

**LOCALIZATION IN THE ENGLISH–INDONESIAN
TRANSLATION OF YAO’S HERO LINES IN HONOR OF
KINGS GAME (GLOBAL VERSION)**



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THESIS

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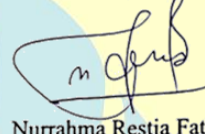
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Jakarta, July 30 2026

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ABSTRAK

Nasution, Sophie Angelique, 2026. *Localization in the English–Indonesian Translation of Yao’s Hero Lines in Honor of Kings Game (Global Version)*. Thesis: Jakarta, Program Studi Sastra Inggris, Fakultas Bahasa dan Seni, Universitas Negeri Jakarta.

Game MOBA daring multipemain telah menjadi produk budaya global utama, dan ekspansi internasionalnya menjadikan lokalisasi sangat penting bagi pemahaman pemain, kedekatan emosional terhadap karakter, dan imersi. Penelitian ini mengkaji lokalisasi yang terwujud dalam penerjemahan Inggris–Indonesia pada dialog hero Yao dalam *Honor of Kings* (Versi Global), khususnya mengidentifikasi teknik penerjemahan apa saja yang digunakan dan bagaimana teknik tersebut diterapkan untuk mencapai lokalisasi. Dengan pendekatan kualitatif deskriptif, penelitian ini menganalisis 173 dialog suara Yao, yang pertama-tama disaring melalui konsep lokalisasi Jiménez-Crespo (2024), sehingga menghasilkan 91 dialog suara yang terlokalisasi. Dialog-dialog ini kemudian dianalisis menggunakan taksonomi teknik penerjemahan Molina dan Albir (2002) pada tingkat unit mikro tekstual. Berdasarkan hasil analisis, ditemukan 239 kemunculan yang tersebar ke dalam sepuluh kategori teknik, yaitu *Variation* (31,5%), *Borrowing* (16,0%), *Modulation* (11,3%), *Discursive Creation* (12,6%), *Established Equivalence* (5,5%), *Amplification* (8,0%), *Reduction* (7,1%), *Linguistic Compression* (3,4%), *Particularization* (2,5%), dan *Adaptation* (2,1%). Temuan menunjukkan bahwa lokalisasi pada dialog hero Yao terutama terwujud melalui penyesuaian bahasa yang berorientasi pada audiens, terutama melalui *Variation*, yang membentuk ulang register, nada, dan ekspresi sosial agar dialog terasa lebih natural bagi pemain Indonesia, serta *Borrowing*, yang mencerminkan keakraban istilah *gaming* berbahasa Inggris dalam wacana *gaming* Indonesia. Teknik-teknik lain berkontribusi dengan membentuk ulang sudut pandang, menciptakan ekspresi yang resonan secara budaya, dan memungkinkan komunikasi dalam *game* yang ringkas. Dapat disimpulkan bahwa terjemahan bahasa Indonesia tidak sekadar mengalihkan makna, tetapi merekonstruksi suara karakter Yao agar terdengar lebih jenaka, humoris, ekspresif, dan relevan bagi pemain Indonesia melalui bahasa Indonesia kolokial, slang *gamer*, ekspresi internet, register berorientasi anak muda, dan referensi yang akrab secara budaya.

Kata kunci: *lokalisasi game, teknik penerjemahan, Honor of Kings (Global), penerjemahan Inggris-Indonesia, game MOBA*

ABSTRACT

Nasution, Sophie Angelique, 2026. Localization in the English–Indonesian Translation of Yao’s Hero Lines in Honor of Kings Game (Global Version). Thesis: Jakarta, Department of English Literature, Faculty of Language and Arts, Universitas Negeri Jakarta.

Online multiplayer MOBA games have become major global cultural products, and their international expansion has made localization essential for players' comprehension, character attachment, and immersion. This study examines the localization realized in the English–Indonesian translation of Yao's hero lines in Honor of Kings (Global Version), specifically identifying what translation techniques are used and how they are implemented to achieve localization. Using a descriptive qualitative approach, the study analyzed 173 Yao voice lines, which were first filtered through Jiménez-Crespo (2024) concept of localization, yielding 91 localized voice lines. These were then analyzed using Molina and Albir's (2002) taxonomy of translation techniques at the textual micro-unit level. The analysis identified 239 technique occurrences across ten techniques: Variation (31.5%), Borrowing (16.0%), Modulation (11.3%), Discursive Creation (12.6%), Established Equivalence (5.5%), Amplification (8.0%), Reduction (7.1%), Linguistic Compression (3.4%), Particularization (2.5%), and Adaptation (2.1%). The findings show that localization in Yao's hero lines is primarily realized through audience-oriented language adjustment, most notably through Variation, which reshapes register, tone, and social expression to make dialogue more natural for Indonesian players, and Borrowing, which reflects the familiarity of English-derived gaming terms in Indonesian gaming discourse. Other techniques contribute by reshaping perspective, creating culturally resonant expressions, and enabling concise in-game communication. It can be concluded that the Indonesian translation does not merely transfer meaning but reconstructs Yao's character voice to sound more playful, humorous, expressive, and relatable to Indonesian players through colloquial Indonesian, gamer slang, internet expressions, youth-oriented register, and culturally familiar references.

Keywords: *game localization, translation techniques, Honor of Kings (Global), English-Indonesian translation, MOBA games*

TABLE OF CONTENTS

LEMBAR PENGESAHAN	ii
LEMBAR PERNYATAAN	iii
LEMBAR PERNYATAAN PERSETUJUAN PUBLIKASI I	iv
LEMBAR PERNYATAAN PERSETUJUAN PUBLIKASI II.....	v
ACKNOWLEDGEMENT	vi
ABSTRAK	viii
ABSTRACT	ix
TABLE OF CONTENTS	x
LIST OF TABLES	xii
LIST OF FIGURES	xiii
LIST OF APPENDICES	xiv
LIST OF TERMS	xv
CHAPTER I INTRODUCTION.....	1
1.1 Background of Study	1
1.2 Research Question	8
1.3 Purpose of the Study.....	8
1.4 Limitation of the Study.....	8
1.5 Significance of the Study.....	10
1.6 State of the Art.....	12
CHAPTER II LITERATURE REVIEW	15
2.1 Translation Overview	15
2.2 Localization in Translation	16
2.3 Game Overview (MOBA – Multiplayer Online Battle Arena)..	19
2.4 Translating a Game’s Monologue (Hero Lines)	21
2.4.1 Molina & Albir’s Translation Techniques	24
2.5 Honor of Kings (Global Version) Overview.....	30
2.5.1 Hero Voice Line Overview	32
2.5.2 Honor of Kings (Global) Game Character Profiles.....	34

2.6 Theoretical Framework.....	38
CHAPTER III RESEARCH METHODOLOGY	39
3.1 Research Method	39
3.2 Research Procedures.....	40
3.3 Data and Data Sources.....	40
3.4 Data Collection Technique	41
3.5 Data Analysis Technique	42
CHAPTER IV FINDINGS AND DISCUSSION	45
4.1 Findings	45
4.2 Discussion.....	46
4.2.1 Variation	47
4.2.2 Borrowing.....	49
4.2.3 Modulation	51
4.2.4 Discursive Creation	54
4.2.5 Established Equivalence.....	57
4.2.6 Amplification.....	59
4.2.7 Reduction.....	61
4.2.8 Linguistic Compression.....	62
4.2.9 Particularization.....	63
4.2.10 Adaptation.....	64
CHAPTER V CONCLUSIONS AND SUGGESTIONS	66
5.1 Conclusions	66
5.2 Suggestions.....	69
REFERENCES.....	72
APPENDICES	75

LIST OF TABLES

4.1.1 Translation Techniques Used in the English-Indonesian Translation of Yao's Hero Lines	46
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LIST OF FIGURES

Figure 2.7.1 Theoretical Framework.....	38
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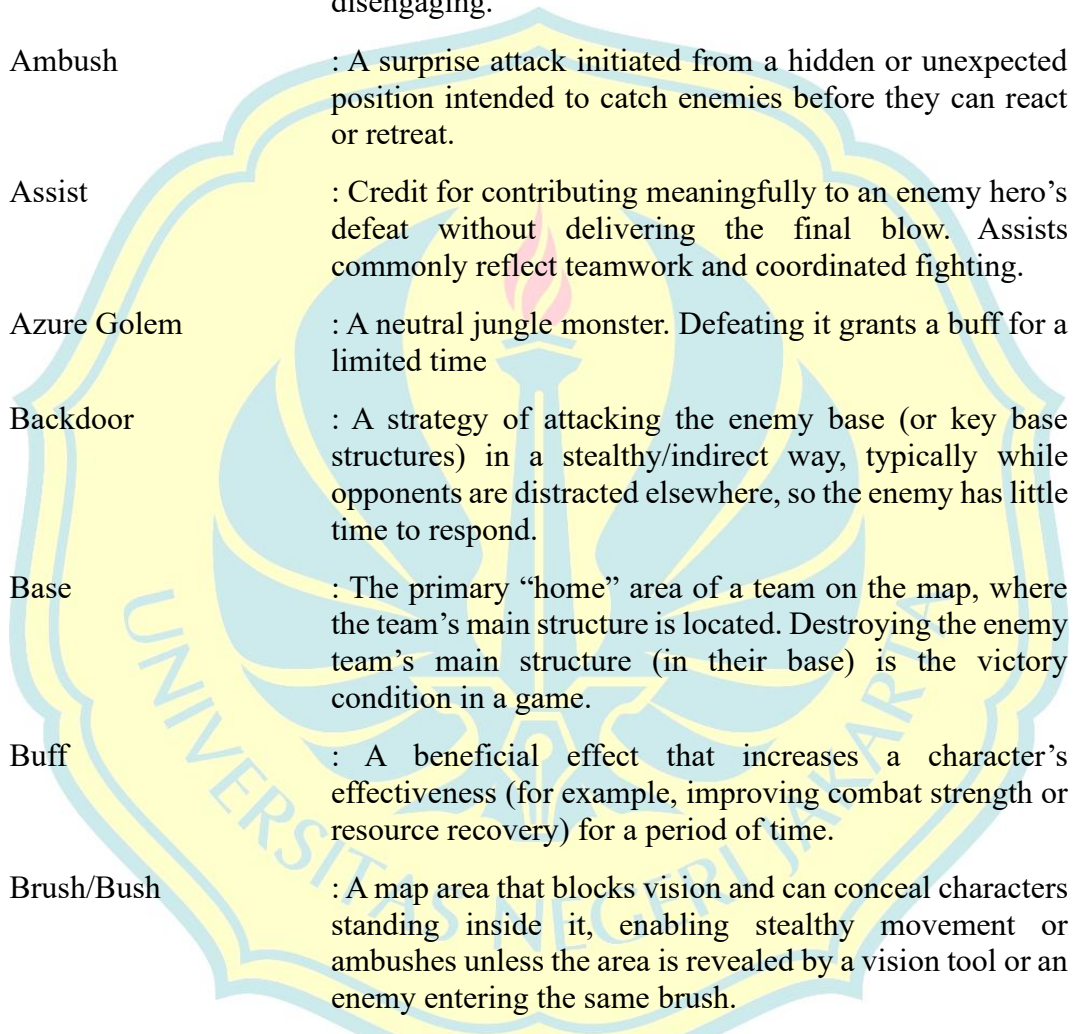


LIST OF APPENDICES

Appendices 1 Table of Analysis	75
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LIST OF TERMS



1 vs 2 (1v2)	: A situation where one player's hero is fighting two enemy heroes at the same time, meaning they are outnumbered and usually at a disadvantage
All-in	: A decision to fully commit to trying to kill an enemy by using "everything available" (for example, abilities and other limited resources), rather than trading cautiously or disengaging.
Ambush	: A surprise attack initiated from a hidden or unexpected position intended to catch enemies before they can react or retreat.
Assist	: Credit for contributing meaningfully to an enemy hero's defeat without delivering the final blow. Assists commonly reflect teamwork and coordinated fighting.
Azure Golem	: A neutral jungle monster. Defeating it grants a buff for a limited time
Backdoor	: A strategy of attacking the enemy base (or key base structures) in a stealthy/indirect way, typically while opponents are distracted elsewhere, so the enemy has little time to respond.
Base	: The primary "home" area of a team on the map, where the team's main structure is located. Destroying the enemy team's main structure (in their base) is the victory condition in a game.
Buff	: A beneficial effect that increases a character's effectiveness (for example, improving combat strength or resource recovery) for a period of time.
Brush/Bush	: A map area that blocks vision and can conceal characters standing inside it, enabling stealthy movement or ambushes unless the area is revealed by a vision tool or an enemy entering the same brush.
Character down	: A state where a hero has been defeated ("killed") and is removed from active play temporarily, typically until they respawn.
Combo	: A planned sequence of attacks and/or abilities executed rapidly in succession to produce a stronger combined effect than isolated actions (e.g., higher damage or better control of the opponent).
Cooldown	: A required waiting period after using an ability during which it cannot be used again.

Damage dealer/Carry	: A hero role whose primary job is to inflict high damage on enemies. Teams often protect their damage dealer so they can continue attacking safely during fights.
Engage	: To start or commit to a fight, moving into a confrontation in a way that forces interaction (combat) with the enemy team.
Enemy missing (MIA)	: A warning/callout that an enemy hero is not visible where they were expected to be (often their lane), so they may be moving to another location (for example, preparing a gank).
Feed/Feeding	: Dying repeatedly (or in avoidable ways) such that the opposing team gains an advantage. A “fed” opponent is one who has become unusually strong because they benefited from these repeated defeats.
First kill	: The first hero kill that occurs in a match.
Gank	: A surprise attack on an opponent, often created by a player arriving unexpectedly to gain a numbers advantage and secure a kill.
Golem	: A jungle monster.
Hero	: The player-controlled character in a MOBA match. Each player typically controls one hero with a distinct set of abilities.
Idle	: A state where the character is not performing active gameplay actions (such as attacking or casting abilities). “Idle” voice lines are typically triggered when the hero is standing still, walking, or otherwise not engaged in combat actions.
Initiate/Initiating	: The act of deliberately starting a fight or gank (often by being the first to commit to contact or by using an ability that forces the confrontation).
Jungle	: The non-lane area of the map that contains neutral monsters. Players may move through it to collect resources and buffs and to create surprise paths for ganks.
Lane	: A main route connecting the two teams’ sides of the map (often one of three), along which minions travel and where towers/defensive structures are typically positioned.
Mid Lane	: The central lane on the map, commonly a major route for movement because it connects quickly to multiple areas and is often contested for map control.
Minion/Minion Wave	: A computer-controlled unit that periodically spawns from each team’s base and marches down lanes, fighting

automatically. Minions help teams advance by applying constant lane pressure.

Pull back	: A retreat/withdrawal call, stop advancing or fighting and move to a safer position (for example, because the fight is unfavorable or enemies are arriving).
Push	: Advancing lane pressure by quickly clearing enemy minions so your minion wave moves closer to the enemy side, enabling safer attacks on towers or other objectives.
Respawn	: To reappear in the game world after being defeated and removed from play; in many games, respawning happens after a timed delay.
Skill	: A hero's special ability (distinct from basic movement), typically activated by the player and constrained by factors such as cooldowns. Skills are central to combat in MOBAs.
Taunt	: In voice-line labeling, a taunt is a line intended to provoke, mock, or challenge opponents.
Team fight	: A large-scale combat encounter involving multiple players from both teams (often defined as fights with at least three players per side), where coordinated ability use and target selection are crucial.
Tower	: An automated defensive structure that protects lanes and the base area. Towers impede enemy advancement and are usually destroyed progressively as a team pushes toward the enemy base.
Voice chat	: Real-time spoken communication between players used to coordinate.
Wipe/Wiped out	: The elimination of an entire team's heroes within a short time window (often during or immediately after a major fight), temporarily leaving that team unable to defend objectives.