# AN ANALYSIS OF TRANSLATION TECHNIQUE IN GAME "MOUTHWASHING" BASED ON SKOPOS THEORY PERSPECTIVE

**Undergraduate Thesis**

**Submitted in partial fulfilment of the requirement for the Sarjana Sastra (S.S)**

**MUHAMMAD RANGGA WIRAYUDHA**

**212003516049**

**ENGLISH LITERATURE STUDY PROGRAM**

**FACULTY OF LANGUAGES AND LITERATURE**

**UNIVERSITAS NASIONAL**

**JAKARTA**

**2025**

# FORM OR APPROVAL

We hereby certifiy that MUHAMMAD RANGGA WIRAYUDHA, a registered student of this university an having completed the writing of his/her Undergraduate Thesis in accordance with His/Her requirement of the University, is declared ready for defense.

Title of Undergraduate Thesis

AN ANALYSIS OF TRANSLATION TECHNIQUE IN GAME "MOUTHWASHING" BASED ON SKOPOS THEORY PERSPECTIVE

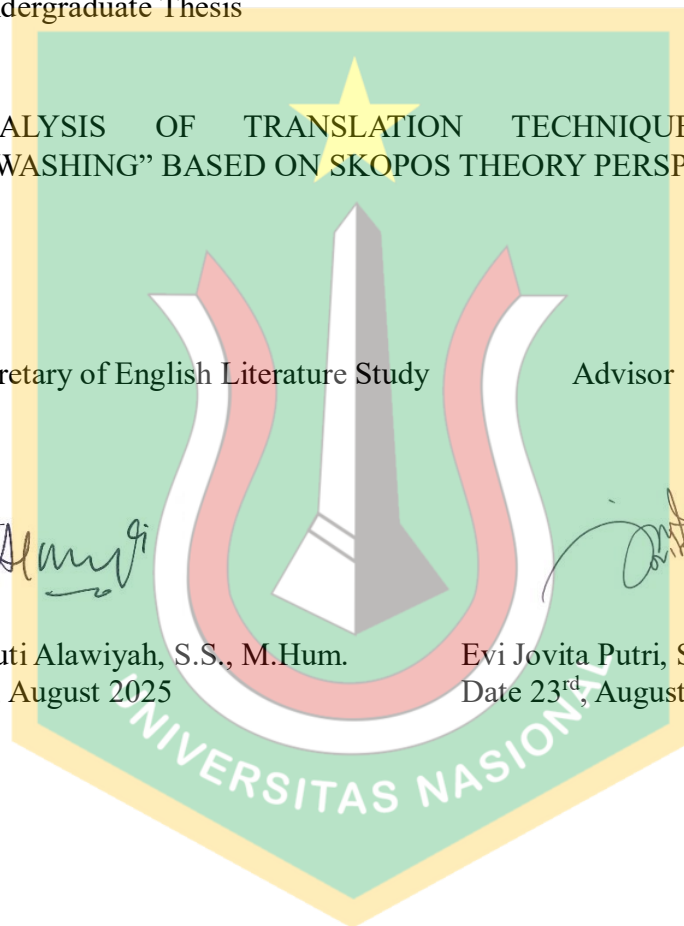Head/Secretary of English Literature Study Program                Advisor

Dr. Siti Tuti Alawiyah, S.S., M.Hum.          Evi Jovita Putri, S. Hum., M.A.
Date 23rd, August 2025                         Date 23rd, August 2025

# FORM OF RATIFICATION

Examined on this day, August 23rd, 2025 by:

Board of Examiners:

1. Dr. Zuhron, M. Hum.
   Chairman

2. Intan Firdaus, S.S., M. Hum.
   Secretary

3. Evi Jovita Putri, S. Hum., M.A.
   Advisor

Ratified on this day, August 23rd, 2025 by:

Head/Secretary of English Literature       Dean of the Faculty of Languanges
Study Program                                         and Literature

Dr. Siti Tuti Alawiyah, S.S., M.Hum.       Dra. Nana Yuliana, M.A., M.S.i., Ph.D

# FORM OF PLAGIARISM STATEMENT

The undersigned,

Name : MUHAMMAD RANGGA WIRAYUDHA

Student's Number : 212003516049

Study Program : English Literature

declares that, apart from properly referenced quotations, this Undergraduate Thesis entitled: AN ANALYSIS OF TRANSLATION TECHNIQUE IN GAME "MOUTHWASHING" BASED ON SKOPOS THEORY PERSPECTIVE

is my own work and contains no plagiarism, it has not been submitted previously for any other assessed unit on this or other degree courses.

I have read and understood the University Regulations on Conduct of Examinations.

Jakarta, 23rd August, 2025

MUHAMMAD RANGGA WIRAYUDHA

212003516049

# AKNOWLEDGEMENTS

Alhamdulillahi rabil 'alamin, the researcher expresses his highest gratitude to Allah S.W.T for blessing, love, opportunity, health, and mercy to complete this undergraduate thesis. This undergraduate thesis entitled "AN ANALYSIS OF TRANSLATION TECHNIQUE IN GAME "MOUTHWASHING" BASED ON SKOPOS THEORY PERSPECTIVE" is submitted in partial fulfillment of the requirements for the

*Sarjana Sastra* (S.S) at Faculty of Letter Universitas Nasional.

In arranging this thesis, a lot of people have provided motivation, advice, and support for the researcher. In this valuable chance, the researcher intended to express his gratitude and appreciation to:

1. My deepest gratitude goes to my parents, who have given me everything so that I can stand here with pride, and to my siblings, Sabila and Fadhli, who have cheered me up whenever I feel on my lowest.

2. I would also like to thank my extended family—my grandfather, grandmother, Uncle Apin, Aunt Noi, and all whose names I cannot mention one by one—for their support and assistance, which have always encouraged me to complete my studies and make them proud.

3. My gratitude also goes to my friends in the Pooloo Pooloo group, who have always accepted me no matter the circumstances. Many thanks to Rojak, Zegi, Amirah, Wulan, Paya, Alifah, Nisa, Ebi, and Bayu, who have accompanied and supported me throughout my studies, even until the completion of this thesis.

4. Thanks to my campus "Nongkrong" friends, who have always cheered me up and kept me company whenever I was sad. Special thanks to Yudis, Deandy, Ibiw, Favian, Nopal, Justito, and Mario.

5. Thank you to Evi Jovita Putri, S. Hum., M.A., my supervisor, who always guided me in completing this undergraduate thesis.

6. Thank you to Intan Firdaus, S.S., M. Hum, my academic supervisor, who volunteered to proofread this undergraduate thesis.

7. Thank you to Dr. Siti Tuti Alawiyah, S.S., M.Hum.  as the Head of the English Literature Study Program.

8. Thank you to Dr. Zuhron, M. Hum. as the chair of my undergraduate thesis examination.

Finally, I would like to thank everybody who was important to the successful realization of this undergraduate thesis. This undergraduate thesis is far from perfect,

but it is expected that it will be useful not only for the researcher, but also for the readers. For this reason, constructive thoughtful suggestions and critics are welcomed.

Jakarta, 23$^{rd}$ August, 2025

MUHAMMAD RANGGA WIRAYUDHA

# TABLE OF CONTENTS

# LIST OF PICTURES

# ABSTRACT

The rapid development of video games has increased the demand for high-quality translation, especially in genres that rely heavily on narrative and emotional engagement, such as psychological horror. This study investigates the translation of dialogues in the video game Mouthwashing (2024) using Skopos Theory and Molina & Albir's translation techniques. A descriptive qualitative approach was adopted to analyze 20 selected dialogues from the game, collected from English subtitles via YouTube gameplay walkthroughs, translated into Indonesian by the researcher, and validated by a qualified lecturer. The analysis focused on the application of Skopos principles (skopos, coherence, fidelity) and the translation techniques used. The results indicate that literal translation dominates, reflecting the translator's priority in maintaining semantic accuracy and structural fidelity, while other techniques, such as modulation and adaptation, were applied selectively to preserve cultural relevance and emotional impact. The study confirms that applying Skopos Theory ensures that the translated dialogues retain their communicative purpose, emotional intensity, and immersive experience for Indonesian players. This research contributes to the understanding of video game localization, demonstrating that a combination of literal translation with strategic use of other techniques can effectively maintain narrative coherence and psychological engagement in translated games, while also providing guidance for translators and developers seeking to enhance cross-cultural accessibility in interactive media.

Keywords: *Video game translation, Mouthwashing (2024), Skopos Theory, Molina & Albir; psychological horror, dialogue localization*