



© 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



**AN ANALYSIS OF TRANSLATION TECHNIQUES AND
TRANSLATION ACCEPTABILITY OF IDIOMS IN
CYBERPUNK 2077 VIDEO GAME**

BACHELOR'S THESIS

Submitted as One of the Requirements to Obtain a Bachelor's Degree in Applied
Linguistics

Muhammad Daffa Putra Harfi

2208411029

**POLITEKNIK
NEGERI
JAKARTA**

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

BUSINESS ADMINISTRATION DEPARTMENT

POLITEKNIK NEGERI JAKARTA

2026



© 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

PRONOUNCEMENT

I, the undersigned :

Student Name : Muhammad Daffa Putra Harfi
Student ID : 2208411029
Study Program : English For Business and Professional Communication (BISPRO)
Thesis Title : An Analysis of Translation Techniques and Translation Acceptability of Idioms in Cyberpunk 2077 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.

Bekasi, 15 July 2026



Muhammad Daffa Putra Harfi

NIM. 2208411029



© 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

LEGITIMATION

The following thesis is proposed by:

Student Name : Muhammad Daffa Putra Harfi
Student ID : 2208411029
Study Program : English for Business and Professional Communication (BISPRO)
Thesis Title : An Analysis of Translation Techniques and Translation Acceptability of Idioms in Cyberpunk 2077 Video Game Post

It has been examined by the Board of Thesis Examiners on 15 June 2026 and decided
"PASSED"

Board of Thesis Examiners

	Signature
Head of Examiner & Examiner 1 : Dr. Drs. Nur Hasyim, M.Si., M.Hum	
Examiner 2 : Fanny Puji Rakhmi, S.Hum. M.Hum.	
Examiner 3 : Taufik Eryadi Abdillah, S.S., M.Hum.	

Under the supervision of Board of Thesis Supervisors

Board of Thesis Supervisors

	Signature
Supervisor : Dr. Drs. Nur Hasyim, M.Si., M.Hum	

Legalized by:

Head of Department
Business Administration

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

Depok, 22 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

First and foremost, the researcher praises and expresses utmost gratitude to God Almighty for His blessings, grace, and mercy, which have enabled the researcher to complete this thesis entitled "An Analysis of Translation Techniques and Translation Acceptability of Idioms in *Cyberpunk 2077* Video Game" on schedule. This thesis is submitted to fulfill one of the requirements for obtaining a Bachelor of Applied Linguistics (S.Tr.Li) degree in the English for Business and Professional Communication Study Program, Department of Business Administration, Politeknik Negeri Jakarta.

The researcher fully realizes that the successful completion of this thesis would not have been possible without the guidance, direction, support, and assistance from various parties. Therefore, on this occasion, the researcher would like to express his deepest respect and gratitude to

1. Mrs. Farizka Humolungo, S.Pd., M.A., as the Head of the English for Business and Professional Communication (BISPRO) Study Program, for her valuable support, facilities, and guidance throughout the researcher's studies in this program.
2. Mr. Dr. Drs. Nur Hasyim, M.Si., M.Hum., as the Thesis Advisor, who generously dedicated his time, energy, and thoughts with immense patience to provide guidance, constructive criticism, and scientific direction from the very beginning until the completion of this thesis.
3. Mrs. Eky Erlanda Edel, S.Pd., M.Pd. and Mr. Zhilal El Furqaan, S.Hum., M.Pd., as the Raters, for their invaluable expert judgment and contributions in providing an objective, third-person perspective on the validity of the research data.
4. All BISPRO Lecturers, who have educated, guided, and shared profound insights and academic knowledge that expanded the researcher's horizons during his college years.
5. The researcher's Beloved Family, especially his parents and sisters, for their endless prayers, unconditional love, and continuous moral and material



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

support that served as the primary strength in completing this academic journey.

6. The researcher's loved one and fellow peers, who have constantly stood by his side, providing both physical assistance and emotional encouragement, and acting as an incredible support system throughout the process of writing this thesis.

The researcher recognizes that this thesis is still far from perfect. Therefore, any constructive criticism and suggestions for future improvements are highly welcomed. Lastly, the researcher hopes that this study will yield beneficial and positive contributions to the field of applied linguistics, particularly in video game translation and localization.

Jakarta, June 2026

The Researcher



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 INTEREST

I, the undersigned :

Student Name : Muhammad Daffa Putra Harfi
Student ID : 2208411029
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:

**AN ANALYSIS OF TRANSLATION TECHNIQUES AND TRANSLATION
ACCEPTABILITY OF IDIOMS IN *CYBERPUNK 2077* 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 : Bekasi,
On the date of : 15 July 2026
Declared by :

(Muhammad Daffa Putra Harfi)

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

Muhammad Daffa Putra Harfi, Study Program of English for Business and Professional Communication

An Analysis of Translation Techniques and Translation Acceptability of Idioms in *Cyberpunk 2077* Video Game.

This study investigates the types of idioms, the translation techniques employed, and the resulting translation acceptability of idiomatic expressions in the dialogues and subtitles of the video game *Cyberpunk 2077* from English (Source Language/SL) into Indonesian (Target Language/TL). Idioms serve as crucial world-building tools and social markers in narrative-driven games, yet their non-compositional nature poses a substantial challenge for game localization. This study adopts a descriptive qualitative approach. The data source consists of 120 idiomatic expressions extracted from *Cyberpunk 2077* through content analysis, along with evaluative acceptability data obtained via expert judgment involving qualified translation raters. The theoretical frameworks applied include Fernando's (1996) idiom typology, Molina and Albir's (2002) translation techniques, and Nababan et al.'s (2012) translation quality assessment model, operationalized through Spradley's (1980) ethnographic data analysis stages. The findings reveal that Pure Idioms and Semi-Idioms are the two most frequent types in the game, each accounting for 51 instances (42.50%), followed by Literal Idioms with 18 instances (15.00%). Out of Molina and Albir's eighteen translation techniques, only eight were utilized, with Modulation being the most frequently applied technique (31.67%), followed by Established Equivalence (25.00%) and Generalization (24.17%). The remaining techniques, which include Adaptation, Literal Translation, Amplification, Variation, and Calque, constitute smaller percentages. In terms of translation quality, the analysis demonstrates a high level of acceptability, yielding an overall average score of 2.79 out of 3.00. Fully 98 translations (81.67%) were rated as Acceptable, 19 (15.83%) as Less Acceptable, and only 3 (2.50%) as Unacceptable. The study concludes that the prevalent use of Modulation and Established Equivalence successfully handles the complete semantic opacity of pure idioms and game-specific street slang, ensuring that the localized texts conform naturally to Indonesian linguistic norms and preserve player immersion.

Keywords: *Idiom Translation, Translation Techniques, Translation Acceptability, Game Localization, Cyberpunk 2077.*



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

Muhammad Daffa Putra Harfi, *Program Studi Bahasa Inggris untuk Komunikasi Bisnis dan Profesional*

Analisis Teknik Penerjemahan dan Keberterimaan Terjemahan dalam Menerjemahkan Idiom di Video Gim Cyberpunk 2077

Penelitian ini mengkaji jenis-jenis idiom, teknik penerjemahan yang diterapkan, serta tingkat keberterimaan hasil penerjemahan ungkapan idiomatik dalam dialog dan teks terjemahan (subtitle) video game Cyberpunk 2077 dari bahasa Inggris (Bahasa Sumber/BSu) ke dalam bahasa Indonesia (Bahasa Sasaran/BSa). Idiom berfungsi sebagai instrumen penting dalam membangun dunia (world-building) dan penanda sosial dalam game berbasis narasi, namun sifatnya yang non-komposisional menghadirkan tantangan besar bagi lokalisasi game. Penelitian ini menggunakan pendekatan kualitatif deskriptif. Sumber data terdiri dari 120 ungkapan idiomatik yang dikumpulkan dari Cyberpunk 2077 melalui analisis isi (content analysis), serta data evaluatif keberterimaan yang diperoleh melalui penilaian ahli (expert judgment) yang melibatkan penilai terjemahan berkualifikasi. Landasan teoretis yang diterapkan mencakup tipologi idiom Fernando (1996), teknik penerjemahan Molina dan Albir (2002), serta model penilaian kualitas terjemahan Nababan dkk. (2012), yang dioperasikan melalui tahapan analisis data etnografi Spradley (1980). Hasil penelitian menunjukkan bahwa Pure Idiom (Idiom Murni) dan Semi-Idiom merupakan dua jenis yang paling banyak ditemukan dalam game ini, masing-masing sebanyak 51 data (42,50%), diikuti oleh Literal Idiom (Idiom Literal) sebanyak 18 data (15,00%). Dari delapan belas teknik penerjemahan Molina dan Albir, hanya delapan teknik yang digunakan, di mana Modulasi menjadi teknik yang paling sering diterapkan (31,67%), diikuti oleh Padanan Lazim (25,00%) dan Generalisasi (24,17%). Teknik selebihnya, yaitu Adaptasi, Penerjemahan Harfiah, Amplifikasi, Variasi, dan Kalke, mencakup persentase yang lebih kecil. Dalam hal kualitas terjemahan, analisis menunjukkan tingkat keberterimaan yang tinggi, menghasilkan skor rata-rata keseluruhan sebesar 2,79 dari 3,00. Sebanyak 98 terjemahan (81,67%) dinilai Berterima, 19 terjemahan (15,83%) Kurang Berterima, dan hanya 3 terjemahan (2,50%) dinilai Tidak Berterima. Penelitian ini menyimpulkan bahwa meluasnya penggunaan teknik Modulasi dan Padanan Lazim terbukti berhasil mengatasi keburaman semantik pada idiom murni dan gaul jalanan khas dunia game, sehingga memastikan teks terlokalisasi selaras secara alami dengan norma linguistik bahasa Indonesia serta menjaga efek imersi pemain.

Kata Kunci: Penerjemahan Idiom, Teknik Penerjemahan, Keberterimaan Terjemahan, Lokalisasi Game, Cyberpunk 2077.



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 CONTENTS

PRONOUNCEMENT	ii
LEGITIMATION	iii
PREFACE	iv
CONSENT OF THESIS PUBLICATION FOR ACADEMIC INTEREST	vi
ABSTRACT	vii
ABSTRAK.....	viii
LIST OF CONTENTS	ix
LIST OF TABLES.....	xii
LIST OF FIGURES	xiii
LIST OF ABBREVIATIONS	xiv
CHAPTER I INTRODUCTION.....	1
1.1 Background	1
1.2 Research Questions	5
1.3 Objectives.....	6
1.4 Scope of Problems	6
1.5 Significances of the Study.....	7
1.5.1 Theoretical Significances	7
1.5.2 Practical Significances	7
CHAPTER II LITERATURE REVIEW.....	9
2.1 Idiom	9
2.2 Translation.....	14
2.2.1 Translation Technique	16
2.2.2 Translation Quality Assesment (TQA).....	25
2.3 <i>Cyberpunk 2077</i>	30
2.4 Localization.....	31
2.4.1 Game Localization	33
2.5 Review of Relevant Studies	34
2.6 Theoretical Framework.....	37
CHAPTER III RESEARH METHODOLOGY	38
3.1 Research Method.....	38
3.2 Data and Data Source.....	38



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

3.2.1 Primary Data	38
3.2.2 Secondary Data	39
3.2.3 Data Source	39
3.2.4 Secondary Data Source	40
3.3 Research Instrument.....	40
3.4 Data Collection Technique	40
3.4.1 Content Analysis	41
3.4.2 Focus Group Discussion	42
3.5 Data Validity.....	43
3.5.1 Triangulation of Data Source	43
3.5.2 Triangulation of Data Collecting Methods.....	44
3.6 Data Analysis Technique.....	45
3.6.1 Domain Analysis	45
3.6.2 Taxonomy Analysis	46
3.6.3 Componential Analysis	46
3.6.4 Cultural Theme Analysis.....	47
CHAPTER IV RESULTS & DISCUSSIONS.....	48
4.1 Results Findings.....	48
4.1.1 Types of Idioms in Subtitle and Dialogue of <i>Cyberpunk 2077</i>	48
a. Pure Idiom	49
b. Semi-Idiom.....	50
c. Literal Idiom.....	51
4.1.2 Translation Techniques Found in Idiom Translations in <i>Cyberpunk 2077</i>	53
a. Modulation	54
b. Established Equivalence	55
c. Adaptation	56
d. Generalization	57
e. Literal Translation	58
f. Amplification	59
g. Calque	60
h. Variation	61
4.1.3 Acceptability Analysis.....	62



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

a. Acceptable (Score 3)	65
b. Less Acceptable (Score 2).....	66
c. Unacceptable (Score 1)	67
4.2 Discussion	68
4.2.1 Discussion of Types of Idioms in Subtitle and Dialogue of <i>Cyberpunk 2077</i>	69
4.2.2 Discussion of Translation Techniques Found in Idiom Translations in <i>Cyberpunk 2077</i>	70
4.2.3 Discussion of Translation Acceptability	71
CHAPTER V CLOSING	74
5.1 Conclusions	74
5.2 Suggestions	76
5.2.1 Suggestions for Future Researchers	76
5.2.2 Suggestions for Translation and Localization Practitioners.....	77
BIBLIOGRAPHY	79
CURRICULUM VITAE	82
APPENDIX	Error! Bookmark not defined.

**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 2.1 Pure Idiom	10
Table 2.2 Semi Idiom	11
Table 2.3 Semi Idiom	13
Table 2.4 Accuracy Scale	27
Table 2.5 Readability Scale	28
Table 2.6 Acceptability Scale	29
Table 3.1 Domain Analysis	46
Table 3.2 Taxonomy Analysis	46
Table 3.3 Componential Analysis	47
Table 4.1 Distribution of Idiom Types in <i>Cyberpunk 2077</i>	48
Table 4.2 Distribution of Translation Techniques	53
Table 4.3 Distribution of Acceptability Scores	63
Table 4.4 Correlation between Types of Idioms, Translation Techniques, and Acceptability Quality Translation	63

**POLITEKNIK
NEGERI
JAKARTA**

LIST OF FIGURES

Figure 2.1 Theoretical Framework	37
--	----



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 :

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 ABBREVIATIONS

SL	: Source Language
TL	: Target Language
DC-Num	: Data Code-Numbe
TQA	: Translation Quality Assesment
NPC	: Non-Playable Character





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

Over the past decade, the global video game industry has undergone significant expansion. Newzoo (2023) reported that the total number of gamers worldwide stood at 3.22 billion in 2023, a figure expected to climb to 3.32 billion by 2024. In terms of revenue, Afzali and Zahiri (2022) note that the industry surpassed \$197 billion in 2022, establishing itself as one of the most rapidly expanding sectors in global entertainment. This rapid expansion has generated substantial demand for the localization and translation of game content across different languages. Supporting this trend, CSA Research (2020) data indicated that 65% of consumers show a strong preference for content delivered in their native language, and 40% choose not to purchase products unavailable in that language. Within the gaming sector specifically, a Statista (2024) survey found that 58% of players favor gaming in their mother tongue, with even higher proportions observed in regions such as Brazil, Turkey, and Southeast Asia.

Among the titles that have achieved worldwide recognition is *Cyberpunk 2077*, an open-world role-playing game developed by CD Projekt Red and released in December 2020. Set in Night City, a sprawling dystopian metropolis of the near future, the game features a densely layered narrative, a cast of richly developed characters, and an immersive world built upon distinct social strata, criminal factions, and corporate power structures. Its commercial success was considerable, with over 25 million copies sold within the first year of release, and it earned widespread critical recognition for the depth of its storytelling and world-building (Oktaviana & Ishlahiyah, 2024). Central to this narrative experience is an extensive body of dialogue and in-game subtitles, through which characters express themselves using colloquial speech, futuristic slang, and idiomatic expressions deeply shaped by their cultural and social identities. Having since been localized into numerous languages, including Indonesian, the game offers a particularly rich



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 mengumunkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

corpus for the study of translation and localization practices. In this context, translation extends beyond the simple substitution of words to encompass the transfer of meaning, cultural nuance, and communicative purpose from the source language to the target language (Wicaksono & Wahyuni, 2018). Producing a translation that resonates naturally with its audience therefore requires translators to bring not only language proficiency but also cultural sensitivity to their work — nowhere is this requirement more evident than in the translation of idiomatic expressions.

Idiomatic expressions occupy a particularly significant role in the linguistic landscape of *Cyberpunk 2077*, serving as a primary vehicle through which characters assert social identity, signal group membership, and negotiate power within Night City's stratified world. Street slang such as "choom" (friend), along with idioms embedded in gang and corporate dialogue, are not merely decorative; as Mangiron (2007) observes, they function as markers that distinguish social classes, factions, and character voices from one another. Bernal-Merino (2015) extends this point, arguing that in narrative-driven games, language is a key instrument of world-building, with idiomatic expressions in particular contributing to the authenticity and internal coherence of the game's fictional world. When players encounter an idiom in dialogue, then, they are not simply receiving information — they are being immersed in a socially and culturally constructed reality. This immersive effect is compounded by the interactive nature of game dialogue itself: unlike dialogue in film or literature, which is experienced once and in a fixed sequence, game dialogue is interactive and responsive, encountered repeatedly, from multiple angles, and across varying contexts (O'Hagan & Mangiron, 2013). Any unnaturalness in a translated idiom is therefore not a one-off flaw but one that is amplified with each repeated encounter. It follows that the way idiomatic expressions are translated in *Cyberpunk 2077* has a direct bearing not only on comprehension but on the player's sense of engagement, immersion, and emotional connection to the narrative (Taylor, 2014).

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

One of the greatest challenges in localizing games such as *Cyberpunk 2077* is the translation of idiomatic expressions. Fernando (1996) defines idioms as expressions that are non-compositional, fixed, and figurative in nature that is, expressions whose meanings cannot be directly derived from the literal meanings of their constituent words, but rather constitute a conventionalized unit of meaning within a language. In other words, idioms are expressions that have become frozen in a particular form and can only be understood if one is familiar with their figurative meaning within the cultural context that underlies them. As an example, the following idiomatic expression is found in *Cyberpunk 2077*:

- **SL:** "Never Fade Away."
- **TL:** "*Jangan Pernah Terlupakan.*"

This expression resists literal reading, since the phrase “fade away” carries a figurative sense in English, referring to the act of being forgotten or disappearing from memory. Translators must therefore go beyond the surface meaning and render the cultural and emotional weight of the expression in a way that Indonesian players will find natural and acceptable.

When idioms are rendered inaccurately, the original message risks being lost, distorted, or misunderstood by the target audience, as Akbari (2013) warns. Empirical research has documented the consequences of poor game translation. Afzali and Zahiri (2022), drawing on an analysis of 5,000 player comments, observed that game texts lacking proper contextual adaptation often impaired the overall gameplay experience. Similarly, Khoshsaligheh and Ameri (2020), in a survey of over 750 gamers, found widespread dissatisfaction with localization quality, particularly in cases involving culturally embedded expressions for which no direct target-language equivalents exist.

The challenge is further heightened by the structural and cultural divergence between English and Indonesian. Numerous idiomatic expressions in English lack counterparts in Indonesian, compelling translators to exercise careful judgment when selecting the most fitting approach. In this regard, acceptability emerges as a



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

particularly critical criterion in idiom translation. When a translated idiom sounds foreign, stiff, or out of place within the target language's norms, it not only fails to preserve the intended communicative function but may also undermine the sense of immersion and the overall quality of the gameplay experience, as Bernal-Merino (2015) notes. For this reason, translation acceptability, which Nababan et al. (2012) describe as the degree to which a translation aligns with the norms and conventions of the target language and culture, serves as the most pertinent evaluative standard for assessing idiom translation outcomes in interactive media.

Responding to these concerns, scholars have increasingly directed attention toward idiom translation techniques and strategies. Shojaei (2012) notes that idioms rank among the most demanding linguistic elements to translate, largely because of their non-compositional character. Akbari (2013) catalogues a range of applicable strategies, such as the use of idiomatic equivalents, reformulation, cultural substitution, and omission. Molina and Albir (2002) put forward a dynamic and functional taxonomy of eighteen translation techniques that has been applied in cross-cultural translation research. This framework was chosen for the present study because of its particular relevance to examining translator decision-making at the micro-level, including in the handling of figurative language such as idioms.

From the perspective of game localization scholarship, O'Hagan and Mangiron (2013) argue that translating game content presents considerably greater complexity than translating conventional written texts, given the need to account for multimodal elements, interactive mechanics, and the overall gaming experience. Bernal-Merino (2015) adds that professionals in this field must develop an understanding not only of language but also of cultural context, game genre conventions, and character voice. Research conducted in the Indonesian context by Oktaviana and Ishlahiyah (2024) and Hasibuan and Mursita-Putri (2022) further underlines the particular difficulties involved in adapting culturally loaded expressions and specialized language in Indonesian game versions, stressing the need for well-chosen translation approaches to ensure that results are acceptable to local players.



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 mengumunkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

Despite the growing body of work on both idiom translation and game localization, research that simultaneously examines translation techniques and assesses the acceptability of their outcomes within the video game context remains scarce. Prior studies have predominantly concentrated on idiom translation in literary, religious, or general discourse settings, as noted by Wicaksono and Wahyuni (2018), leaving video games—particularly Indonesian-language titles—largely underexplored as research corpora. A bibliometric analysis by Du and Liu (2025) covering game localization publications from 1999 to 2024 confirms that acceptability-focused translation evaluation within game contexts remains a relatively underdeveloped research area.

Motivated by this gap, the present study sets out to examine the translation techniques employed in rendering idiomatic expressions in *Cyberpunk 2077* and to assess the acceptability of the resulting Indonesian translations. It is anticipated that the findings will offer a meaningful contribution to translation research in the area of game localization, while also serving as a practical point of reference for translators and localization professionals seeking to produce idiomatic translations that are both natural and fitting for Indonesian audiences.

1.2 Research Questions

Based on the background of the study outlined above, this research is guided by the following questions:

1. What types of idioms are found in the dialogues and subtitles of the video game *Cyberpunk 2077*?
2. What translation techniques are applied in translating idiomatic expressions in the English-to-Indonesian translation of the video game *Cyberpunk 2077*?
3. How is the acceptability of the idiomatic expression translations in the video game *Cyberpunk 2077* from English into Indonesian?



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

1.3 Objectives

In accordance with the research questions formulated above, this study aims to achieve the following objectives:

1. To identify and classify the types of idioms found in the dialogues and subtitles of the video game *Cyberpunk 2077*.
2. To identify and analyze the translation techniques applied in translating idiomatic expressions in the English-to-Indonesian translation of the video game *Cyberpunk 2077*, based on the theoretical framework proposed by Molina and Albir (2002).
3. To describe and evaluate the acceptability of the idiomatic expression translations in the video game *Cyberpunk 2077* from English into Indonesian, based on the assessment model proposed by Nababan et al. (2012).

1.4 Scope of Problems

This study focuses exclusively on idiomatic expressions found in the English dialogues and Indonesian subtitles of the video game *Cyberpunk 2077*, covering the English source text (SL) and its Indonesian target text (TL) as available within the game. Other textual elements such as loading screen tips, menu interfaces, and item descriptions are excluded, as the primary concern of this study is the translation of naturally occurring idiomatic language within character interaction and narrative dialogue. No sampling method is applied; all idiomatic expressions with a corresponding Indonesian translation are collected and analyzed. The analysis of translation techniques follows the framework of Molina and Hurtado Albir (2002), while the assessment of translation quality is based on the model of Nababan et al. (2012). Although this model encompasses three components, namely accuracy, acceptability, and readability, this study limits its scope to the acceptability component alone, examining the extent to which the Indonesian translations of idiomatic expressions conform to the linguistic norms and cultural conventions of the target language. Accuracy and readability, while integral to Nababan et al.'s (2012) broader model, fall outside the scope of the present analysis.



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

1.5 Significances of the Study

In practical terms, this study is intended to address the limited availability of academic references for translators and game localization practitioners in handling idiomatic expressions, particularly within the context of English-to-Indonesian translation. In theoretical terms, this study is expected to fill a previously unexplored research gap, namely the integration of translation technique analysis and acceptability assessment of idiom translation within interactive digital media, specifically video games.

1.5.1 Theoretical Significances

Theoretically, this study contributes to the existing body of knowledge in translation studies by providing empirical evidence of how translation techniques, as classified by Molina and Albir (2002), are applied in the context of video game localization. As research on idiom translation in interactive digital media remains limited, this study helps to fill the existing gap in the literature and expands the application of established translation theories to a relatively underexplored domain. Furthermore, by integrating translation quality assessment based on Nababan et al. (2012) with the analysis of translation techniques, this study offers a more holistic understanding of the relationship between the choices made by translators and the quality of the resulting translations.

1.5.2 Practical Significances

Practically, the findings of this study are expected to be beneficial to several parties. For translators and game localization practitioners, this study may serve as a reference in understanding the most effective translation techniques for handling idiomatic expressions in video games, thereby supporting the production of higher-quality localized content. For translation educators and students, this study may be used as a teaching resource that illustrates the real-world application of translation techniques and quality assessment frameworks in a contemporary and engaging context. Finally, for game developers and publishers seeking to distribute their



© 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

products to Indonesian-speaking audiences, this study may provide insights into the challenges and considerations involved in translating culturally embedded language, ultimately contributing to a better player experience.





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 three interrelated dimensions of the English-to-Indonesian translation of idiomatic expressions in *Cyberpunk 2077*: the types of idioms found in the corpus, the translation techniques applied to render them, and the degree of acceptability achieved by the resulting translations. The following conclusions respond to each of the three research questions guiding the study, drawing on the findings and comprehensive data analysis presented in Chapter IV.

In response to the first research question, 120 idiomatic expressions were identified in *Cyberpunk 2077*'s dialogues and subtitles, classified into three distinct structural types following Fernando's (1996) framework. Pure idioms and semi-idioms represent the two most frequent categories, each with 51 instances (42.50%), followed by literal idioms at 18 instances (15.00%). The strong presence of both pure and semi-idioms remains highly consistent with the game's systemic reliance on figurative, non-compositional language as an essential world-building mechanism. Within the fictional society of Night City, idioms, especially those rooted in subcultural slang and gang vernacular, serve as critical markers of socio-economic identity and factional alignment that actively resist literal decoding. The moderate proportion of semi-idioms mirrors the game's stylistic register diversity, whereas the restricted volume of literal idioms underscores a pervasive narrative preference for highly expressive, non-transparent language.

Regarding the second research question, eight of Molina and Albir's (2002) eighteen translation techniques were identified within the compiled corpus. Modulation emerged as the most frequent operational choice with 38 instances (31.67%), followed closely by established equivalence at 30 instances (25.00%) and generalization at 29 instances (24.17%). The remaining five translation techniques, specifically adaptation (10), literal translation (6), amplification (3), variation (3), and calque (1), collectively account for 19.17% of the total



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 mengumunkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

distribution. The statistical dominance of modulation reflects the complex semantic demands of a source text in which non-compositional pure idioms prevail. When a figurative construction possesses no direct lexical counterpart in Indonesian, modulation enables the translator to reframe the underlying proposition from an alternative cognitive perspective while fully preserving the communicative intent. Furthermore, the deployment of established equivalence, together with the more selective use of adaptation, demonstrates a systematic orientation toward functional equivalence, prioritizing linguistic naturalness and target-language stylistic conventions over rigid formal correspondence.

Concerning the third research question on translation acceptability, the formal assessments conducted by expert raters utilizing Nababan et al.'s (2012) model indicate a high overall quality standard for the localized idioms in *Cyberpunk 2077*. Out of the 120 evaluated units, 98 translations (81.67%) received a score of 3 (Acceptable), indicating that they conform to Indonesian grammatical norms and read naturally within the situational context. A secondary subset of 19 translations (15.83%) received a score of 2 (Less Acceptable) due to minor register friction or localized deviations from target conventions, while only 3 instances (2.50%) were classified as unacceptable with a score of 1. The cumulative average score of 2.79 out of 3.00 confirms an exceptionally high standard of target-text integration. The correlation between technique selection and qualitative acceptability indicates that functional translation strategies, particularly established equivalence and modulation, account for a large share of the Acceptable ratings across the corpus, consistent with the detailed technique-by-technique pattern presented in Table 4.4.

In sum, this study demonstrates that idiomatic expressions in *Cyberpunk 2077* are predominantly localized through target-oriented techniques that prioritize communicative and pragmatic naturalness over formal surface correspondence. This translation philosophy is clearly reflected in the high overall acceptability scores of the target text. These empirical findings contribute directly to the expanding body of game localization scholarship, extending classical translation theory into the domain of interactive digital media and providing a concrete



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 mengumunkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

illustration of how procedural technical choices map directly onto measurable quality outcomes.

5.2 Suggestions

The following suggestions are grounded in the findings and conclusions of this study and are addressed to two primary audiences: future researchers in translation studies and game localization, and practitioners involved in translating and localizing video game content.

5.2.1 Suggestions for Future Researchers

Because this study focused exclusively on the acceptability dimension of translation quality, future researchers are encouraged to extend the inquiry by incorporating the remaining two dimensions of Nababan et al.'s (2012) model, namely accuracy and readability. Utilizing the full tripartite instrument would produce a more comprehensive and triangulated quality evaluation, yielding richer holistic insights into the localization of *Cyberpunk 2077* and comparable AAA game titles.

Furthermore, since data collection in this study was confined strictly to character dialogues and interactive subtitles, future work could broaden the operational scope to include peripheral game text types such as loading screen tips, item descriptions, quest logs, and user interface texts. Translation challenges and technique distributions may differ substantially across these varied textual genres. Consequently, an expanded corpus would allow for a more comprehensive account of localization strategies across the full spectrum of interactive game content.

Future studies might also incorporate a reception-based approach by directly surveying Indonesian-speaking players regarding their subjective perceptions of specific translations. Combining formal expert rater judgments with empirical player response data would enable the triangulation of quality assessments across different evaluator perspectives, thereby strengthening the validity and ecological relevance of the findings within the active gaming community.



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

Finally, a cross-linguistic comparative study examining idiomatic translation across multiple language pairs, for instance comparing the English-to-Japanese, English-to-Brazilian Portuguese, and English-to-Indonesian versions of *Cyberpunk 2077*, could illuminate how varying typological and cultural distances between source and target languages shape technique selection and acceptability outcomes. Such an approach would make a particularly valuable contribution to the cross-linguistic dimension of contemporary game localization scholarship.

5.2.2 Suggestions for Translation and Localization Practitioners

The empirical findings clearly demonstrate that translation techniques oriented toward functional equivalence, particularly established equivalence and modulation, consistently produce the most acceptable linguistic outcomes. Practitioners are therefore advised to prioritize these approaches when handling complex idiomatic expressions that lack a direct structural counterpart in the target language. Where a pre-existing Indonesian idiomatic equivalent is readily available, the deployment of established equivalence produces the most natural and culturally resonant results. Conversely, where no such equivalent exists, modulation offers a reliable, systematic means of reframing meaning from a different cognitive perspective without compromising the core communicative intent.

In contrast, generalization, which involves replacing a specific idiomatic expression with a more general, non-figurative term, consistently produced lower qualitative acceptability scores. While this technique may appear efficient under tight production deadlines or when a translator is unfamiliar with the source idiom, it tends to strip the target text of the figurative force and expressive richness that sustain narrative immersion. Consequently, practitioners are advised to employ generalization with extreme caution and to seek more context-sensitive alternatives wherever feasible.

The study also highlights the distinct sociolinguistic challenges posed by game-specific coined terminology, including expressions such as "choom," "eddies," and "flatlined" that belong exclusively to the constructed universe of *Cyberpunk 2077*



© 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

and possess no initial equivalent in any natural language. Adaptation functions as the most appropriate technique for such specialized terms, as it enables the translator to substitute a culturally intelligible target-language form while preserving the underlying communicative and world-building function of the original text. Practitioners are therefore encouraged to develop comprehensive glossaries of game-specific terms at the project outset, drawing directly on the game's official lore documentation to ensure that adaptation decisions remain consistent and well-informed rather than ad hoc.

More broadly, these findings reinforce the structural importance of treating game localization as a specialized professional competence. This domain requires not only advanced bilingual proficiency but also an intimate familiarity with the game's narrative world, distinct character voices, and localized player expectations. Translators who engage with idiomatic game content from this holistic contextual vantage point are far better positioned to produce localized texts that are both linguistically appropriate and experientially satisfying for Indonesian-speaking players.

**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 mengumunkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

BIBLIOGRAPHY

- Afzali, K., & Zahiri, M. (2022). Iranian videogame players' translation needs in in-game texts: A netnographic study. *The Translator*, 28(3), 307–323. <https://doi.org/10.1080/13556509.2022.2062738>
- Akbari, M. (2013). Strategies for translating idioms. *Journal of Academic and Applied Studies*, 3(8), 1–12.
- Bernal-Merino, M. A. (2015). *Translation and localisation in video games: Making entertainment software global*. Routledge.
- Catford, J. C. (1978). *A linguistic theory of translation: An essay in applied linguistics*. Oxford University Press.
- CSA Research. (2020). Can't Read, Won't Buy – B2C. CSA Research. <https://csa-research.com/Featured-Content/For-Global-Enterprises/Global-Growth/CRWB-Series/CRWB-B2C>
- Du, Y., & Liu, Y. (2025). Video game localization research (1999–2024): A bibliometric analysis. *The Journal of Specialised Translation*, 43, 1–28.
- Esselink, B. (2000). *A practical guide to localization*. John Benjamins Publishing.
- Faturrahman, M. (2019). Analisis teknik penerjemahan subtitle film *The Maze Runner*. Skripsi, Universitas Islam Negeri Syarif Hidayatullah Jakarta.
- Fernando, C. (1996). *Idioms and idiomaticity*. Oxford University Press.
- Fitria, T. N. (2015). Analisis teknik dan kualitas terjemahan subtitle film. *Jurnal Ilmiah Bahasa dan Sastra*, 2(1), 45–60.
- Hasibuan, N. H., & Mursita-Putri, D. (2022). Translation strategies of culture-specific items in video games. *Journal of Language and Literature Studies*, 2(1), 45–58.
- Jiménez-Crespo, M. Á. (2013). *Translation and web localization*. Routledge.
- Khoshsaligheh, M., & Ameri, S. (2020). Sociological aspects of video game localisation: A survey of Iranian gamers. *The Translator*, 26(1), 56–72. <https://doi.org/10.1080/13556509.2019.1709437>
- Krippendorff, K. (2004). *Content analysis: An introduction to its methodology* (2nd ed.). Sage Publications.



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

- Krueger, R. A., & Casey, M. A. (2009). Focus groups: A practical guide for applied research (4th ed.). Sage Publications.
- Kurniawan, I. K. A., Sudipa, I. N., & Indriani, K. S. (2024). The translation of idioms in the Netflix subtitle of the film Notting Hill. *Indonesian Journal of Science, Technology and Humanities*, 2(1), 19–24.
<https://doi.org/10.60076/ijstech.v2i1.437>
- Kusnandar, A., dkk. (2021). Teknik penerjemahan dalam subtitle film animasi. *Jurnal Pendidikan Bahasa dan Sastra*, 21(1), 88–102.
- Machali, R. (2009). Pedoman bagi penerjemah. Mizan.
- Mangiron, C. (2007). Video games localisation: Posing new challenges to the translator. *Perspectives: Studies in Translatology*, 14(4), 306–323.
<https://doi.org/10.1080/09076760708669043>
- Molina, L., & Albir, A. (2002). Translation techniques revisited: A dynamic and functionalist approach. *Meta: Translators' Journal*, 47(4), 498–512.
<https://doi.org/10.7202/008033ar>
- Moleong, L. J. (2005). *Metodologi penelitian kualitatif*. PT Remaja Rosdakarya.
- Munday, J. (2016). *Introducing translation studies: Theories and applications* (4th ed.). Routledge.
- Nababan, M. R. (2003). *Teori menerjemah bahasa Inggris*. Pustaka Pelajar.
- Nababan, M., Nuraeni, A., & Sumardiono. (2012). Pengembangan model penilaian kualitas terjemahan. *Kajian Linguistik dan Sastra*, 24(1), 39–57.
- Newzoo. (2023). *Global games market report 2023*. Newzoo.
<https://newzoo.com/resources/trend-reports/newzoos-global-games-market-report-2023-free-version>
- Ngongo, M., dkk. (2024). Flexible approaches in idiom translation. *International Journal of Translation Studies*, 12(1), 23–40.
- O'Hagan, M., & Mangiron, C. (2013). *Game localization: Translating for the global digital entertainment industry*. John Benjamins Publishing.
- Oktaviana, D., & Ishlahiyah, N. (2024). Game localization in Indonesia: Challenges and strategies. *Journal of Translation and Localization*, 5(2), 77–92.



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

- Pratama, R. (2018). Analisis teknik penerjemahan idiom dalam film komedi. Skripsi, Universitas Negeri Yogyakarta.
- Pym, A. (2010). Exploring translation theories. Routledge.
- Shojaei, A. (2012). Translation of idioms and fixed expressions: Strategies and difficulties. *Theory and Practice in Language Studies*, 2(6), 1220–1229.
- Spradley, J. P. (1980). Participant observation. Holt, Rinehart and Winston.
- Statista. (2024). Share of gamers who prefer to play video games in their native language worldwide. Statista. <https://www.statista.com>
- Sugiyono. (2019). Metode penelitian kuantitatif, kualitatif, dan R&D. Alfabeta.
- Taylor, C. (2014). Audiovisual translation as a growing genre of specialized language use. *Perspectives: Studies in Translatology*, 11(2), 100–117. <https://doi.org/10.1080/0907676X.2014.917249>
- Utama, P. F. (2019). Analisa teknik penerjemahan pada kalimat deklaratif oleh auto translation dalam fitur Closed Captions (CC) pada video di Youtube.com. *Deskripsi Bahasa*, 2(1), 57–61. <https://doi.org/10.22146/db.v2i1.343>
- Wicaksono, H., & Wahyuni, S. (2018). Idiom translation in literary texts: A comparative study. *Indonesian Journal of Applied Linguistics*, 8(1), 112–120.

**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

CURRICULUM VITAE



Muhammad Daffa Putra Harfi is a student of the Study Program of English for Business and Professional Communication at Politeknik Negeri Jakarta. He completed his secondary education at SMK Telekomunikasi Telesandi Bekasi, majoring in Multimedia, in 2022, before continuing his studies at Politeknik Negeri Jakarta in 2023.

During his study, he gained professional experience as a Staff Intern at the Ministry of Communications and Digital Affairs, where he was involved in translating and reviewing international cooperation documents.

He has also been active in various organizational and event activities within his study program.

Contact: putraharvey6@gmail.com

**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 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

APPENDIX

Data Code	Source Language (SL)	Target Language (TL)	Type of Idioms	Translation Technique	Acceptability Scale
DC-1	"Arasaka flatlined T-Bug."	"Arasaka membunuh T-Bug."	Pure	Modulation	3
DC-2	"Cross them, and you'll get zeroed."	"Khianati mereka, kau akan dibunuh."	Pure	Modulation	2
DC-3	"Another Scav bites the dust."	"Satu lagi Scav mati."	Pure	Generalization	3
DC-4	"The old man kicked the bucket."	"Si tua itu sudah mati."	Pure	Modulation	3
DC-5	"Go down in a blaze of glory."	"Mati dalam kejayaan"	Pure	Modulation	2
DC-6	"It's a dead-end job."	"Pekerjaan yang tak ada masa depan."	Semi	Modulation	3
DC-7	"That chip is burning your soul."	"Chip itu sedang mengikis jiwamu."	Semi	Modulation	3
DC-8	"He's pushing up daisies now."	"Dia sudah jadi mayat"	Pure	Modulation	2
DC-9	"He's lost his marbles, V."	"Dia sudah sinting, V."	Pure	Established Equivalence	3
DC-10	"Watch out, or you'll catch a bullet."	"Awat, nanti kau tertembak"	Semi	Modulation	3
DC-11	"End up in a body bag."	"Berakhir di kantung mayat."	Literal	Literal	3
DC-12	"Zero out the contract."	"Selesaikan kontraknya."	Semi	Modulation	3
DC-13	"They're gonna pull the plug."	"Mereka bakal hentikan paksa."	Semi	Modulation	3
DC-14	"Dancing with the Reaper, V."	"Main-main sama maut, V."	Pure	Modulation	3
DC-15	"One foot in the grave, kid."	"Kau tak terselamatkan, Nak."	Semi	Modulation	1
DC-16	"You're my choom for life."	"Kau sahabatku selamanya."	Semi	Established Equivalence	3
DC-17	"I'll back you up from here."	"Aku melindungimu dari sini."	Literal	Established Equivalence	3
DC-18	"Watch your back, V."	"Jaga dirimu V."	Semi	Established Equivalence	2
DC-19	"Dex sold us out!"	"Dex mengkhianati kita!"	Semi	Modulation	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 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

Data Code	Source Language (SL)	Target Language (TL)	Type of Idioms	Translation Technique	Acceptability Scale
DC-20	"Don't burn that bridge."	"Jangan cari musuh."	Pure	Modulation	3
DC-21	"We're in the same boat."	"Nasib kita sama."	Pure	Established Equivalence	3
DC-22	"Keep it on the down-low."	"Jangan buat gaduh."	Pure	Modulation	2
DC-23	"He's playing both sides."	"Dia seorang agen ganda."	Semi	Modulation	3
DC-24	"I have a handle on it."	"Biar aku yang urus."	Semi	Modulation	3
DC-25	"No time to shoot the breeze."	"Tidak ada waktu untuk santai"	Pure	Generalization	3
DC-26	"Don't be a gonk-brain."	"Jangan jadi orang bodoh"	Semi	Generalization	3
DC-27	"Square the debt later."	"Lunasin utangnya nanti."	Semi	Established Equivalence	3
DC-28	"Now, you pay the price."	"Sekarang, terima risikonya."	Literal	Modulation	3
DC-29	"Stick your neck out."	"Pasang badan."	Semi	Established Equivalence	3
DC-30	"Rubbing shoulders with suits."	"Menjilat orang korporat."	Semi	Adaptation	3
DC-31	"Gotta make some eddies, V."	"Harus cari uang, V."	Semi	Generalization	3
DC-32	"Just get the job done."	"Selesaikan tugasnya."	Literal	Established Equivalence	3
DC-33	"I've got a gig for you."	"Ada pekerjaan untukmu."	Semi	Generalization	3
DC-34	"He's on the payroll."	"Dia sudah dibeli perusahaan."	Semi	Modulation	3
DC-35	"Cut the middleman, V."	"Tak usah lewat perantara, V"	Semi	Modulation	3
DC-36	"You'll foot the bill."	"Kamu yang bayar"	Semi	Modulation	3
DC-37	"Grease some palms."	"Suap dia."	Semi	Established Equivalence	2
DC-38	"The Fixer takes a cut."	"Fixer minta bagian."	Semi	Modulation	3
DC-39	"I'm beat to the bone."	"Aku sangat lelah."	Semi	Modulation	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 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

Data Code	Source Language (SL)	Target Language (TL)	Type of Idioms	Translation Technique	Acceptability Scale
DC-40	"Let's talk shop."	"Mari bahas bisnis."	Pure	Generalization	3
DC-41	"Close the deal."	"Selesaikan transaksinya."	Literal	Established Equivalence	3
DC-42	"Drowning in eddies."	"Kita kaya."	Semi	Generalization	2
DC-43	"Live on the edge."	"Menantang maut."	Pure	Modulation	3
DC-44	"Just a corporate slave."	"Hanya seorang budak korporat."	Literal	Literal	3
DC-45	"Climb the ladder."	"Cari muka ke atas"	Semi	Adaptation	3
DC-46	"He's just chopping gums."	"Hanya omong kosong."	Pure	Established Equivalence	3
DC-47	"He's full of hot air."	"Dia hanya tong kosong."	Pure	Established Equivalence	2
DC-48	"He's on thin ice."	"Posisinya lagi terancam."	Semi	Modulation	3
DC-49	"You look like a million eddies."	"Kamu terlihat glamor."	Semi	Generalization	3
DC-50	"Play it by ear, V."	"Lihat situasi saja nanti."	Pure	Established Equivalence	3
DC-51	"She calls the shots."	"Dia yang pegang kendali."	Pure	Modulation	3
DC-52	"Fry your brain."	"Menghanguskan otakmu."	Semi	Modulation	3
DC-53	"Ghost the system."	"Masuk ke sistemnya diam-diam."	Pure	Amplification	3
DC-54	"It costs an arm and a leg."	"Harganya sangat mahal"	Pure	Generalization	3
DC-55	"He's dead meat."	"Dia tinggal nama."	Pure	Adaptation	2
DC-56	"Just water under the bridge."	"Itu masa lalu."	Pure	Generalization	3
DC-57	"He hit the nail on the head."	"Tebakannya tepat sasaran."	Pure	Established Equivalence	3
DC-58	"Everything's up in the air."	"Semuanya masih kurang jelas."	Pure	Established Equivalence	3
DC-59	"Cut to the chase, Fixer."	"Langsung ke intinya saja."	Pure	Modulation	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 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

Data Code	Source Language (SL)	Target Language (TL)	Type of Idioms	Translation Technique	Acceptability Scale
DC-60	"Don't pull my leg."	"Jangan bercanda."	Pure	Established Equivalence	3
DC-61	"Plans changed. Go loud!"	"Perubahan rencana. Main kasar!"	Semi	Adaptation	2
DC-62	"Hit the deck, V!"	"Tiarap, V!"	Pure	Established Equivalence	3
DC-63	"Don't make me draw iron."	"Jangan buat aku mengeluarkan senjata."	Semi	Variation	3
DC-64	"Samurai, lock and load."	"Samurai, siapkan senjatamu."	Literal	Generalization	3
DC-65	"Just spray and pray."	"Asal tembak saja."	Pure	Generalization	3
DC-66	"Take cover, now!"	"Berlindung, sekarang"	Literal	Established Equivalence	3
DC-67	"Call for backup, ASAP!"	"Panggil bantuan sekarang!"	Literal	Literal	3
DC-68	"Blow them sky-high."	"hancurkan semuanya."	Pure	Generalization	2
DC-69	"Lay down suppressive fire."	"Tembak mereka."	Literal	Generalization	1
DC-70	"Caught in the crossfire."	"Kena peluru nyasar."	Semi	Modulation	2
DC-71	"Hold the line!"	"Tahan posisi!"	Literal	Established Equivalence	3
DC-72	"Smoke out the rats."	"Paksa keluar mereka."	Semi	Generalization	3
DC-73	"Knife to a gunfight, V?"	"Hanya bawa nyali, V?"	Pure	Adaptation	3
DC-74	"Bite off more than you can chew."	"Lebih sulit dari yang kau kira"	Pure	Generalization	2
DC-75	"V, you dodged a bullet."	"V, kau lolos dari maut."	Pure	Modulation	3
DC-76	"Time to delta out."	"Saatnya pergi."	Pure	Variation	3
DC-77	"Make a break for it!"	"Lari saja!"	Semi	Generalization	2
DC-78	"Lay low for a while."	"Sembunyi untuk sementara."	Semi	Established Equivalence	3
DC-79	"Stay under the radar."	"Jangan menarik perhatian"	Pure	Modulation	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 mengemukakan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

Data Code	Source Language (SL)	Target Language (TL)	Type of Idioms	Translation Technique	Acceptability Scale
DC-80	"Vanish into thin air."	"Hilang ditelan bumi."	Pure	Established Equivalence	3
DC-81	"Cover your tracks."	"Hapus jejakmu."	Literal	Established Equivalence	3
DC-82	"Shake the tail."	"Kabur dari kejaran."	Semi	Modulation	2
DC-83	"He went off the grid."	"Dia menghilang."	Semi	Generalization	3
DC-84	"Keep a low profile."	"Jangan mencolok."	Semi	Modulation	3
DC-85	"A wild goose chase."	"Kita ditipu".	Pure	Modulation	1
DC-86	"Still eating kibble?"	"Masih makan ampas?"	Semi	Established Equivalence	3
DC-87	"Born in the gutter."	"Lahir miskin."	Pure	Generalization	3
DC-88	"Hit the streets."	"Turun ke jalan."	Literal	Established Equivalence	3
DC-89	"You street rat."	"Dasar tikus jalanan."	Semi	Calque	2
DC-90	"They rule the roost."	"Mereka jago kandang."	Pure	Adaptation	3
DC-91	"Enough with the innuendos."	"Tak usah basa-basi."	Literal	Modulation	3
DC-92	"Move, real-meat!"	"Minggir, daging busuk!"	Semi	Amplification	3
DC-93	"Shut it, tin-man."	"Diam kamu, manusia rongsok."	Semi	Adaptation	3
DC-94	"A total scrap-heap."	"Hanya rongsokan."	Literal	Generalization	3
DC-95	"What a waste of chrome."	"Buang-buang cyberware saja."	Semi	Established Equivalence	3
DC-96	"You're a corporate slave."	"Dasar budak korporat."	Literal	Literal	3
DC-97	"We have a rat among us."	"Ada informan diantara kita."	Semi	Established Equivalence	2
DC-98	"Clear the way, street scum."	"Minggir, sampah."	Semi	Generalization	3
DC-99	"A pathetic cyber-junkie."	"Pecandu siber rendahan."	Semi	Established Equivalence	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 kritik atau tinjauan suatu masalah.
 - b. Pengutipan tidak merugikan kepentingan yang wajar Politeknik Negeri Jakarta
2. Dilarang mengumpulkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

Data Code	Source Language (SL)	Target Language (TL)	Type of Idioms	Translation Technique	Acceptability Scale
DC-100	"I'm all ears."	"Aku mendengarkan."	Pure	Generalization	3
DC-101	"The buck stops here."	"Semua selesai di sini."	Pure	Generalization	3
DC-102	"Everything's going south."	"Situasi makin kacau."	Pure	Modulation	3
DC-103	"That's the last straw."	"Aku sudah tak tahan."	Pure	Modulation	2
DC-104	"Piece of cake, right?"	"Mudah, kan?"	Pure	Generalization	3
DC-105	"He's going off the rails."	"Dia sudah lepas kendali."	Semi	Modulation	3
DC-106	"Bury the hatchet, V."	"Lupakan dendam lama."	Pure	Generalization	3
DC-107	"He lost his touch."	"Dia sudah tumpul."	Semi	Adaptation	3
DC-108	"Tick-tock, V."	"Waktu jalan terus, V."	Literal	Amplification	3
DC-109	"High and dry, huh?"	"Ditinggal mati, ya?"	Pure	Adaptation	2
DC-110	"He's a top-shelf fixer."	"Dia fixer kelas kakap."	Semi	Adaptation	3
DC-111	"Going full borg."	"Jadi robot total."	Semi	Generalization	3
DC-112	"Bust a nut, V."	"Hajar aja, V."	Pure	Variation	3
DC-113	"Don't lose your cool."	"Jangan panik."	Pure	Established Equivalence	3
DC-114	"You're barking up the wrong tree."	"Kau salah sasaran."	Pure	Established Equivalence	3
DC-115	"He's got a screw loose."	"Dia sinting."	Pure	Established Equivalence	3
DC-116	"Eddies in the bank."	"Pembayarannya sudah diterima"	Semi	Generalization	3
DC-117	"Don't piss down my back."	"Jangan bohongi aku."	Pure	Generalization	3
DC-118	"It's dead on arrival."	"Rencananya kacau dari awal."	Pure	Generalization	3
DC-119	"Love these haboobs."	"Aku suka badai debu ini."	Literal	Literal	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 mengumunkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin Politeknik Negeri Jakarta

Data Code	Source Language (SL)	Target Language (TL)	Type of Idioms	Translation Technique	Acceptability Scale
DC-120	"Ghost in the machine."	"Arwah dalam mesin."	Semi	Literal	3

Note: Acceptability Scale based on Nababan et al. (2012): 3 = Acceptable / 2 = Less Acceptable / 1 = Unacceptable

