Translating Missions in James Worral's game "Grand Theft Auto's Missions"

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ABSTRACT

The objectives of the study was to know the difficult words encountered by the gamers and to know their strategies in translating this unknown word. The researcher used interview as the instrument to collect the material needed for this particular study. It is found that unknown word combined with certain feeling such as dissappoinment creates retention. So, this particular study showed eventhough these students have low capacity in understanding words in English but in GTA game, they were still willing to play. From their willingness it could increase their motivation to translating the word in English. So, the game is a very effective way to building vocabullary skill.

INTRODUCTION

Background of the Study

Grand Theft Auto: Vice City is an action-adventure third-person shooter video game developed by Rockstar North and published by Rockstar Games. James Worral was the craater of this grand theft auto's game. He was very interested in adventure of game, and finally he could creat the Gta games, and create some cities as the adventure of the city. It was released on 27 October 2002 for the PlayStation 2, on 12 May 2003 for Microsoft Windows, and on 31 October 2003. It is the sixth title in the Grand Theft Auto series and the first main entry since 2001's Grand Theft Auto III. Set within the fictional Vice City, based on Miami, the game follows Tommy Vercetti following his release from prison. But Tommy vercety always created many ways to make himself free from the prison. After that Tommy Vercetty will do some criminal again and always prevent himself to be catched by the police.

The game was played from a third-person perspective, and its world is navigated on foot or by vehicle. The open world design lets the player freely roam Vice City, consisting of two main islands. The game's plot is based on multiple real-world people and events in Miami such as Cuban, Haitian, and Biker gangs, the 1980s crack epidemic, the Mafioso drug lords of Miami, and the dominance of glam metal. The game was also influenced by the film and television of the era, including Scarface and Miami Vice. Much of the development work constituted creating the game world to fit the inspiration and time period; the development team conducted extensive field research in Miami while creating the world.

The most common reason for students relutance in learning English was that they don't know the meaning of words in English. But they still played the game eventhough they did not know the meaning of many words they encountered in the game.

The Objective of the Research

The objectives of the study were to know the difficult words encountered by the gamers and to know their strategies in translating this unknown word.

Research Questions

The research questions were:
a. what are the difficult word encountered by the gamers?
b. what are their strategies in translating this unknown word?

Scope of The Study

The gamers of this game which would be observed were two students of a private high school. They were still low in vocabullary skill when they played this game, it was hard for

them to finish the mission. The researcher had observed the gamers twice, doing interview, and giving test.

LITERATURE REVIEW

Translation

Translation is giving the meaning of words, sentences where it has relationship with the situation and condition at that time. Munday (2000:4) says that the term translation itself has several meanings: it can refer to the product and the process. The main objective of translation is to transfer the meaning from the source language to the target language. In translating the manual text, it is used the certain way of translation. It is useful to do the right and excellent translation which is needed by the reader or the writer. When we will translate a book, it finds kinds of pragmatic translation, even though there will always be using another kinds of translation. At least, free translation, word for word, and so forth. It is certainly line with the concept of pragmatic translation that refers to rendering a meaning by concerning the message occur to inform source language to target language (Nababan, 2003: 34). Furthermore, to translate manual book, a translator must considers the ways and techniques occur in translation. It is choosen so that the translation product can have a certain quality and readable for readers (technology users) translate manual book, there are many words, phrase, clause and sentences occur shifted in structural shifts. It is based on Catford''s theory in his entitled book " A linguistic Theory of Translation".Catford (1965: 73) states that by shift we mean the departure from formal correspondence in the process of going from the source language to the target language. Further, he states that basically, in shift of translation, or transposit ion he says, it is only the form that is changed. In addition, he urges the translation shift is done to get the natural equivalent of the source text message into the target text (1978: 76). Translation shifts also occur when there is no formal correspondence to the syntactic item to be translated (Machali, 1998: 3). According to Bell (1991: 33), to shift from one language to another is, by definition, to alter the forms.Based on the definition above, it is clear that in translating a text means that to transfer source language to target language.

Grand Theft Auto Games

Several studies have been published on video games and absorbed by a goal effectively. Matching the level and limitation of the time as challenge to a player'skills can develop the likelihood of achieving flow (Annetta, 2010;Kiili, 2005; Sherry, 2004). The concept of flow may also tell why children mostly like the types of video games or choose not to give up on a game. Sherry (2004) posits that certain visual–spatial skills(e.g. targeting, spatial rotation), which are typically less developed in girls, may prevent girls from easily achieving flow at the beginner levels of popular action games such asQuake. Gamesthat lack a series of structured challenges, such as games involvingvirtual dolls, are not conducive to flow (Inal & Cagiltay, 2007).

A number of studies indicate that electronic games are currency of childhood and adolescence (e.g., Greenberg,Sherry, Lachlan, Lucas, & Holmstrom, 2008; Ito et al., 2008;Lenhart et al., 2008; Olson et al., 2007; Roberts, Foehr, & Rideout,2005). Until recently, most studies on video games have focused on children's achievement from explore to inappropriate game content. Some researchers are now exploring what children can gain from electronic games, often emphasizing their achievement to teach academic skills. The benefits and uses of electronic games are best understood in the context of children's motivations to play. Parents are choosing appropriate leisure-time games, educators seeking games to supplement classroom teaching, game developers creating games to teach, and mental health professionals using games in limitation of situations all need to know what is likely to engage a child and what emotional or developmental needs a young person may (consciously or not) looking for the address through games (von Salisch, Oppl, & Kristen, 2006).

Grand Theft Auto is an action adventure video game series created by James Worral. Most games in the series are set in fictional locates modelled on the cities, usually either Liberty city, Vice City or San Andreas, which are in New York city. The advantages of the games can make the gamers think smart trick to solve some problems but the disadvantages namely many criminal things were done by the gamers in this game so it's better if the game is played by adult.

This game was consoled in PS 3 with the best design grafic after GTA 1, GTA 2, and GTA 3.

The games provide the missions as the rule to do the game. In the mission will be found sentence which are form of prohibition and command.

Besides entertaining the gamers to play this game, it also can make the gamers think smart to finish the mission by increasing their vocabullary.

Mission of the Game

Missions is a series of task that should be finished by the gamers. To finish the game, the gamers must obey a series of prohibition and commands.

Previous Research

The previous research from video games, by Hideo Kojima's was created for it to use film language and for his evident inspiration from pop culture and the American cinematic tradition. Moreover, the series is good in quotations meant to pay to cinema and communicate with movie-cultured players with regard to the process of localization to film culture represent a constraint for translators rendering Kojima's game into different languages for a Metal Gear Solid-educated audience. This paper presents a comparative analysis of some film quotations in their English into Italian and Spanish localizations of Kojima's Metal Gear Solid series in order to demonstrate the importance of loyalty to the game experience as a whole within a translational cultural approach to localization.

METHODOLOGY

Participants

The participants are two students they were 14 years old. The level of their English was basic level of English (starter). Students who has basic vocabullary and grammar and also posses basic listening and speaking skills (cambridgeenglish.co.uk) Both of them were from middle class families.

Material

The material was the prohibition and command in the mission. There were 10 sentences, such as
*   Intimidate two jurry members in Giorgio Forelli's fraud Trial
*   Blow up the building using an RC helicopter.

Instrument

The instrument was a test. By giving them a test that contained 10 list of command and prohibition and ask them to translate it into Bahasa Indonesia.

Technique of Collecting the Data

The researcher did observation and interviewed the gamers. Technique of collecting the data by taking the notes of the participants. This research was using descriptive qualitative methods.

Technique of Analysing the Data

Analysing the result of interview of the test and concluded it after observing it detail

RESULT AND DISCUSSION

The prohibition and command in the missions were:
*   Intimidate two jurry members in Giorgio Forelli's fraud Trial
*   Blow up the building using an RC helicopter
*   Meet Juan Cortez at a party on his yacht
*   No Escape
*   Disguise as a Cuban gang member
*   Kill Avery's business rival at the leaf links country club.
*   Meet up with Pierre La Ponce at the North Point Mall
*   Protect Ricardo Diaz
*   Kill the dealer
*   Don't disguise as a Cuban

The gamers did not understand these prohibition and command as the result shown in the table below:

From the Table 1 above, it could be concluded that the gamers were low comprehension. The "X" gamer translated

Table 1. Result of translating GTA missions

Gamers	10 task	
	True	**False**
X	2	8
Y	3	7

"kill the dialer" to be "temui si dialer", or meet the dialer. The "Y" gamer translated "protect Ricardo Diaz" to be "bunuh Ricardo Diaz", or "kill Ricardo Diaz"

Two teenagers who played the game were interviewed. The questions were:
a. what should you do in finishing the missions while you do not know the meaning of the word in the mission?
b. how do you solve the missions if the time force you to finish it fast?

The strategies which were used by the teenage gamers when they encountered with command and prohibition those were not understood by them
*   Guessing
    By guessing, sometimes it could make them finish the missions but sometimes they were failed. Playing the game with the short time which was given by the missions, make them could not find the meaning of the words in the dictionary at that time.
*   Memorizing the same words
    by memorizing the words which were often found in the last mission make them know what should they do in the missions
*   Trying to understand by seeing the familiar word for them in the missions
    The familiar words was like the name of the colors, parts of body and so on.

This particular study found out to build the vocabullary skill, rhe curiosity is essential one way to creat certain feeling toward that word. In this case the gamers feel dissappointed by their loosing. So the unknown word combined with dissappointment create retention. So for the next mission they will not missunderstand the command or prohibition again to finish the game well.

CONCLUSION

The participants were two junior high school students who have a basic English

Proficiency levels (starter) with such a low capacity in English comprehension. They reluctant to learn English. Their main reason is there were many words which they did not understand in English.

This current study showed eventhough these students have low capacity in understanding words in English but in GTA game they were still willing to play. And it was found that the feelings they attached to the particular words (in prohobition and command) was building retention. So, the conclusion is the game is a very effective way to buld vocabullary skill. From their willingness it could increase their motivation to translating the word in English.

For further research, it will be interesting to see another strategies to translate "unknown" word in different circumstances such as touristic places.

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