotional closeness and conversational naturalness over strict formal equivalence. This pattern aligns with Newmark's (1988) notion of communicative translation, in which the effect on the target reader takes precedence over literal correspondence to the SL.

This interpretation is further supported by the relationship between stylistic transfer and readability. The clearest formality change observed—the movement from *informal* to *colloquial* through the addition of Indonesian particles such as "*nih*," "*deh*," and "*lah*"—did not compromise comprehension; instead, it appears to be a key contributor to the high readability scores found in this study. This suggests that, in the context of game dialogue localization, adapting stylistic aspects to the conversational norms of the TL can enhance naturalness without sacrificing clarity or interpersonal meaning. In other words, stylistic transfer and readability were not competing goals in this translation but mutually reinforcing ones.

The relatively high preservation of attitude, compared to more frequent changes in formality, further indicates that the translator treated evaluative stance and interpersonal meaning as elements to be protected, while treating formality as more flexible and open to localization. This selective adaptation reflects a deliberate, reader-oriented translation approach rather than inconsistency.



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

Overall, these findings suggest that appropriate stylistic transfer—when applied selectively rather than uniformly—can support both readability and faithfulness to the SL’s interpersonal meaning. For Indonesian players, this translation strategy allows Theo's Heart Event dialogues to be experienced as natural, emotionally resonant conversations rather than literal renderings, without losing the characterization and intent conveyed in the original English text.

5.2 Suggestions

5.2.1 For Game Translators and Localizers

The findings suggest that preserving stylistic aspects, particularly formality, emotional tone, and attitude, can help maintain the naturalness and readability of translated game dialogues. Therefore, translators and localization practitioners are encouraged to pay attention not only to the transfer of meaning but also to the interpersonal and emotional nuances conveyed in the SL. In addition, careful quality control is recommended to minimize technical issues, such as rendering errors and typographical mistakes, which may reduce readability and affect players’ engagement with the narrative.

5.2.2 For Future Researchers

This study focused on the realization of stylistic features and readability in the Heart Event dialogues in Theo's Heart in *Coral Island*. Future researchers may expand the scope of analysis by examining other characters, narrative events, or video games with different genres and localization contexts. Furthermore, future studies may investigate other dimensions of translation quality, such as accuracy and acceptability, to provide a more comprehensive evaluation of game localization. Additionally, future studies may consider employing a larger pool of raters or extending the analysis to other target languages to enhance the validity and generalizability of the readability assessment.



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

REFERENCES

- Apperley, T. H. (2006). Genre and game studies: Toward a critical approach to video game genres. *Simulation & Gaming*, 37(1), 6–23. <https://doi.org/10.1177/1046878105282278>
- Creswell, J. W., & Creswell, J. D. (2018). *Research design: Qualitative, quantitative, and Mixed Methods Approaches* (5th ed.). SAGE Publications.
- Dementieva, D., Babakov, N., & Panchenko, A. (2023). Detecting Text Formality: A Study of Text Classification Approaches. *Proceedings of the Conference Recent Advances in Natural Language Processing - Large Language Models for Natural Language Processings*, 274–284. https://doi.org/10.26615/978-954-452-092-2_031
- Domsch, S. (2017). Dialogue in Video Games. In J. Mildorf & B. Thomas (Eds.), *Dialogue across Media* (pp. 252–270). John Benjamins Publishing Company. <https://doi.org/10.1075/ds.28.13dom>
- Dong, H. (2025). The Research on Localization Strategies for Games. *Arts, Culture and Language*, 1(3). <https://doi.org/10.61173/x2m8g715>
- Ergin, B. (2024). Game Method in Education in Web-Based Information Resources: Readability Analysis. *Novitas-ROYAL (Research on Youth and Language)*, 2024(2), 240–253. <https://doi.org/10.5281/zenodo.13894317>
- Esselink, B. (2000). *A practical guide to localization*. J. Benjamins.
- Golafshani, N. (2003). Understanding Reliability and Validity in Qualitative Research. *The Qualitative Report*, 8(4), 597–606. <https://doi.org/10.46743/2160-3715/2003.1870>
- Green, G. P., & Kaufman, J. C. (Eds.). (2015). *Video Games and Creativity*. Academic Press.



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengemukakan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

- Hasibuan, H. I., & Mursita Putri, S. A. S. (2022). Translation Strategy and Terms of Acceptability in a Dungeons and Dragons Translation. *International Dialogues on Education Journal*, 9(1), 42–63. <https://doi.org/10.53308/ide.v9i1.278>
- Jooyaeian, E., & Khoshsaligheh, M. (2022). Translation Solutions in Professional Video Game Localization in Iran. *Games and Culture*, 17(7-8), 1054–1074. <https://doi.org/10.1177/15554120221077726>
- Krippendorff, K. H. (2013). *Content Analysis : an Introduction to Its Methodology* (3rd ed.). Sage Publications, Inc.
- Mangiron, C. (2018). Game on! Burning issues in game localisation. *Journal of Audiovisual Translation*, 1(1), 122–138. <https://doi.org/10.47476/jat.v1i1.48>
- Mangiron, C., & O'Hagan, M. (2006). Game Localisation: Unleashing Imagination with “Restricted” Translation. *The Journal of Specialised Translation*, 6, 10–21. <https://doi.org/10.26034/cm.jostrans.2006.735>
- McDonald, S. V. (2020). Accuracy, readability, and acceptability in translation. *Applied Translation*, 14(2). <https://doi.org/10.51708/apprans.v14n2.1238>
- Microsoft. (2026). *Coral Island*. Xbox.com. <https://www.xbox.com/id-ID/games/store/coral-island/9N1T1MQ92PVS>
- Molina, L., & Hurtado Albir, A. (2004). Translation Techniques Revisited: A Dynamic and Functionalist Approach. *Meta*, 47(4), 498–512. <https://doi.org/10.7202/008033ar>
- Nababan, M., Nuraeni, A., & Sumardino. (2012). Pengembangan Model Penilaian Kualitas Terjemahan. *Kajian Linguistik Dan Sastra*, 24(1), 39–57.
- Newmark, P. (1988). *A textbook of translation*. Prentice Hall Longman ELT.



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengemukakan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

Nida, E. A., & Taber, C. R. (2003). *The Theory and Practice of Translation*. Brill.

Nurhapy, M. F., & Pratomo, Y. (2024, March 19). *Game Lokal “Coral Island” Masuk Daftar 100 Game Populer Steam Deck*. KOMPAS.com; Kompas.com. <https://tekno.kompas.com/read/2024/03/19/18030047/game-lokal-coral-island-masuk-daftar-100-game-populer-steam-deck?page=all>

Oliveira, F. A. de. (2020). Playing through metaphors: an analysis of metaphor use in life simulation games / Jogando com metáforas: uma análise do uso de metáforas em jogos de simulação de vida. *Revista de Estudos Da Linguagem*, 28(2), 871–891. <https://doi.org/10.17851/2237-2083.28.2.871-891>

Onomejoh, P., Ehigie, D., Osakpolo, I., & Junior, J. (2024). Navigating Cultural Sensitivity in Translation: The Role of Interpersonal Communication in Translating Sensitive Narratives. *Journal of Science and Knowledge Horizons*, 4(02), 204–229. <https://doi.org/10.34118/jskp.v4i02.4020>

Patton, M. (1999). Enhancing the Quality and Credibility of Qualitative Analysis. *HSR: Health Services Research*, 34(5), 1189–1208. <https://pmc.ncbi.nlm.nih.gov/articles/PMC1089059/>

Pirrone, M., & D’Ulizia, A. (2024). The Localization of Software and Video Games: Current State and Future Perspectives. *Information*, 15(10), 648. <https://doi.org/10.3390/info15100648>

Purnomo, L. A. (2025). Lookin’ Good: Ludic Localization Quality Assessment for Video Games. *Leksema: Jurnal Bahasa Dan Sastra*, 10(1), 61–77. <https://doi.org/10.22515/ljbs.v10i1.11447>

Qoraboyev, Y. (2025). Challenges in Rendering Characterization and Emotional Tone in Literary Translation: a Case Study of A.P. Chekhov’s Short Story. *Multidisciplinary and Multidimensional Journal*, 4(6).



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengemukakan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

- Rafieyan, V. (2016). Relationship between Acculturation Attitude and Translation of Culture Bound Texts. *Journal of Studies in Education*, 6(2), 144–156. <https://doi.org/10.5296/jse.v6i2.9402>
- Spradley, J. P. (1980). *Participant observation*. Long Grove Waveland Press.
- Stairway Games. (2022). *coral island* | *Stairway*. Stairway. <https://blog.stairwaygames.com/coral-island>
- Sugiyono. (2020). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Alfabeta.
- Valve Corporation. (2026a). *Coral Island on Steam*. Store.steampowered.com. https://store.steampowered.com/app/1158160/Coral_Island/
- Valve Corporation. (2026b). *Steam Charts*. Steampowered.com. <https://store.steampowered.com/charts/steamdecktopplayed/pastyear>
- Vazquez-Calvo, B., Zhang, L. T., Pascual, M., & Cassany, D. (2019). Fan translation of games, anime, and fanfiction. *Language Learning & Technology*, 23(1), 49–71. <https://doi.org/10.64152/10125/44672>
- Wibowo, A. P., & Suyudi, I. (2024). Preserving Cultural Authenticity: The Strategies of Localization in Indonesian Horror Video Game. *Advances in Social Science, Education and Humanities Research*, 131–162. https://doi.org/10.2991/978-2-38476-321-4_11
- Wolf, M. J. P. (Ed.). (2001). *The medium of the video game*. University Of Texas Press.



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

CURRICULUM VITAE



Raidah Rafifa was born in Bogor on 29 April 2003. She is a student in the English for Business and Professional Communication Study Program at Politeknik Negeri Jakarta from 2022 to 2026. She has a strong interest in translation, communication, research, and creative content development. Throughout her academic journey, she has actively enhanced her academic and professional competencies

through international and national student exchange programs, internships, research activities, and organizational projects. Raidah participated in the Indonesian International Student Mobility Awards (IISMA) 2024 at the University of Strathclyde, Scotland, where she studied Hospitality and Tourism Management and engaged in various international academic projects. She was also selected as an awardee of the Pertukaran Mahasiswa Merdeka (PMM) Program at Politeknik Negeri Batam, with a focus on International Trade Logistics.

In addition to her academic experiences, Raidah gained professional experience in translation, communication, and education through internships and freelance projects. She worked as an Indonesian Translator at WISE Mentoring CIC, a Management Trainee at AdConnect Asia, and an English Tutor for young learners, developing skills in translation, content development, event coordination, and communication. She also participated in cultural and organizational projects, including the IISMA Culturise Challenge at Barchester Four Hills Care Home in Scotland, where her team introduced Indonesian culture through community engagement activities. Furthermore, she held leadership roles in campus events, serving as the Leader of the Creative Division for INTRO BISPRO 2023 and the Event Division for First Gathering BISPRO 2023. Her undergraduate research focuses on the stylistic aspects and readability of English–Indonesian translation in the *Coral Island* video game, reflecting her interest in translation studies, game localization, and cross-cultural communication.



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

APPENDIX

No	Data	Dialogues		Stylistic Transfer			TR (1-3)
		SL	TL	F	ET	A	
1	01/HE2/TH-1	Hey!	Hei!	Both Informal	Both Intense	Both Positive	3
2	02/HE2/PY-CA	That was beautiful. Do you think you can teach me?	Bagus banget tadi! Kamu bisa ajarin aku?	Neutral to Informal	Warm to Intense	Both Positive	3
3	03/HE2/TH-BA-1	Yeah! Of course.	Boleh banget lah!	Both Informal	Both Intense	Both Positive	3
4	04/HE2/TH-BA-2	Take a seat. Let's play.	Ayo duduk. Aku mainin.	Both Informal	Warm to Understatement	Positive to Ambiguous	1
5	05/HE2/PY-CB	How long did it take you to learn to play like that?	Berapa lama sampai kamu bisa main kayak gitu?	Neutral to Informal	Both Factual	Both Positive	2
6	06/HE2/TH-BB-1	Well, I've been playing for as long as I can remember.	Aku main gitar udah dari lama banget.	Both Informal	Both Warm	Both Positive	3
7	07/HE2/TH-BB-2	Hey, here's a crazy idea.	Eh, aku punya ide. Kayaknya seru.	Both Informal	Intense to Warm	Both Positive	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

8	08/HE2/TH-BB-3	Take a seat and let me teach you how to play. What do you say?	Gimana kalau kamu duduk sini, aku ajarin kamu main gitar?	Both Informal	Both Warm	Both Positive	3
9	09/HE2/PY-CC	Sorry to alarm you. Can I listen to you play?	Maaf aku ganggu kamu. Boleh aku dengar kamu main gitar?	Neutral to Informal	Both Warm	Both Positive	3
10	10/HE2/TH-BC-1	No, no. You didn't alarm me. Please, take a seat.	Nggak, nggak. Kamu nggak ganggu. Duduk sini.	Informal to Colloquial	Both Warm	Both Positive	3
11	11/HE2/TH-BC-2	Hey, here's a crazy idea.	Eh, aku punya ide seru.	Both Informal	Intense to Warm	Both Positive	3
12	12/HE2/TH-BC-3	Why don't I teach you how to play?	Gimana kalau aku ajarin kamu main gitar?	Both Informal	Both Warm	Both Positive	3
13	13/HE2/TH-CL1	!	!	Both Informal	Both Intense	Both Ambiguous	2
14	14/HE2/TH-CL2	Whoa! Easy on the strum, there.	Wow! Santai aja ngegenjrengnya.	Informal to Colloquial	Both Intense	Both Ambiguous	3
15	15/HE2/TH-CL3	Try not to do it too hard.	Coba jangan terlalu kencang.	Neutral to Informal	Both Factual	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

16	16/HE2/TH-CL4	Wow, gotta say! You're not bad for a new player.	Wow! Kamu boleh juga buat orang yang baru belajar.	Colloquial to Informal	Intense to Warm	Both Positive	3
17	17/HE2/TH-CL5	I'm impressed. Wanna do it again?	Keren. Mau coba lagi?	Both Informal	Both Warm	Both Positive	3
18	18/HE3/BN-1	Hey, Theo!	Hei, Theo!	Both Informal	Both Intense	Both Positive	3
19	19/HE3/TH-1	Ben! Have a great day, my man.	Ben! Duluan ya, bro!	Informal to Colloquial	Both Warm	Both Positive	3
20	20/HE3/BN-2	You too, pal!	Oke, coy! Hati-hati ya!	Informal to Colloquial	Both Warm	Both Positive	3
21	21/HE3/BR-1	Hi, Theo. On your way to a show?	Hai, Theo. Lagi jalan mau manggung ya?	Neutral to Informal	Both Factual	Both Positive	2
22	22/HE3/TH-2	Always, Bree. All the world's a stage.	Yoi, Bree. Dunia ini kan isinya emang panggung.	Informal to Colloquial	Both Warm	Both Positive	1
23	23/HE3/SK-1	Hey, Theo! How are you doing?	Hey, Theo! Apa kabar?	Both Informal	Both Warm	Both Positive	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritikan atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

24	24/HE3/SK-2	Theo?	Theo?	Both Informal	Both Factual	Both Ambiguous	3
25	25/HE3/SK-3	That was weird.	Aneh banget.	Both Informal	Both Factual	Both Negative	3
26	26/HE3/ML-1	Something wrong, Theo?	Kenapa? Ada yang salah, Theo?	Both Informal	Both Warm	Both Ambiguous	3
27	27/HE3/TH-3	Just looking for something.	Aku lagi nyari sesuatu aja.	Both Informal	Both Understatement	Both Ambiguous	3
28	28/HE3/ML-2	Can I help you find...whatever it is you're looking for?	Bisa aku bantu nyari...apapun yang lagi kamu cari?	Both Informal	Both Warm	Both Positive	2
29	29/HE3/TH-4	Maybe. You know the old piano that used to be in that corner?	Mungkin bisa. Kamu tahu piano jadul yang dulu ada di sudut itu?	Both Informal	Both Factual	Both Ambiguous	3
30	30/HE3/TH-5	It's gone.	Kok sekarang nggak ada?	Both Informal	Both Factual	Negative to Ambiguous	3
31	31/HE3/ML-3	Oh, that old thing? It was a mess. Out of tune, a broken pedal, missing keys. It was just collecting cobwebs, so	Oh, barang jadul itu? Udah rusak. Mana fals, pedalnya rusak, tombolnya. Cuma jadi sarang laba-laba aja, jadi	Both Informal	Both Factual	Both Negative	2



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

		we shipped it off to the recycling center.	kami kirim ke pusat daur ulang.				
32	32/HE3/TH-6	The recycling center?	Pusat daur ulang!	Neutral to Informal	Factual to Intense	Both Ambiguous	3
33	33/HE3/ML-4	Yes, I think so. Two weeks back.	Iya, kayaknya. Dua minggu yang lalu.	Both Informal	Both Factual	Both Ambiguous	3
34	34/HE3/ML-5	Um, why?	Um, kenapa emang?	Informal to Colloquial	Both Factual	Both Ambiguous	3
35	35/HE3/TH-7	I have to go.	Aku harus pergi dulu.	Both Informal	Both Factual	Both Ambiguous	3
36	36/HE3/ML-6	I'm sure we can find a replacement or something, Theo. It was just an old, broken piece of junk.	Aku yakin kita bisa cari gantinya atau apa gitu, Theo. Barang jadul gitu, udah rusak lagi.	Informal to Colloquial	Both Warm	Both Positive	2
37	37/HE3/TH-8	It was my mother's.	Itu peninggalan ibuku.	Both Informal	Understatement to Warm	Both Positive	3
38	38/HE3/ML-7	Always sticking your foot in your mouth, Millie...	Emang kebiasaan kalau ngomong tuh nggak dipikir dulu, Millie...	Informal to Colloquial	Both Warm	Both Negative	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

39	39/HE4/ER-1	Theo! So nice to see you.	Theo! Senang ketemu kamu di sini. Ada apa, tumben?	Both Informal	Both Warm	Both Positive	3
40	40/HE4/ER-2	What brings you to the recycling center?		Neutral to Colloquial	Factual to Warm	Both Ambiguous	
41	41/HE4/TH-1	Hey, you two! Say, you like to hang out here a lot, right?	Hai kalian! Kira-kira kalian sering nggak nongkrong di sini?	Both Informal	Warm to Factual	Both Ambiguous	3
42	42/HE4/ER-3	Here? Eww. I wouldn't be caught dead at the recycling center.	Di sini? Iyuh, nggak banget deh kalau sampe ketahuan nongkrong dekat pusat daur ulang.	Informal to Colloquial	Both Intense	Both Negative	3
43	43/HE4/TH-2	You're at the recycling center right now.	Tapi kamu di pusat daur ulang sekarang.	Neutral to Informal	Factual to Warm	Both Ambiguous	3
44	44/HE4/ER-4	I know! I'm just messing with you.	Ember! Aku cuma bercanda.	Informal to Colloquial	Both Intense	Both Positive	3
45	45/HE4/TH-3	Oh. Uh... Hah hah?	Oh. Uh. Ha ha?	Both Informal	Both Understatement	Both Ambiguous	3
46	46/HE4/BE-1	Did you need help with something, dear?	Kamu butuh bantuan, nak?	Both Informal	Both Warm	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

47	47/HE4/TH-4	Yes. Yes, I'm looking for a piano.	Iya. Iya, aku lagi cari piano.	Both Informal	Both Factual	Both Positive	2
48	48/HE4/BE-2	They have a nice selection of them at Hot Keys. It's a piano shop over on the mainland.	Ada banyak pilihan yang bagus di Hot Keys, toko piano di daratan.	Both Informal	Both Warm	Both Positive	3
49	49/HE4/TH-5	No, not a new piano.	Bukan, bukan piano baru.	Both Informal	Both Factual	Both Ambiguous	3
50	50/HE4/BE-3	They have a great selection of used pianos too.	Ada juga pilihan piano bekas yang bagus.	Both Informal	Both Warm	Both Positive	3
51	51/HE4/TH-6	No, not...	Bukan, bukan itu...	Both Informal	Both Understatement	Both Ambiguous	3
52	52/HE4/TH-7	I'm looking for a specific piano. The one that used to be in the community center.	Aku lagi nyari satu piano yang dulu ada di balai kota. Millie bilang piano itu	Both Informal	Both Factual	Both Ambiguous	3
53	53/HE4/TH-8	Millie told me they sent it over to the recycling center, and I wanted to see if it was still there.	dikirim ke pusat daur ulang, aku mau lihat pianonya masih di sini atau nggak.	Both Informal	Both Factual	Both Ambiguous	



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

54	54/HE4/ER-5	I don't think I've seen one recently, but you never know what you can find in a place like this. Let's take a look, okay?	Kayaknya aku nggak lihat piano tuh belakangan ini, tapi di tempat kayak gini kan nggak tahu juga ada apa aja. Kita cari dulu oke?	Both Informal	Both Warm	Both Positive	2
55	55/HE4/TH-9	Okay. Great. Thanks.	Oke, syukurlah. Makasih ya.	Both Informal	Both Warm	Both Positive	3
56	56/HE4/ER-6	So, this must be some special piano, huh?	Ini pasti piano spesial buat kamu ya?	Both Informal	Both Warm	Both Positive	3
57	57/HE4/TH-10	It was my mother's.	Itu punya mamaku dulu.	Both Informal	Both Factual	Both Ambiguous	3
58	58/HE4/ER-7	Oh! Yes, that definitely counts as special.	-	-	-	-	-
59	59/HE4/ER-8	How'd it end up in the community center, if you don't mind my—	Gimana tuh ceritanya akhirnya bisa ada di pusat daur ulang, kalau kamu nggak keberatan aku na—	Both Informal	Both Warm	Both Positive	3
60	60/HE4/TH-11	Long story.	Panjang ceritanya.	Both Informal	Both Understatement	Both Ambiguous	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

61	61/HE4/ER-9	Oh, sure. Sorry.	Oh, oke. Maaf deh.	Both Informal	Both Factual	Both Ambiguous	3
62	62/HE4/TH-12	No, I'm sorry. It's just... I guess I just always expected it to be there, you know? Like the sunrise.	Bukan gitu, maaf, maksudku...aku selalu berharap piano itu bakal selalu ada di tempat yang sama, ngerti nggak maksudku? Kayak matahari terbit aja.	Both Informal	Both Intense	Both Ambiguous	2
63	63/HE4/TH-13	And then one day, it just wasn't.	Terus tiba-tiba nggak ada.	Both Informal	Both Factual	Both Negative	3
64	64/HE4/ER-10	Sure. I get it.	Aku ngerti kok.	Both Informal	Both Warm	Both Positive	3
65	65/HE4/TH-14	But it can't be gone. It can't. If it is, that means... that means...	Tapi nggak mungkin hilang. Nggak mungkin. Kalau sampai hilang, itu artinya...artinya...	Both Informal	Both Intense	Both Negative	3
66	66/HE4/BE-4	Is this it?	Ini bukan?	Both Informal	Both Factual	Both Ambiguous	3
67	67/HE4/TH-15	That's part of it!	Itu salah satu bagiannya!	Both Informal	Both Intense	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

68	68/HE4/TH-16	I'll admit it's seen better days.	Aku pernah lihat pas pianonya masih bagus, sih.	Both Informal	Both Understatement	Both Negative	3
69	69/HE4/ER-11	What now?	Terus gimana nih sekarang?	Both Informal	Factual to Warm	Both Ambiguous	3
70	70/HE4/TH-17	Any chance you feel like moving a piano with me?	Kira-kira tertarik buat mindahin piano ini nggak?	Both Informal	Both Warm	Both Positive	3
71	71/HE4/TH-18	Ready? One... Two...	Siap? Satu...dua...	Both Informal	Both Warm	Both Positive	3
72	72/HE4/TH-19	Who would have thought a piano could go be so heavy?	Siapa yang ngira kalau piano ternyata seberat ini...	Both Informal	Both Warm	Both Ambiguous	3
73	73/HE5/TH-1	Yeor!	Yeor!	Both Informal	Both Intense	Both Ambiguous	3
74	74/HE5/PY-CA1	Where'd you get that thing, Theo? The recycling center?	Kamu dapat itu dari mana, Theo? Dari pusat daur ulang?	Both Informal	Both Warm	Both Ambiguous	3
75	75/HE5/TH-BA1	Actually, yes.	Iya nih.	Informal to Colloquial	Factual to Warm	Both Ambiguous	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritikan atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

76	76/HE5/PY-CB1	Hi, Theo! Are you taking up the piano?	Hai, Theo! Kamu lagi belajar piano?	Both Informal	Both Warm	Both Positive	3
77	77/HE5/TH-BB1	Taking it up? Me and the piano go way back.	Belajar? Aku dan piano ini udah kenal dari lama.	Both Informal	Both Warm	Both Positive	3
78	78/HE5/TH-CL1	This old girl used to be in the community center. Maybe you've seen it there?	Piano jadul ini dulunya ada di balai kota. Kamu pernah lihat?	Colloquial to Informal	Warm to Factual	Positive to Ambiguous	3
79	79/HE5/PY-CA2	Rings a bell.	Kayaknya pernah.	Colloquial to Informal	Both Factual	Both Ambiguous	3
80	80/HE5/PY-CB2	Ah, I remember now!	Ah, aku ingat sekarang!	Both Informal	Both Intense	Both Positive	3
81	81/HE5/TH-BAB2	Right.	Oke.	Both Informal	Both Understatement	Both Ambiguous	3
82	82/HE5/PY-CC2	Nope, don't recognize it at all.	Nggak, aku nggak tahu sama sekali.	Both Informal	Both Factual	Both Ambiguous	3
83	83/HE5/TH-BC2	Seriously? You've never seen that? Weird.	Serius? Kamu nggak pernah lihat? Aneh.	Both Informal	Both Intense	Both Negative	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

84	84/HE5/TH-CL2	But when I heard it got taken to the recycling center, it was like part of my family had been taken away.	Tapi waktu aku dengar kalau dia dibawa ke pusat daur ulang, rasanya kayak anggota keluargaku yang diambil.	Both Informal	Both Intense	Both Negative	3
85	85/HE5/TH-CL3	You see, this piano used to belong to my mother. She was an amazing pianist. Our house was always filled with the sound of music.	Kamu tahu, piano ini dulunya punya mamaku. Dia pianis hebat. Rumah kami selalu penuh dengan suara-suara musik.	Both Informal	Both Warm	Both Positive	3
86	86/HE5/TH-CL4	She gave lessons too. To the whole island.	Dia kasih kursus juga buat semua orang di pulau ini.	Both Informal	Both Warm	Both Positive	3
87	87/HE5/TH-CL5	And to me and Lily, of course.	Buat aku dan Lily juga dong tentunya.	Informal to Colloquial	Both Warm	Both Positive	3
88	88/HE5/TH-CL6	Lily didn't really take to it. She was too into her computers and stuff. But me? Man, it was love at first sight.	Lily nggak terlalu tertarik. Dia lebih tertarik sama komputer dan tetek bengeknya. Tapi aku? Duh, rasanya kayak jatuh cinta pas pandangan pertama.	Informal to Colloquial	Both Warm	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritikan atau tinjauan suatu masalah.
b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

89	89/HE5/TH-CL7	It's what started my whole musical journey.	Itu yang pertama banget bikin aku mulai bermusik.	Both Informal	Both Warm	Both Positive	3
90	90/HE5/PY-R1	That's amazing!	Keren banget!	Both Informal	Both Intense	Both Positive	3
91	91/HE5/TH-CL8	It was	Iya.	Both Informal	Both Understatement	Positive to Ambiguous	3
92	92/HE5/TH-CL9	But then...well, then Mom died.	Terus ya...Mama meninggal.	Both Informal	Both Understatement	Both Negative	3
93	93/HE5/TH-CL10	Everything changed. It changed in a thousand ways, of course, but it was the music...	Semuanya berubah. Drastis. Tapi, musik...	Both Informal	Both Intense	Both Negative	3
94	94/HE5/TH-CL11	There was no more music in the house.	Nggak ada lagi musik di rumah.	Both Informal	Both Intense	Both Negative	3
95	95/HE5/TH-CL12	Mom was gone, but somehow it was the music that I missed the most. Does that make me crazy?	Mama pergi, tapi nggak tahu kenapa musik satu-satunya tentang Mama yang paling aku kangen. Aku kedengaran sinting ya?	Both Informal	Both Intense	Both Ambiguous	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

96	96/HE5/PY-R2	I...uh...	Aku...uh...	Both Informal	Both Understatement	Both Ambiguous	3
97	97/HE5/TH-CL13	That wasn't a fair question, Yeori. Sorry. Don't answer it.	Pertanyaannya nggak bagus ya, Yeori. Maaf. Nggak usah dijawab.	Both Informal	Both Warm	Both Negative	3
98	98/HE6/TH-1	Hi Yeori!	Hai Yeori!	Both Informal	Both Intense	Both Positive	3
99	99/HE6/TH-2	Come check out how it's going!	Sini deh lihat!	Informal to Colloquial	Both Intense	Both Positive	3
100	100/HE6/PY-CA	I found that wood you were looking for!	Aku udah nemuin kayu yang kamu mau!	Both Informal	Both Intense	Both Positive	3
101	101/HE6/TH-BA-1	Hey, that's great!	Hei, bagus lah!	Both Informal	Both Intense	Both Positive	2
102	102/HE6/TH-BA-2	This is perfect! It'll go great with the piano once I sand it down a bit. Thank you so much!	Kayunya cocok banget! Bakal bagus buat pianonya kalau udah aku ampelas. Makasih banget!	Both Informal	Both Intense	Both Positive	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

103	103/HE6/PY-CB	I got that wood you wanted. You owe me one.	Aku udah nemuin kayu yang kamu mau. Kamu hutang sama aku.	Both Informal	Both Warm	Both Positive	3
104	104/HE6/TH-BB-1	This will work. Thank you, Yeori.	Bisa lah pakai ini. Makasih ya, Yeori.	Informal to Colloquial	Both Warm	Both Positive	3
105	105/HE6/TH-CL1	I know this project will take me a long time, but you know what? I don't care.	Aku tahu proyek ini bakal makan waktu, tapi tahu nggak? Aku nggak peduli.	Both Informal	Both Warm	Both Positive	3
106	106/HE6/TH-CL2	I haven't sat down in front of this piano for so long, I've forgotten how much I've missed it.	Aku belum pernah duduk selama ini di depan pianon, sampai lupa sekangen apa aku sama dia.	Both Informal	Both Warm	Both Positive	2
107	107/HE6/TH-CL3	I remember sitting in front of this with my mom, practicing my chords and scales. God, we sat there for hours.	Aku masih ingat waktu itu aku duduk di sini sama Mama, belajar kunci dan tangga nada. Kami duduk sampai berjam-jam.	Both Informal	Intense to Warm	Both Positive	3
108	108/HE6/TH-CL4	I was terrible at first, did you know that?	Aku tuh benar-benar nggak bisa awalnya, tahu?	Informal to Colloquial	Both Warm	Both Negative	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

109	109/HE6/TH-CL5	I mean, I guess that's understandable—everyone is—but I was really bad.	Maksudnya ya, semua orang pasti gitu sih awalnya, tapi aku tuh benar-benar nggak banget.	Informal to Colloquial	Both Warm	Both Negative	2
110	110/HE6/TH-CL6	Lily was way better than me. She has a natural gift for music. I always thought so, at least.	Lily malah lebih bagus dari aku. Dia emang dari sananya udah dikasih berkah bisa bermusik. Aku selalu mikir kayak gitu.	Informal to Colloquial	Both Warm	Both Positive	2
111	111/HE6/TH-CL7	She heard a song once, twice, and she had it down. It was incredible.	Dia dengar musik sekali dua kali aja langsung bisa. Keren emang.	Both Informal	Intense to Warm	Both Positive	3
112	112/HE6/TH-CL8	Thing was, she just didn't care.	Tapi ya gitu, dia nggak peduli.	Informal to Colloquial	Both Factual	Both Ambiguous	3
113	113/HE6/TH-CL9	Me? I was the opposite.	Aku? Aku kebalikannya.	Both Informal	Both Warm	Both Positive	3
114	114/HE6/TH-CL10	It took me weeks to practice something that'd take Lily hours to learn, but I had the passion for it.	Butuh berminggu-minggu buat latihan lagu yang bisa dipelajarin Lily beberapa	Both Informal	Both Warm	Both Positive	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

			jam doang, tapi aku benar-benar punya passion di situ.				
115	115/HE6/TH-CL11	I put in the time. And my mom sat right beside me.	Aku tetap tekun, dan Mama selalu ada disampingku.	Both Informal	Both Warm	Both Positive	3
116	116/HE6/TH-CL12	Remember I told you how my family decided to give up the piano after my mom died?	Masih ingat waktu aku cerita keluargaku mutusin buat ngelepasin pianonya setelah Mama meninggal?	Both Informal	Both Factual	Both Ambiguous	3
117	117/HE6/TH-CL13	That wasn't...well, it wasn't entirely true. It was really dad's idea.	Nggak sepenuhnya..ya, nggak sepenuhnya benar. Sebenarnya itu idenya Papa.	Both Informal	Both Understatement	Both Negative	3
118	118/HE6/TH-CL14	Mom always filled our house with music. I didn't like the silence after she died—none of us did—but none of us were like dad.	Mama selalu ngisi rumah kami dengan musik. Aku nggak suka kesunyian di rumah setelah Mama meninggal—kami semua nggak suka—tapi kami nggak sehancur Papa.	Both Informal	Both Intense	Both Negative	3
119	119/HE6/TH-CL15	Dad really couldn't take it.	Papa benar-benar nggak sanggup.	Both Informal	Both Intense	Both Negative	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

120	120/HE6/TH-CL16	I remember him sitting up for hours at night—this is just after mom died, a week or two—and he was just staring at the piano.	Aku masih ingat waktu dia duduk berjam-jam di situ, malam-malam—beberapa minggu setelah Mama meninggal—dan Papa benar-benar cuma ngelihatn pianonya aja.	Both Informal	Both Intense	Both Negative	3
121	121/HE6/TH-CL17	Staring.	Ngelamun.	Both Informal	Both Understatement	Both Ambiguous	3
122	122/HE6/TH-CL18	I'd ask him if he wanted something to eat or drink.	Aku tanya apa dia mau makan atau minum sesuatu.	Both Informal	Both Warm	Both Positive	3
123	123/HE6/TH-CL19	No.	Nggak.	Both Informal	Both Understatement	Both Negative	3
124	124/HE6/TH-CL20	I asked him if he wanted to go to bed.	Aku tanya lagi apa dia mau tidur.	Both Informal	Both Warm	Both Positive	3
125	125/HE6/TH-CL21	No.	Nggak.	Both Informal	Both Understatement	Both Negative	3
126	126/HE6/TH-CL22	It got bad.	Makin buruk setelah itu.	Both Informal	Both Understatement	Both Negative	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

127	127/HE6/TH-CL23	He wasn't sleeping. He stopped working. He would snap at me and Lily over nothing. Things were just...they were just different.	Papa nggak tidur. Dia berhenti kerja. Dia bakal tiba-tiba bentak aku dan Lily tanpa alasan. Semuanya benar-benar...berubah.	Both Informal	Both Intense	Both Negative	3
128	128/HE6/TH-CL24	And it was all because of that stupid piano. I know it.	Semuanya karena piano bodoh itu. Aku tahu.	Both Informal	Both Intense	Both Negative	3
129	129/HE6/TH-CL25	When he finally donated the thing, it was like we could all breathe again. He wasn't so mad anymore, so preoccupied.	Ketika Papa mutusin buat donasiin piano itu, rasanya kayak kami bisa nafas lagi. Dia nggak se-pemarah itu, dan selalu punya kesibukan.	Both Informal	Both Warm	Positive to Ambiguous	3
130	130/HE6/TH-CL26	The air felt clearer, and things went back to normal.	Suasananya lebih menyenangkan, dan perlahan kami kembali normal.	Both Informal	Both Warm	Both Positive	3
131	131/HE6/TH-CL27	You know, considering.	Semua terasa lebih tenang, dan keadaan balik ke semula.	Both Informal	Understatement to Warm	Ambiguous to Positive	3
132	132/HE6/TH-CL28	The piano reminded him of mom, that was the thing.	Piano itu ngingetin dia sama Mama, itu lah masalahnya.	Informal to Colloquial	Both Factual	Both Negative	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

		And dad just couldn't handle it. So he got rid of it.	Papa nggak tahan lagi, jadi dia lepasin itu.				
133	133/HE6/TH-CL29	But the thing is, the piano reminded me of mom, too.	Masalahnya, piano itu ngingetin aku sama Mama juga.	Both Informal	Both Warm	Both Positive	3
134	134/HE6/TH-CL30	Some of the happiest times in my life were spent sitting in front of those keys. And then it was just...gone.	Beberapa kenangan terbaik di hidup aku ya dihabiskan di depan tombol-tombol itu. Terus tiba-tiba...hilang.	Both Informal	Both Intense	Both Negative	2
135	135/HE6/TH-CL31	Huh. I never realized how much of a sore spot that still was for me.	Huh. Aku nggak sadar kalau kenangan itu masih nyakitin banget.	Both Informal	Both Intense	Both Negative	3
136	136/HE6/TH-CL32	I don't think I ever really forgave dad for that, did I? Not really.	Kayaknya aku belum benar-benar maafin Papa, ya kan?	Both Informal	Both Understatement	Both Negative	3
137	137/HE6/TH-CL33	Anyway, look at my rambling on. I'm sorry. Thanks for coming by, Yeori. But I need a little alone time right now, I think.	Ngomong-ngomong, maaf ya jadi curhat begini. Maaf banget. Makasih udah mampir, Yeori. Kayaknya aku butuh waktu buat sendiri.	Informal to Colloquial	Both Warm	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritikan atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

138	138/HE6/TH-CL34	I'll see you around, okay?	Sampai ketemu lagi, oke?	Both Informal	Both Warm	Both Positive	3
139	139/HE7/TH-1	Yeori! Come to check in on the piano again?	Yeori! Mau lihat pianonya lagi ya?	Both Informal	Both Warm	Both Positive	3
140	140/HE7/TH-2	It's great to see you.	Senang ketemu kamu.	Both Informal	Both Warm	Both Positive	3
141	141/HE7/PY-CA	How's it coming along?	Gimana nih sejauh ini!	Informal to Colloquial	Warm to Intense	Ambiguous to Positive	3
142	142/HE7/TH-BA	It's been going great! Thanks for asking.	Sejauh ini oke banget! Makasih udah nanya.	Both Informal	Both Intense	Both Positive	3
143	143/HE7/PY-CB	Do you think you're spending too much time on this thing?	Kamu nggak ngerasa ngehabisin terlalu banyak waktu untuk ini?	Both Informal	Both Understatement	Both Ambiguous	3
144	144/HE7/TH-BB	Not a chance. I'm seeing this through.	Nggak lah. Aku lagi berusaha selesain.	Informal to Colloquial	Both Warm	Both Positive	3
145	145/HE7/TH-CL1	I think I'm getting close to the end, here.	Kayaknya udah hampir selesai, nih.	Informal to Colloquial	Both Warm	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

146	146-1/HE7/TH-CL2	The wood you brought me helped repair the rotting frame. I also fixed the broken leg and polished the cover so much I can see my face in it.	Kayu yang kamu bawa nolong banget buat benerin bingkai yang udah keropos. Aku juga udah benerin kaki-kaki yang rusak dan moles penutupnya sampai kinclong dan bisa ngaca	Informal to Colloquial	Both Warm	Both Positive	3
	146-2/HE7/TH-CL2		di situ.				
147	147/HE7/TH-CL3	By the time I'm done it'll be like new—better than when it was in our house, even.	Kalau udah beres, pasti kelihatan kayak baru lagi—lebih bagus dari pas masih di rumah kami, malah.	Both Informal	Both Warm	Both Positive	3
148	148/HE7/TH-CL4	But I'll tell you something; there's a few small scratch marks on the frame I'm going to leave.	Tapi aku kasih tahu kamu dikit ya, ada beberapa bekas goresan di bingkai yang aku biarin.	Informal to Colloquial	Both Warm	Both Ambiguous	3
149	149/HE7/TH-CL5	I put them there myself—I was playing with it, running my toy car all over it. I couldn't have been more than eight.	Aku yang ngegores itu—dulu aku yang main-main di piano itu, maju mundurin mobil mainanku. Kayaknya umurku belum lebih dari delapan tahun.	Informal to Colloquial	Both Warm	Both Ambiguous	2



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

150	150/HE7/TH-CL6	I didn't expect it to scratch the piano. I thought mom would be so mad, I hid from her for the rest of the day.	Aku nggak ngira kalau pianonya bakal kegores. Aku kira Mama bakal ngamuk, jadi aku sembunyi dari dia seharian.	Informal to Colloquial	Both Warm	Both Negative	3
151	151/HE7/TH-CL7	I was terrified I had ruined her favorite thing.	Aku takut banget karena udah rusakin barang kesayangan dia.	Both Informal	Both Intense	Both Negative	3
152	152/HE7/TH-CL8	But when she finally found me, you know what? She wasn't mad at all.	Tapi pas dia nemuin aku, kamu tahu? Dia nggak marah sama sekali.	Both Informal	Both Warm	Both Positive	3
153	153/HE7/TH-CL9	She wrapped me in this huge hug and told me how unimportant the scratches were.	Dia peluk aku dan bilang kalau goresan itu nggak ada artinya.	Both Informal	Intense to Warm	Both Positive	3
154	154-1/HE7/TH-CL10	"Well-worn items just show how much they mean to us," she said. "I know how much you love music, just like I do. Those scratches are just the proof of that."	"Barang yang rusak karena dipakai itu ngasih lihat betapa berharganya dia untuk kita," kata Mama. "Mama tahu seberapa besar rasa suka kamu sama musik sama kayak Mama.	Both Informal	Both Warm	Both Positive	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

	154-2/HE7/TH-CL10		Goresan itu buktinya."				
155	155/HE7/TH-CL11	That always stayed with me. It's not how things look on the outside, you know? It's what they mean to us that's important.	Kalimat itu selalu nempel sama aku. Kadang, apa yang kelihatan dari luar itu nggak berarti, tahu? Yang paling penting ya seberapa berharganya barang itu untuk kita.	Informal to Colloquial	Both Warm	Both Positive	2
156	156/HE7/TH-CL12	Mom taught me that.	Mama ajarin aku itu.	Both Informal	Both Warm	Both Positive	3
157	157/HE7/TH-CL13	But then, she was always an optimist. Always looked on the bright side of things.	Tapi ya, Mamaku orangnya optimis banget. Selalu bisa ngelihat sisi baik dari segala hal.	Both Informal	Both Warm	Both Positive	3
158	158/HE7/TH-CL14	If it was raining too hard to go outside, fine! We'd stay in and make pillow forts.	Kalau lagi hujan dan susah pergi keluar, nggak apa-apa! Kami di rumah aja, bikin benteng dari bantal.	Both Informal	Both Intense	Both Positive	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

159	159/HE7/TH-CL15	If we got sick, no problem! Movie marathon day.	Kalau kami sakit, nggak masalah! Kami maraton film sehabian.	Both Informal	Both Intense	Both Positive	3
160	160/HE7/TH-CL16	There was always a bright side to everything.	Selalu ada hal baik dari segala hal.	Both Informal	Both Warm	Both Positive	3
161	161/HE7/TH-CL17	Even...even when things took a turn for the worst at the end. She always had a smile for us, was always sure everything would turn out all right.	Meskipun...kehidupan berbalik jadi buruk akhirnya. Dia selalu senyum sama kami, selalu yakin bahwa semua akan baik-baik saja.	Both Informal	Intense to Warm	Both Positive	3
162	162/HE7/TH-CL18	"If you're not living happy, what's the point of it all?" she used to say.	"Kalau hidupmu nggak bahagia, buat apa?" dia selalu ngomong gitu.	Informal to Colloquial	Both Warm	Both Positive	3
163	163/HE7/TH-CL19	That's why I always try to stay positive, too. It's keeping her with me.	Itu lah kenapa aku selalu coba berpikir positif. Biar aku selalu ngerasa Mama ada sama aku.	Both Informal	Both Warm	Both Positive	3
164	164/HE7/TH-CL20	I think this piano is making me a little sentimental, don't you?	Kayaknya piano ini bikin aku ngerasa sentimen, ya kan?	Both Informal	Both Warm	Both Ambiguous	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritikan atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

165	165/HE7/TH-CL21	Thanks for stopping by, Yeori. I should get back to work.	Makasih ya udah mampir, Yeori. Aku balik kerja lagi ya.	Both Informal	Both Warm	Both Positive	3
166	166/HE8-1/TH-1	Hey, Yeori! Come check it out: I'm almost done!	Hei, Yeori! Lihat deh, aku udah mau selesai nih!	Informal to Colloquial	Both Intense	Both Positive	3
167	167/HE8-1/TH-2	So what do you think?	Gimana menurutmu?	Both Informal	Both Warm	Both Positive	3
168	168/HE8-1/PY-PCA1	Wow, it looks incredible!	Wow, bagus banget kelihatannya!	Both Informal	Both Intense	Both Positive	3
169	169/HE8-1/TH-BA1	Doesn't it? I can't believe how great it turned out.	Iya kan? Aku nggak percaya hasilnya bisa sebesar ini.	Both Informal	Both Intense	Both Positive	3
170	170/HE8-1/PY-PCB1	You missed a spot.	Masih ada yang kurang tuh.	Informal to Colloquial	Both Factual	Both Negative	3
171	171/HE8-1/TH-BB1	Ha! The number of times I've gone over this thing? I missed nothing.	Ha! Aku udah berkali-kali ngulang kerjain ini, tahu? Nggak mungkin ada yang kelewat.	Informal to Colloquial	Both Intense	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

172	172/HE8-1/TH-CL1	I have a confession to make, Yeori.	Aku mau jujur tentang sesuatu, \$	Both Informal	Both Warm	Both Ambiguous	2
173	173/HE8-1/TH-CL2	I've actually been done with this thing for a while. I just can't make myself stop. Working on it out here has been amazing.	Sebenarnya ini udah selesai dari lama. Aku cuma nggak bisa berhenti. Ngerjain ini benar-benar bikin aku ngerasa bahagia.	Both Informal	Both Warm	Both Positive	3
174	174/HE8-1/TH-CL3	I've told you how much this piano meant to me. How much it meant to my mom.	Aku pernah kasih tahu kamu betapa berharganya piano ini buat aku dan Mama.	Both Informal	Both Warm	Both Positive	3
175	175/HE8-1/TH-CL4	But working on the piano made me realize that I hadn't thought about her in a long, long time.	Ngerjain piano ini bikin aku sadar bahwa aku udah lama banget nggak mikirin Mama...	Both Informal	Both Intense	Both Negative	3
176	176/HE8-1/TH-CL5	I mean, that's not exactly true.	Tapi ya nggak gitu juga.	Informal to Colloquial	Both Understatement	Both Ambiguous	3
177	177/HE8-1/TH-CL6	I'd see something that'd remind me of her—her favorite flower, the bench we sat on by the lake—and	Kadang aku ngelihat sesuatu yang ngingetin aku sama dia—bunga kesukaan dia, bangku yang kami dudukin di pinggir danau—dan kalau	Both Informal	Both Intense	Both Negative	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritikan atau tinjauan suatu masalah.
b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

		the reminder would be like a sharp sting.	ingat itu, rasanya perih banget.				
178	178/HE8-1/TH-CL7	There, gone, and I'd move on.	Keingat, lalu pergi, dan aku tetap lanjutin hidup.	Both Informal	Both Understatement	Both Ambiguous	3
179	179/HE8-1/TH-CL8	Moving on was easier than confronting it, I guess.	Ngelanjutin hidup lebih gampang daripada ngakuin itu, kayaknya.	Informal to Colloquial	Both Factual	Both Ambiguous	1
180	180/HE8-1/TH-CL9	I hadn't really dwelled on it in a long time. But out here in the yard, working on it day after day? It really brought things home for me.	Udah lama aku nggak mikirin ini, tapi coba kamu lihat, aku di halaman rumahku ngerjain piano itu, berhari-hari? Bikin aku mikir.	Informal to Colloquial	Both Warm	Both Positive	2
181	181/HE8-1/TH-CL10	Really brought things into perspective.	Aku jadinya bisa lihat banyak hal dari perspektif lain.	Both Informal	Both Warm	Both Positive	3
182	182/HE8-1/TH-CL11	Like the whole thing with my dad giving the piano away?	Kayak waktu Papa kasih piano ini ke oranglain?	Both Informal	Both Factual	Both Ambiguous	3
183	183/HE8-1/TH-CL12	Man, I never realized how mad I was about it. We're	Aku nggak pernah sadar kalau sebenarnya aku marah	Both Informal	Both Intense	Both Ambiguous	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

		going to have to talk, clear the air a little bit. It's a little...uh...intimidating, but I think it'll be good for us.	banget. Kami kayaknya emang harus ngobrol soal itu, biar jelas semuanya. Emang agak...uh...berat, tapi kayaknya bakal				
184	184/HE8-1/TH-CL13	I know it will.	bagus buat kami. Aku tahu itu.	Both Informal	Both Warm	Both Positive	3
185	185/HE8-1/TH-CL14	But so much more importantly, I feel like I had a chance to say goodbye to my mom in a way I never really had before.	Tapi yang lebih penting, aku ngerasa akhirnya aku punya kesempatan buat ngucapin selamat tinggal buat Mama dengan cara yang belum pernah aku lakuin sebelumnya.	Both Informal	Intense to Warm	Both Positive	3
186	186/HE8-1/TH-CL15	Goodbye, and hello again.	Selamat tinggal, dan halo lagi.	Both Informal	Both Intense	Both Positive	3
187	187/HE8-1/TH-CL16	With this piano fully restored, it's like I restored a part of her as well. The part that lives in my soul.	Dengan aku ngebenerin piano ini, rasanya aku juga ngembaliin sebagian dari Mama. Sebagian yang akan selalu ada di jiwaku.	Both Informal	Both Intense	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritikan atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

188	188/HE8-1/TH-CL17	Does that make sense? Maybe it sounds crazy, but that's how it feels to me.	Masuk akal nggak sih? Emang kedengerannya gila, tapi itu yang aku rasain.	Informal to Colloquial	Both Warm	Both Ambiguous	3
189	189/HE8-1/PY-CA2	So what's the plan now?	Terus sekarang rencananya apa?	Both Informal	Both Factual	Both Ambiguous	3
190	190/HE8-1/TH-BA2	It's going back to the community center, of course.	Bakal ku kembaliin ke balai kota, yang jelas.	Both Informal	Both Factual	Both Positive	3
191	191/HE8-1/PY-CB2	It doesn't sound crazy at all. It sounds good!	Itu nggak gila sama sekali. Kedengarannya bagus malah!	Both Informal	Both Warm	Both Positive	3
192	192/HE8-1/TH-BB2	I knew you'd get it. It's going back to the community center now.	Aku tahu kamu pasti paham. Mau aku balikin ke balai kota sekarang.	Both Informal	Both Warm	Both Positive	3
193	193/HE8-1/PY-CC2	I understand.	Aku paham kok.	Informal to Colloquial	Both Warm	Both Positive	3
194	194/HE8-1/TH-BC2	I knew you'd understand. It's going back to the community center now.	Aku tahu kamu pasti paham. Mau aku balikin ke balai kota sekarang.	Both Informal	Both Warm	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

195	195/HE8-1/PY-CD2	...	...	Both Informal	Both Understatement	Both Ambiguous	3
196	196/HE8-1/TH-BD2	It's going back to the community center now.	Mau aku balikin ke balai kota sekarang.	Both Informal	Both Factual	Both Positive	3
197	197/HE8-1/TH-CL18	Yes?	Iya?	Both Informal	Both Factual	Both Ambiguous	3
198	198/HE8-1/PY-BP-CA1	To gather dust again?	Cuma buat ngumpulin debu aja?	Both Informal	Both Understatement	Both Negative	3
199	199/HE8-1/TH-BP-BA1	Not this time.	Sekarang nggak akan gitu lagi.	Both Informal	Both Intense	Both Positive	3
200	200/HE8-1/PY-BP-CB1	The community center? They didn't treat it so well the first time around.	Ke balai kota? Yang kemarin aja pianonya nggak diurus loh.	Informal to Colloquial	Factual to Warm	Both Negative	3
201	201/HE8-1/TH-BP-BB1	This time it'll be different.	Bakal beda.	Both Informal	Warm to Understatement	Both Positive	3
202	202/HE8-1/TH-CL19	Last time we donated it and forgot it.	Terakhir aku donasiin, aku lupain gitu aja.	Informal to Colloquial	Both Factual	Both Negative	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

203	203/HE8-1/TH-CL20	That was a mistake.	Itu salah aku.	Both Informal	Both Factual	Both Negative	3
204	204/HE8-1/TH-CL21	Mom's gift to this island—her gift to me—was music.	Hadiah Mama buat pulau ini—buat aku—itu musik.	Both Informal	Both Warm	Both Positive	3
205	205/HE8-1/TH-CL22	It's time I honor that gift.	Udah saatnya aku hidupin lagi hadiah itu.	Both Informal	Intense to Warm	Both Positive	3
206	206/HE8-1/TH-CL23	I already spoke with them down there; it's all arranged.	Aku udah ngomong sama mereka; mereka udah siapin semuanya.	Both Informal	Both Factual	Both Positive	3
207	207/HE8-1/TH-CL24	Each week, I'm going to play a show down there, dedicated to my mother. I'll play all the songs she taught me.	Setiap minggu aku bakal ke sana dan manggung, sebagai dedikasi buat Mamaku. Aku bakal mainin musik yang dia ajarin.	Both Informal	Intense to Warm	Both Positive	3
208	208/HE8-1/TH-CL25	That way the whole town can hear her music again.	Dengan cara itu, semua orang di sini bisa dengar Mama lagi.	Both Informal	Intense to Warm	Both Positive	3
209	209/HE8-1/TH-CL6	And who knows? Maybe this old girl will inspire a new generation of musicians.	Bisa aja piano tua ini menginspirasi generasi musisi baru kan? Nggak ada yang tahu.	Both Informal	Both Warm	Both Positive	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian , penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

210	210/HE8-1/PY-R1	I think that sounds amazing.	Kedengarannya bagus.	Both Informal	Intense to Warm	Both Positive	3
211	211/HE8-1/TH-CL7	Thanks! I think so too.	Makasih! Aku juga mikir gitu.	Both Informal	Both Warm	Both Positive	3
212	212/HE8-1/TH-CL8	And I'm happy to say that you get to play a special role in this whole thing.	Aku juga senang kamu bisa ambil bagian yang penting di sini.	Both Informal	Both Warm	Both Positive	3
213	213/HE8-1/PY-R2	I do?	Emang iya?	Informal to Colloquial	Both Warm	Both Ambiguous	3
214	214/HE8-1/TH-CL9	You do.	Iya.	Both Informal	Warm to Understatement	Both Positive	3
215	215/HE8-1/TH-CL10	This thing has got to get down to the community center somehow.	Pianonya harus dipindah ke balai kota nih.	Informal to Colloquial	Both Factual	Both Ambiguous	3
216	216/HE8-1/TH-CL11	Any chance you feel like moving a piano with me?	Kamu mau bantuin?	Both Informal	Warm to Factual	Both Positive	3
217	217/HE8-2/TH-1	Thank you so much for coming out, everyone.	Terima kasih buat semua yang udah datang ke sini.	Neutral to Informal	Both Warm	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

218	218/HE8-2/TH-2	And a special thank-you to Yeori, my impromptu therapist who listened while I babbled on about life, death, and music.	Dan terima kasih yang spesial aku ucapin buat Yeori, terapis dadakanku yang udah selalu dengarin omong kosongku tentang hidup, mati, dan musik.	Informal to Colloquial	Both Warm	Both Positive	3
219	219/HE8-2/TH-3	This piano has sat neglected for far too long.	Piano ini udah terabaikan terlalu lama.	Neutral to Informal	Both Factual	Both Negative	3
220	220/HE8-2/TH-4	Many of you may not know this, but this piano was my mother's. She taught music lessons around the islands for years. And she taught me, too.	Banyak dari kalian yang mungkin nggak tahu tentang ini, tapi piano ini kepunyaan Mamaku. Dia ngajarin musik di pulau ini selama bertahun-tahun. Dia juga yang ngajarin aku juga.	Neutral to Informal	Both Warm	Both Positive	3
221	221/HE8-2/TH-5	I fell in love with music before these very keys.	Aku jatuh cinta sama musik jauh sebelum aku menyentuh tombol-tombol ini.	Both Informal	Intense to Warm	Both Positive	2
222	222/HE8-2/TH-6	I felt it was time to share my mother's gift with the island.	Aku ngerasa udah waktunya aku berbagi hadiah dari Mamaku sama kalian.	Neutral to Informal	Both Warm	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

223	223/HE8-2/TH-7	And so I hope you'll listen and enjoy as I play some of her favorite pieces.	Dan aku harap kalian bisa dengar dan nikmatin lagu kesukaan Mama yang akan aku mainin.	Neutral to Informal	Both Warm	Both Positive	3
224	224/HE10-1/TH-1	Good morning, sleepyhead!	Pagi, tukang tidur!	Informal to Colloquial	Both Warm	Both Positive	3
225	225/HE10-1/TH-2	Dad is thinking of cooking some ramen. It's real good.	Papa rencananya mau masak ramen. Enak banget, loh.	Informal to Colloquial	Both Warm	Both Positive	3
226	226/HE10-1/TH-3	Whenever you're free, maybe you could stop by and join us?	Kapanpun kamu ada waktu, bisa mampir untuk makan bareng kami?	Both Informal	Both Warm	Both Positive	3
227	227/HE10-1/TH-4	I think it's about time you officially meet my family. Come by our place anytime after 6PM.	Kayaknya udah waktunya kamu ketemu sama keluargaku. Mampir kapanpun setelah jam 6PM ya.	Both Informal	Both Warm	Both Positive	3
228	228/HE10-1/TH-5	I'm a bit nervous but also very excited.	Aku agak gugup tapi senang banget juga.	Both Informal	Intense to Warm	Both Positive	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

229	229/HE10-1/TH-6	I'm sure my Dad will like you a lot.	Aku yakin Papa bakal suka banget sama kamu.	Both Informal	Both Intense	Both Positive	3
230	230/HE10-2/LL-1	Oh hey! Please have a seat.	Oh hai! Duduk, duduk.	Informal to Colloquial	Both Warm	Both Positive	3
231	231/HE10-2/LL-2	THEO! YOUR DATE IS HEREEEE!!!	THEO! GEBETANMU UDAH SAMPAI NIHHH!!!	Informal to Colloquial	Both Intense	Both Positive	3
232	232/HE10-2/JM-1	Evening, Yeori. I hope you like ramen.	Malam, \$. Semoga kamu suka ramen.	Both Informal	Both Warm	Both Positive	2
233	233/HE10-2/JM-2	My little one here has been cooking with me the whole day.	Anak gadis kesayanganku ini udah seharian bantuin aku masak...	Both Informal	Both Warm	Both Positive	3
234	234/HE10-2/LL-3	Dad...	Papa...	Both Informal	Both Warm	Both Ambiguous	3
235	235/HE10-2/TH-1	Hey, thanks for coming.	Hei, makasih udah sempatin mampir.	Both Informal	Both Warm	Both Positive	3
236	236/HE10-2/TH-2	This smells amazing, Dad!	Wangi banget, Pa!	Both Informal	Both Intense	Both Positive	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

237	237/HE10-2/TH-3	I'm so hungry. Shall we eat?	Aku jadi lapar banget nih. Makan yuk?	Informal to Colloquial	Both Warm	Both Positive	3
238	238/HE10-2/JM-3	You know, she may not look it but Lils here used to...oh boy!	Kamu tahu, mungkin sekarang nggak kelihatan tapi <NPCName>Lils itu dulu sering...haduh!	Informal to Colloquial	Both Warm	Both Ambiguous	1
239	239/HE10-2/JM-4	She use to tease...troll her brother all the time.	<Italic>Dia dulu suka sekali ganggu-ganggu terus kakaknya.	Both Informal	Both Warm	Both Ambiguous	1
240	240/HE10-2/JM-5	This one time, their mom bought them 2 sofas...one of those kids chairs with cartoons on them... Dotemon?	<portrait=concerned>Waktu itu, Mamanya pernah beliin mereka 2 sofa. Itu kursi anak-anak yang ada gambar kartun...Dotemon?	Both Informal	Both Warm	Both Positive	1
241	241/HE10-2/TH-4	DoKEmon, Dad.	DoKEmon, Pa.	Both Informal	Both Warm	Both Ambiguous	3
242	242/HE10-2/LL-4	I know, right? Dotemon.	Iya kan? Dotemon.	Both Informal	Both Warm	Both Ambiguous	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

243	243/HE10-2/LL-5	Dad, come on!	Ayolah Pa!	Informal to Colloquial	Both Warm	Both Ambiguous	2
244	244/HE10-2/JM-6	Okay...okay, so this DOTEmon chairs right—	Oke, oke. Jadi kursi DOTEmon ini kan—	Both Informal	Both Warm	Both Ambiguous	3
245	245/HE10-2/TH-5	Phew! I think it was a success.	Fiuh! Aku rasa tadi kita berhasil.	Both Informal	Both Intense	Both Positive	3
246	246/HE10-2/TH-6	My family loves you.	Keluargaku suka banget sama kamu.	Both Informal	Both Intense	Both Positive	3
247	247/HE10-2/TH-7	Yeorl, I wanted to talk to you about something... something important.	Yeorl, aku ingin nyampein sesuatu ke kamu...sesuatu yang penting.	Both Informal	Both Understatement	Both Ambiguous	3
248	248/HE10-2/TH-8	I care about you, Yeorl, more than I've ever cared about anyone else.	Aku sayang sama kamu, Yeorl, lebih dari apapun.	Both Informal	Both Intense	Both Positive	3
249	249/HE10-2/TH-9	What I'm trying to say is... I'm in love with you.	Maksud aku...aku jatuh cinta sama kamu.	Both Informal	Both Intense	Both Positive	3
250	250/HE10-2/PY-CA	I've been hoping you'd say that. Because I've been feeling the same way.	Aku berharap kamu akan bilang itu, karena aku ngerasain hal yang sama.	Both Informal	Intense to Warm	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

251	251/HE10-2/TH-BA	May I kiss you?	Boleh aku cium kamu?	Formal to Informal	Both Warm	Both Positive	3
252	252/HE10-2/PY-CB	I see you as a very good friend, not in a romantic way.	Aku ngelihat kamu sebagai teman yang baik, nggak lebih.	Both Informal	Factual to Understatement	Both Negative	3
253	253/HE10-2/TH-BB	...	...	Both Informal	Both Understatement	Both Ambiguous	3
254	254/HE12/TH-1	...	...	Both Informal	Both Understatement	Both Ambiguous	3
255	255/HE12/TH-2	I miss my mom... She... I had a dream about her last night. She, uh... she was sitting alone.	Aku kangen mamaku... Dia... Aku ada mimpi tadi malam soal dia. Dia, um...duduk sendirian.	Both Informal	Both Intense	Both Negative	3
256	256/HE12/TH-3	She's sitting across the road... She seemed happy, but she...uh, she's alone.	Dia duduk di seberang jalan... Dia kelihatan senang, tapi dia...em, dia sendirian.	Both Informal	Both Intense	Both Negative	3
257	257/HE12/TH-4	I miss her.	Aku kangen dia.	Both Informal	Both Understatement	Both Negative	3
258	258/HE12/PY-CA1	Oh, baby...	Aduh, sayang...	Both Informal	Both Warm	Both Positive	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritis atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

259	259/HE12/PY-CB1	...	...	Both Informal	Both Understatement	Both Ambiguous	3
260	260/HE12/TH-BAB1	I'm scared, babe...	Aku takut, sayang...	Both Informal	Both Intense	Both Negative	3
261	261/HE12/TH-CL1	What if I walk into this house and my dad's here...and you're not?	Gimana kalau aku masuk ke rumah ini dan papaku di sini... dan kamu nggak ada?	Both Informal	Both Intense	Both Negative	3
262	262/HE12/TH-CL2	I'm scared, what if you...what if you're gone and my dad's here to tell me.	Aku takut, gimana kalau kamu...gimana kalau kamu hilang dan papaku di sini untuk bilang...	Both Informal	Both Intense	Both Negative	3
263	263/HE12/TH-CL3	What if...	...gimana kalau...	Both Informal	Both Understatement	Both Negative	3
264	264/HE12/PY-CA2	Whoa, I'm okay. I'm healthy. It won't happen.	Woah, aku nggak apa-apa. Aku sehat. Nggak bakal kejadian.	Both Informal	Both Intense	Both Positive	3
265	265/HE12/PY-CB2	I won't ever leave you, I promise.	Aku nggak bakal ninggalin kamu, aku janji.	Both Informal	Both Intense	Both Positive	3
266	266/HE12/PY-CC2	...	...	Both Informal	Both Understatement	Both Ambiguous	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritik atau tinjauan suatu masalah.
b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

267	267/HE12/TH-BABC2	*breathing heavily*	...	Both Informal	Intense to Understatement	Negative to Ambiguous	3
268	268/HE12/TH-CL4	Oh, babe... I can't breathe. I feel like... I feel like my heart is beating too fast...	Oh, sayang... Aku nggak bisa napas. Aku ngerasa kayak... Aku ngerasa jantungku berdetak kencang banget...	Both Informal	Both Intense	Both Negative	3
269	269/HE12/TH-CL5	Help me...please...	Bantuin aku...tolong...	Both Informal	Both Intense	Both Negative	3
270	270/HE12/PY-CA3	Listen to my voice. You're okay. You're safe here.	Dengarkan suaraku. Kamu nggak apa-apa. Kamu aman di sini.	Both Informal	Both Warm	Both Positive	3
271	271/HE12/PY-CB3	Let's focus on calming down. Hold my hands.	Ayo kita fokus menenangkan diri. Pegang tanganku.	Both Informal	Both Warm	Both Positive	3
272	272/HE12/PY-CC3	Let's do a breathing exercise together.	Ayo latihan bernapas bersama.	Both Informal	Both Warm	Both Positive	3
273	273/HE12/TH-BABC3	*wheezing*	*sesak napas*	Both Informal	Both Intense	Both Negative	3
274	274/HE12/TH-CL6	Thank you, babe. I feel a bit better.	Terima kasih, sayang. Aku merasa lebih baik sekarang.	Both Informal	Both Warm	Both Positive	3



Hak Cipta :

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penulisan laporan, penulisan kritikan atau tinjauan suatu masalah.
b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta

2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

275	275/HE12/TH-CL7	It's all just too much right now.	Semuanya lagi bikin aku kewalahan sekarang. Aku capek banget...	Both Informal	Both Intense	Both Negative	3
276	276/HE12/TH-CL8	I feel exhausted...	...	Both Informal	Intense to Understatement	Negative to Ambiguous	3
277	277/HE12/PY-CA4	I understand. Let's focus on our breath...in...out...	Aku ngerti. Sekarang ayo kita fokus bernapas dulu...masuk...keluar...	Both Informal	Both Warm	Both Positive	2
278	278/HE12/PY-CB4	Yes, remember that I'm always here for you.	Iya, ingat kalau aku selalu di sini untuk kamu.	Both Informal	Both Warm	Both Positive	3
279	279/HE12/PY-CC4	You're safe. You're okay. Everything is going to be okay.	Kamu aman. Kamu baik-baik aja. Semuanya bakal baik-baik aja.	Both Informal	Both Warm	Both Positive	3
280	280/HE12/TH-BABC4	*exhales*	...	Both Informal	Intense to Understatement	Both Ambiguous	3
281	281/HE12/TH-CL9	I love you, babe.	Aku cinta kamu, sayang.	Both Informal	Both Warm	Both Positive	3
282	282/HE15/TH-1	Hey! Babe! Over here!	Hai! Sayang! Sini!	Both Informal	Both Warm	Both Positive	3



- Hak Cipta :**
1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
 - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian , penulisan karya ilmiah, penulisan laporan, penulisan kritikan atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
 2. Dilarang mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

© Hak Cipta milik Politeknik Negeri Jakarta

283	283/HE15/TH-2	Chill here for a bit, babe?	Nyantai di sini bentar yuk, sayang?	Both Colloquial	Both Warm	Both Positive	3
284	284/HE15/PY-CA	Sure!	Boleh!	Both Informal	Both Warm	Both Positive	3
285	285/HE15/PY-CB	Don't mind if I do.	Boleh, ayo.	Both Informal	Both Warm	Both Positive	3
286	286/HE15/TH-BAB	Awesome	Mantap.	Informal to Colloquial	Intense to Warm	Both Positive	3
287	287/HE15/TH-3	Under the sun, by the sea...just you and me...	Di bawah mentari, di pinggir lautan...hanya kamu dan aku...	Both Informal	Both Warm	Both Positive	3