

FEEL MY SWORD! LOCALIZATION STRATEGIES AND QUALITY ASSESSMENT IN SKILL DESCRIPTION IN *TORAM ONLINE MMORPG*

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Abstract

In the MMORPG genre, a player's success depends highly on understanding their combat skills. Therefore, accurate video game localization is a vital bridge between developers and global players. The study reveals the type of description performed by *Toram Online MMORPG* in describing the combat skills and to reveal the localization strategies and its quality in translating the skill description in *Toram Online MMORPG*. The study employed a descriptive qualitative method since the data in this study is in form of textual and visual. The data of this research are obtained by taking screenshots while playing the game. In analyzing the data, Spradley's (2016) procedure is used by analyzing the data through 4 steps, namely domain, taxonomy, componential, and cultural theme analysis. The analysis utilizes Gardner's (1983) theory for description types, alongside Purnomo's (2019, 2025) frameworks for spatialization strategies and Ludic Localization Quality Assessment (LQA). The findings reveal that Faithful Description (161 data) is the dominant type, indicating a priority on technical accuracy. Regarding strategies, the translator predominantly employed Mediation (226 data) and Retention (138 data) to balance clarity with gaming terminology. Consequently, the localization quality is classified as "Tends to be Good" (average score 2.95), with 421 data points rated as "Good." The study concludes that *Toram Online's* localization successfully mediates complex mechanics without compromising information, effectively supporting the strategic optimization culture of its player base.

Keywords: *Localization Strategies, Localization Quality Assessment, Skill Description, Toram Online*

1. INTRODUCTION

Video game localization evolves with the development of technology and gaming industry. Goh et al., (2023) explained that the video game industry has evolved into a dominant force in the entertainment sector with significant economic implications, surpassing other traditional media industries. This rapid growth drives developers to expand their market reach through localization field. This phenomenon can be seen in recent years when game developers have started to localize various video games in various types of devices and genres,

especially mobile games. The genres of localized mobile games are various, ranging from fighting, adventure, *MOBA*, *FPS*, to *MMORPG*. One of the internationally popular *MMORPG* games is *Toram Online*, a game developed by *Asobimo Inc.* *Toram Online* is considered attractive because based on the update in *Google Playstore* in 23 September 2025, this game has been downloaded by more than 10 million android mobile users in the world. *Toram* offers a unique fixed classless combat system, where players can develop their characters freely with

various skill combinations. To ensure players can understand the battle system and game mechanics well, the game has been localized into various languages, including Indonesian.

In the localization process, the developer has translated most of the assets in the game, both narrative and mechanical. One asset that is quite influential in the gameplay of this game is the description of the skills. Skills are determining factors in gameplay, especially in the *MMORPG* genre. This is due to the importance of a good understanding of the skills in the game so that players can use these skills according to their wishes and needs. However, the translation of skill descriptions in the *Toram Online* game faces various challenges. Unlike regular text translation, video game localization deals with cultural artefacts and spatial constraints (Mangiron and O'Hagan, 2006; O'Hagan, 2016). Thus, localizing video game requires plenty of considerations, such as the number of characters, company policies, cultural and legal issues, and mechanical issues. For example, inaccurate or overly long translations can cause confusion for the player. This kind of confusion has the potential to disrupt their gaming experience. To solve this problem, diegetic and non-diegetic strategies are used in the translation of skill description text to keep it concise, clear, and appropriate to the game context.

Based on Purnomo (2019), diegetic and non-diegetic strategies are strategies used to translate video games with spatialization as main consideration. These two strategies are used by video game localizers so that the translations remain linguistically, culturally, and spatially acceptable. The difference between the two strategies lies in the adjustment of the translation. In the diegetic strategy, the translation

adjustment is based on textual elements, while in the non-diegetic strategy, the adjustment is based on graphic elements. However, the researchers limited the use of the strategies by only using the diegetic strategy. This is done with the consideration that in a skill description, game developer tends to modify the textual elements rather than graphic elements. An example of the use of diegetic strategy in translating skill descriptions in the *Toram Online* *MMORPG* game is as follows;



Figure 1. Flash Stab skill animation

SL: “Sharply attack an enemy with a quick movement.”

TL: “*Melancarkan serangan tajam ke musuh dengan cepat.*”

The example is a description of a skill called Flash Stab, one of the skills of the Halberd weapon. From this example, it can be seen that the skill description translation technique uses one of the diegetic strategies proposed by Purnomo (2019) in his theory. In this translation, there is a deletion of the word ‘movement’ from SL (Source Language). This deletion technique is an example of condensation technique, where the deletion is only at the semantic

level so that the meaning of the SL is still retained.

There have been many studies on strategies and qualities in video game localization. By utilizing the spatialization and ludification theories developed by Purnomo (2018, 2019), previous researchers analyzed how language elements in games are adapted to the boundaries of text space, game mechanic systems, and the culture of the localization target. For example, research by Mutiara Zaroh (2022) examined diegetic and non-diegetic strategies in pre-battle dialogue in *The King of Fighters All Star* game. The research assesses the quality of localization based on narrative structure, symbiotic diegesis, and the level of localization. Similarly, research from Nabil Aqib (2024) explored the achievement feature in the game *Genshin Impact*. His research assesses how diegetic strategies affect the quality of localization in the context of textual and systemic achievements. Both studies highlight the importance of choosing the right translational strategy to maintain narrative-mechanical connectedness and cross-cultural play experience.

Meanwhile, some other studies expand the context of objects and genres. For example, Aya Nova Annisa's (2019) research focused on analyzing subtitles in *Sastratsuki*, an Indonesian casual game. Her research also became the foundation for Aulia Reza Fahlefi (2022) to research the game *Rise of Kingdoms*. Her research focused on the catchphrases of the characters in the game. A year later, Rachmad Panji (2023) examined quick chat features in three *MOBA* games, namely *Mobile Legends Bang-Bang*, *Arena of Valor*, and *Heroes Evolved* with the same theory. In general, all of these studies strengthen Purnomo's (2019) theoretical position in analyzing local and global games across genres.

However, there is an important gap that remains unexplored. Judging from the game genre that became the object of previous studies, there has not been any application of spatialization and ludification strategies in the context of *MMORPG* (massively multiplayer online role-playing game) games such as *Toram Online*. To fill the gap, this research is conducted to find out the effectiveness of localization strategies when used to translate skill descriptions from *MMORPG* genre games without changing or breaking the mechanical-narrative cohesion in the game. Departing from this gap, the researchers has formulated three problem formulations that become the main discussion.

The first research question is what are the types of description performed by *Toram Online MMORPG* in describing the combat skills. To answer the first question, the researchers utilized a theory about the types of description that is proposed by Gardner (1983). This theory divides the types of description into 2 types named faithful and unfaithful. The second question is what are the diegetic strategies applied in translating the skill description in *Toram Online MMORPG*. For this question, the researchers used the theory of spatialization-based localization strategies proposed by Purnomo (2019) to categorize localization strategies are used in localizing skill descriptions in the *Toram Online* game. To categorize what techniques are used, Purnomo (2019) has formulated 7 main techniques in diegetic strategy to translate video games. Then the last question is how is the localization quality of the skill description in *Toram Online MMORPG*. To answer this question, the researchers used the theory of ludic localization quality assessment that is also proposed by Purnomo (2025). This theory focuses

on how reliable the localization results of video games from the source language into the target language based on three main aspects, namely linguistic meanings, cultural references, and spatial constraints. These theories were chosen because of their practical suitability which provides a variety of relevant categories to ensure the categorization and assessment done precisely and effectively.

2. LITERATURE REVIEW

In this section, the researchers explained about the theoretical framework used to analyze the localization of skill descriptions in *Toram Online MMORPG*. The research relies on three main theories. First, Gardner's (1983) Types of Description theory is used to classify the text's accuracy. Second, Purnomo's (2019) Diegetic Strategy is used to identify the localization techniques applied to handle spatial constraints. Third, Purnomo's (2025) Ludic Localization Quality Assessment (LQA) is used to evaluate the final translation quality. These three frameworks are chosen because they provide practical categories to measure video game localization effectively.

2.1. Types of Description

Gardner (1983) in his book entitled *The Art of Fiction* divides types of description into two main categories, namely faithful description and unfaithful description. Faithful description is a type of description that corresponds to reality, meaning that this type of description presents details based on facts as they are. The goal is to give readers a sense of real presence, as if they could actually see or touch the object. Meanwhile, unfaithful description is a form of description that deviates from reality for artistic effect. Artistic effect here can mean that the writer may exaggerate, distort, or use symbolic

language to emphasize mood, theme, or character perspective. Both are equally valid in fiction. Their only difference is in their focus. Faithful description helps build a credible world, while unfaithful description enriches emotional or symbolic meaning.

2.2. Diegetic Strategy

Diegetic strategy is one of spatialization strategies in localizing a video game. Spatialization strategies refer to the strategies deployed in relation to restrictions on the space usages or character counts, which pose a challenging task for translators to convey messages in video game translation (Mangiron & O'Hagan, 2013). The need for spatialization strategies arises not only from screen limitations but also from the nature of localized text itself. Pym (2005) describes this as a process of 'natural-string replacement' within chunks, which threatens the person-to-person aspect of communication. Therefore, strategies like condensation and mediation are essential to restore the communicative value of these isolated skill descriptions within the limited UI space. Based on Purnomo's theory about ludification-based localization strategies (2019), there are two main strategies to solve the spatial problem, namely diegetic and non-diegetic strategy. Diegetic strategy focuses on how translator utilizes various textual strategies to keep the number of characters in the target text the same or less than the original text. Meanwhile, non-diegetic strategy focuses on applying graphical exploitation in adjusting the number of characters.

In this study, the researchers used diegetic strategies by Purnomo (2019) to categorize the techniques used in translating skill descriptions in *Toram Online*. There are seven techniques categorized into diegetic strategies. The

first one is abbreviation, a strategy to abbreviate words by adjusting the suitability of the message to the dialog box. Second one is condensation, which is a strategy to condense meaning either by taking the core of the meaning or prioritizing certain meanings over others. Similarly, omission is a strategy to remove some words or concepts from the source language of the text both semantically and syntactically. Then symbolization, a strategy to convert words into symbols or signs. The next one is retention. Retention is a strategy to retain source language words or terms that are accepted by the gamer culture and can be fatal if translated. The sixth one is mediation, a strategy to use synonymous expressions of expressions that have the same or fewer number of characters as the main consideration. And the last one is violation, which is a strategy to break the rules of grammar and punctuation.

2.3. Localization Quality Assessment

Purnomo (2025) states in his article entitled *Lookin' Good: Ludic Localization Quality Assessment for Video Games* that LQA has been using general rubrics (e.g., for software/applications). That makes LQA not entirely suitable for video games. There are few factors that enhanced this statement. The first one is a statement by Aarseth (1997), which said that video game has ergodicity (players must strive to navigate non-trivial paths). The second one is from Frasca (2013), which stated that video game also has ludology. Ludology is the mechanization of games that shapes the gaming experience. Then the last factor is video game has prosthetic communication. As stated by Purnomo (2019), prosthetic communication means a unique communication between players and avatars in the game.

In assessing video game localization by using this theory, there are 3 main parameters that will be our focus. The first one is linguistics meanings, which is assessing the clarity of meaning. The second is cultural references which is assessing whether localization is appropriate for the gaming culture and target market. And the last is spatial constraints, which assess whether the text fits in the space (dialog box, UI, subtitles).

Linguistic meanings parameter assesses whether the meaning of the message is conveyed clearly and accurately. This means the clearer and the more accurate the translation is, the higher score it gets. The focus here is to assess if there is any ambiguity or bias. There are 3 scoring rubrics in this parameter. The best translation with no ambiguity or bias will get 3 score. The ambiguous translation which has unclear meaning will get 2 score. And the biased translation which contain subjectivity that caused the meaning to be distorted will get 1 score.

Then, cultural references parameter assesses the suitability of the translation to the target culture and gaming community. This means the closer the translation to the target culture, the higher score it gets. This is related to the ideology of the translation itself whether using foreignization, domestication, or neutralization. The best translation using domestication ideology will get 3 score. The neutralized translation will get 2 score. Last, the translation with foreignization ideology will get 1 score. But there is an exception, if the translation use foreignization ideology to retain the gaming culture, then the translation would get 3 score.

Lastly, spatial constraints parameter assesses whether the localized text fits in the available space (dialog box, menu, subtitles). The scoring is based on how

good the spatial problem is solved. If the spatial constraint is resolved without any spatial breach, then it will get 3 score. If the spatial constraint is solved but there is still any spatial constraint remained, then it will get 2 score. If the spatial constraint is not solved, then it will get 1 score. To solved the spatial constraints occurred, a localization strategy developed by Purnomo (2019) was used, which includes seven diegetic strategies and five non-diegetic strategies.

These three parameters are the indicator of how good the translation is in the perspective of ludification. In the context of translation, ludification involves breaking standards to generate a playful effect while maintaining message accuracy (Purnomo et al., 2021). As noted by Bernal-Merino (2020), a translation can be grammatically correct but unsuitable for the gaming experience. Therefore, these three parameters actually have different parametrical weights. The linguistics meaning parameter has 3 weight, cultural reference has 2 weight and spatial constraint has 1 weight only. The final score is determined by multiplying each parameter’s score by their own weight and then divide the total by 6.

After finding the final score, the next step is determining the quality of the localization based on the following score;

Table 1. The quality of LQA

No	Scores	Quality
1	1	Poor
2	1 – 1,5	Tends to be poor
3	1,5 – 2	Tends to be average
4	2	Average
5	2 – 2,5	Tends to be average
6	2,5 – 3	Tends to be good
7	3	Good

3. RESEARCH METHOD

This research used descriptive qualitative design to examine the localization strategies involved in the translating the skill description in *Toram Online MMORPG*. According to Creswell and Creswell (2018), qualitative research is an approach for exploring and understanding the meaning individuals or groups ascribe to a social or human problem. This design is appropriate for this study as it seeks to interpret the specific localization strategies applied in the game's textual and visual context. The textual data in this study consists of the description of the skills in *Toram Online MMORPG*. This data form is used to find out the localization strategy and its quality. Meanwhile, the visual data consists of scenes that visualize the description given through images, motions, movements, and visual effects. This data form is used to analyze the whether the skill description describes the skills based on reality or not. The researchers collected the data with documentation technique by playing the game and taking screenshots from both the game’s skill descriptions and the gameplay of the game itself.

The data obtained were analyzed by applying Spradley’s (2016) analytical techniques consisting of domain, taxonomy, componential, and cultural theme analysis. The domain of this study uses the combat skill category in *Toram Online MMORPG* to classify skills based on their functions consisting of weapon skills, buff skills, and assist skills. Then for the taxonomy of this research, the researchers classified the domain analysis further with its specific categories. In this context, the three types of combat skills are classified into further types. There are blade skills, shot skills, magic skills, martial skills, halberd skills, and mononofu skills for the weapon skills category. Then, there

are shield skills, hunter skills, dagger skills, and assassin skills for the buff skills category. Finally for the assist skill category, there are survival skills and support skills. As for the componential analysis, the researchers divided these skills into their upgradable tiers from first tier until fifth tier. Finally, the researchers tried to analyze the cultural theme by revealing the dominant type of description, dominant strategy used to localize the skill description in Toram Online MMORPG and also its quality. Lastly, the researchers conducted FGD (Focused Group Discussion) in order to make sure that the data found are valid.

4. RESULT AND DISCUSSION

4.1. Result

The analysis of *Toram Online*'s combat skill description shows various findings related to the types of description and diegetic strategies including its quality. Then, the findings were analyzed using the theories for each classification.

For the faithful and unfaithful description analysis, there have been 173 findings based on the number of the skills as shown in the following table;

Table 2. Findings for types of descriptions

Types of Description	Frequency
Faithful	161
Unfaithful	12
Total	173

These findings in the table 2 consisted of 161 faithful descriptions and 12 unfaithful descriptions.

However, those 173 combat skill descriptions could contain more than 1 technique in their translated version in Indonesian. Thus, the researchers have found 445 diegetic strategy usage in translating the skill description from

English into Bahasa Indonesia. The frequency of each technique is provided in the table below;

Table 3. Findings for diegetic strategy

Diegetic Strategy	Frequency
Abbreviation	2
Condensation	57
Omission	14
Symbolization	8
Retention	138
Mediation	226
Violation	0
Total	445

In table 3, the findings contain all of the techniques of diegetic strategy except violation. There are 2 abbreviations, 57 condensations, 14 omissions, 8 symbolizations, 138 retentions, and 226 mediations.

All the techniques in the diegetic strategy used in each of the finding produce various qualities. Here is the table for the frequency of each localization quality found;

Table 4. Findings for localization quality

Localization Quality	Frequency
Good	421
Tends to be good	2
Average	21
Tends to be average	1
Poor	0
Tends to be poor	0
Total	445

From table 4, it can be seen that the findings for the quality show that there is no poor or tends to be poor quality in the skill description localization. The researchers found 421 good qualities, 2 tends to be good qualities, 21 average

qualities, and 1 for the tends to be average.

The example of the findings in the discussion section are selected randomly to fulfill the portrayal of each classification. Thus, the connection between those 3 results is discussed after the discussion.

4.2. Discussion

Faithful and Unfaithful Skill Description

In this section, the examples given are the animations of the skills including their description in SL and TL.

1) Faithful Description

Faithful description is a type of description that is suitable to the object it describes (Gardner, 1983). In this research, this type of description describes the visual elements and mechanical elements of the skill in an appropriate way. The researchers have found 161 skills that used this type of description. The weapon skills category consists of 16 blade skills, 19 shot skills, 18 magic skills, 18 martial skills, 18 halberd skills, and 16 mononofu skills. For the buff skills category, there are 9 shield skills, 14 hunter skills, 6 dagger skills, and 7 assassin skills. Lastly, the assist skill category consists of 7 survival skills and 13 support skills. Here is one of the examples;



Figure 2. Hammer Slam skill animation

SL: “Performs a narrow-range attack around the targets as if you are slamming them down. Guarantees a critical hit on targets immobilized by Flinch or other status ailments. **MP Cost becomes 0** if used consecutively”

TL: “Menyerang *bagai membanting target* dengan serangan area yang berpusat pada target. Menjamin kritikal pada target yang bergidik atau tidak dapat bergerak. **MP Cost jadi 0** bila digunakan secara beruntun.”

The descriptions above are from a blade skill’s first tier named Hammer Slam. The skill descriptions, both from English and Bahasa Indonesia, described the skill’s performance visually and mechanically. The visualization of the descriptions can be seen from figure 2 where the character attacks the target with slamming motion and causes a sparking effect as said by the descriptions. For the mechanical function, the skill has 1 MP Cost if the players use it for the first time in a battle. But on the next usage the skill will not cost any MP at all unless the players use other skills. Based on this analysis, the skill description of *Hammer Slam* is considered as faithful description.

2) Unfaithful Description

Unfaithful description is a type of description that does not match with the thing being described (Gardner, 1983). In this study, the unfaithful description is identified when a skill description only match either the visual elements or the mechanical elements only. For this type

of description, the researchers found 12 skills that is described unfaithfully. There are 5 blade skills, 1 shot skill, 1 magic skill, 1 mononofu skill, 1 hunter skill, and 3 assassin skill. Here is the example;



Figure 3. Paralysis Shot skill animation

SL: “Shots the target with a **paralysis poison**. Wind element attack. Dual element with Arrow. Chance to **inflict [Paralysis]** on the target and when successful, damage dealt greatly increases. Increase your Stability for a while.”

TL: “Serangan *beracun dan melumpuhkan*. Serangan berunsur angin. Unsur ganda dengan Panah. Berpeluang *memberi status “Lumpuh”* ke target dan bila berhasil, daya meningkat drastic. Stabilitas naik sesaat ketika skill berhasil.”

The descriptions above are from a shot skill’s second tier called *Paralysis Shot*. The skill descriptions, both in English and Bahasa Indonesia, failed to describe the skill’s visualization. The description clearly states that the attack is a poisoned attack that can paralyze the target. Unfortunately, the animation of the skill itself shows an attack with a white flash

and lightning-like strike which does not contain any characteristic of poison. However, the description still faithfully describes the mechanical elements like the Paralyzed status inflicted after hitting the target. Based on this analysis, the skill description of Paralysis Shot is considered as unfaithful description since it only accurately depicts the mechanical elements, but deviates from the visualization of skills.

Techniques in Diegetic Strategy

In this section, the examples provided are the descriptions of skills in SL and TL. From 173 skills, there have been found 445 techniques in translating their descriptions. The explanation of the techniques will follow the findings in the examples because one skill can contain more than one technique. Here are the following examples;

1) Vertical Air Skill

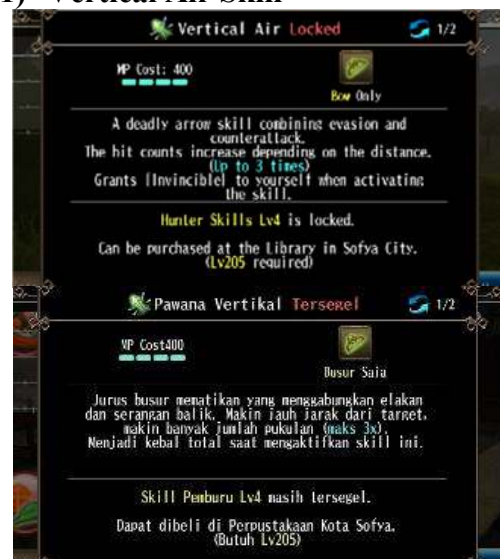


Figure 4. Vertical Air skill descriptions

The descriptions above are from a third-tier hunter skill named Vertical Air. Here, the translation of the description in Bahasa Indonesia contains 3 techniques in diegetic strategy. These techniques including abbreviation, symbolization, and mediation. The abbreviation

technique is utilized to translate the mechanical description of this skill, especially in the “**up to 3 times**” part. This part is translated into “**maks 3x**” in the Indonesian version. Here, the game developer abbreviated the word that is supposed to be “**maksimal**” into “**maks**” due to efficient space management. For the symbolization technique, it can be seen from the part when the developer symbolized the phrase “**3 times**” into “**3x**”. It is a common technique to use in order to save more space in the dialogue box. Lastly for the mediation technique, the developer used this technique to translate the first sentence of the description. Here, the phrase “**A deadly arrow skill**” is translated into “**Jurus busur mematikan**”. In Bahasa Indonesia, “**arrow**” literally means “**anak panah**”. However, the developer translated it into “**busur**” which is quite inaccurate semantically, but effective in the perspective of spatialization.

2) Serum Skill

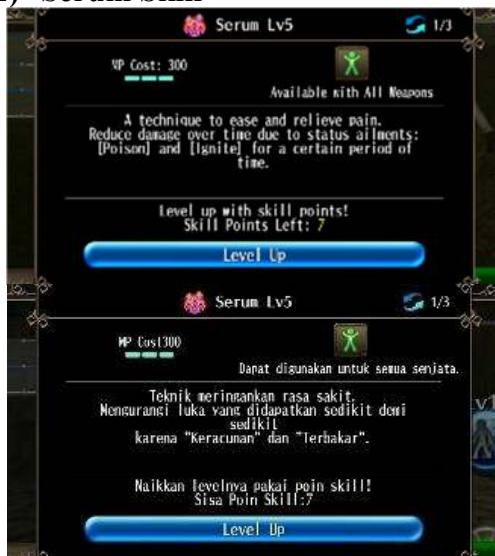


Figure 5. Serum skill descriptions

Here is the second example from an assassin skill’s second tier called Serum. The translation of this skill description contains 2 techniques, they are condensation and omission. The

condensed part can be seen on the translation of the first sentence. The phrase “**to ease and relieve pain**” is translated into “**meredakan rasa sakit**”. The developer utilized this strategy due to minimize the space usage and also because both “**ease**” and “**relieve**” means “**meredakan**” in the context of pain Bahasa Indonesia. Meanwhile, the omitted part can be seen on the second sentence. In the English version, there is a phrase that says “**for a certain period of time**”. But this phrase is deleted in the Indonesian version.

3) Meikyo Shisui Skill

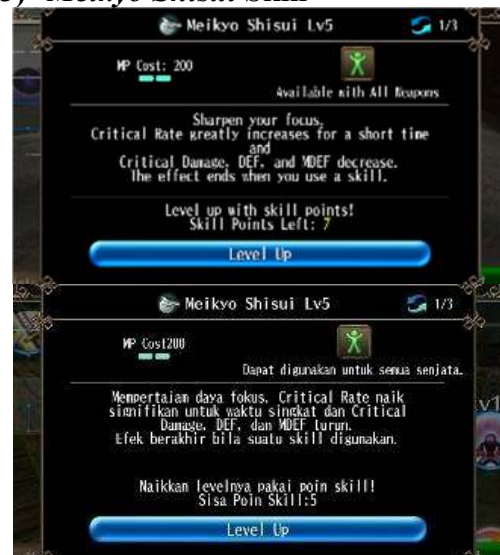


Figure 6. Meikyo Shisui skill descriptions

The next example is the descriptions from monofu skill’s second tier named Meikyo Shisui. In this description, the developer utilized retention technique to translate it into Bahasa Indonesia. This technique is used to translate some specific gaming terms contained in the description, such as “**Critical Rate**”, “**Critical Damage**”, “**DEF**”, and “**MDEF**”. This action was done in order to maintain the spatial usage and also to prevent the confusion among the gamers when playing the game since these terms are more familiar to them in the source

language instead of in the target language.

Ludic LQA

The examples provided in this section are the scoring process of the skill description translation. As said in the finding section, each technique used produce various result of quality. Here are the following examples;

1) Good Quality

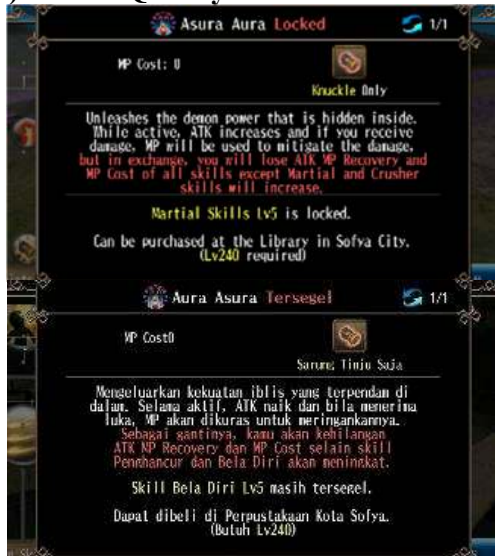


Figure 7. Asura Aura skill descriptions

The descriptions above are from a fifth-tier martial skill called *Asura Aura*. In the translated version of this description, there are several specific gaming terms that are not translated. These terms are retained by using the retention technique of diegetic strategy. One of them is “ATK MP Recovery”. To determine the quality of this translation, the assessment is divided into 3 parameters, namely linguistic meaning, cultural reference, and spatial constraints.

For the linguistic meaning, the translation is analyzed to determine whether the meaning is ambiguous, biased, or neither. Since there is no change in this translation, the meaning is completely transferred and there is no

ambiguity or bias in this parameter. As the result, the score for this section is 3.

For the cultural reference, the grading system is based on translation ideology. Actually, retention technique is included into borrowing techniques and as the result, the ideology of the translation is foreignization. However, the retaining process of the gaming term fits perfectly in the gaming culture among the players. Thus, the score for this part is also 3.

For the spatial constraint, the scoring process is based on the usage of the spatial strategies to resolve spatial problems. In this translation, the process has already involved retention technique which is a part of the diegetic strategy. And also, there is no spatial breach in the dialogue box of the text. This brings the score for this section to 3.

After determining the scores of each parameter, the next step is multiplying each score by their parametrical weights. There are 3 weights for linguistic meaning, 2 weights for cultural reference, and 1 weight for spatial constraint. After finding the total score, the last step is to divide the total score with 6 which is derived from the total points of the weights. The total scoring for this translation is;

$$\begin{aligned} & (LM \times 3) + (CR \times 2) + (SC \times 1) \\ & = (3 \times 3) + (3 \times 2) + (3 \times 1) \\ & = 18/6 \\ & = 3 \text{ (Good)} \end{aligned}$$

2) Tends to be Good Quality





Figure 8. Berserk skill descriptions

The descriptions above are from a blade skill's fourth tier named *Berserk*. In the Indonesian version, there are several specific gaming terms that are not translated. Similar to the previous example, these terms are retained by using the retention technique. One of them is “**Stability**”. To determine the quality of this translation, the assessment is divided into 3 parameters.

For the linguistic meaning, the translation is analyzed to determine the linguistic suitability of the meaning. Since there is no change in this translation, the meaning is completely transferred and there is no ambiguity or bias in this parameter. Thus, the score for this parameter is 3.

For the cultural reference, the grading system is based on translation ideology. Just like the previous example, retention technique is included into borrowing techniques and as the result, the ideology of the translation is foreignization. However, there is a consideration related to the gaming culture among the players. As the result, the score for this part is also 3.

Lastly for the spatial constraint, the process has already involved retention technique which is a part of the diegetic strategy. Unfortunately, there is a spatial breach in the dialogue box of the target text. This affected the score for this section to become 2.

After determining the scores of each parameter, the next step is finding the total score and dividing the total score

with 6. The total scoring for this translation is;

$$\begin{aligned} & (LM \times 3) + (CR \times 2) + (SC \times 1) \\ & = (3 \times 3) + (3 \times 2) + (2 \times 1) \\ & = 17/6 \\ & = 2,83 \text{ (Tends to be Good)} \end{aligned}$$

3) Average Quality

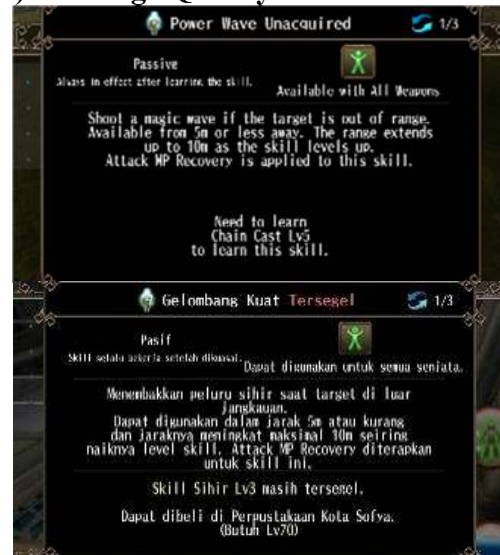


Figure 9. Power Wave skill descriptions

The descriptions above are from a third-tier magic skill called *Power Wave*. In the target text, there is a usage of mediation strategy in translating the phrase “**a magic wave**” into “*peluru sihir*”. To determine the quality of this translation, the assessment is divided into 3 parameters.

For the linguistic meaning of this example, the meaning transferred is biased. It is because the phrase “*peluru*” literally means “**bullet**” in Indonesian. Even though the mediation techniques succeeded in maintaining the space usage, the actual meaning is sacrificed and might lead to misunderstanding. Thus, the score for this parameter is 1.

For the cultural reference, mediation technique can be defined into modulation technique because it changes the players' focus in seeing the translated concept. The word “**wave**” in SL focuses

on the shape of the projectile, while the word “*peluru*” in TL focuses more on the function of the projectile. Thus, the ideology of the translation is domestication. As the result, the score for this section is 3.

For the spatial constraint, the process has already involved mediation technique which is a part of the diegetic strategy. And also, there is no spatial breach in the dialogue box of the text. As the result, the score for this parameter is also 3.

After determining the scores of each parameter, the next step is finding the total score and dividing the total score with 6. The total scoring for this translation is;

$$\begin{aligned} & (LMx3)+(CRx2)+(SCx1) \\ & =(1x3)+(3x2)+(3x1) \\ & =12/6 \\ & =2 \text{ (Average)} \end{aligned}$$

5. CONCLUSION

Based on the analysis of skill description in *Toram Online MMORPG*, there were found 173 data for the description types by Gardner (1983) that were then classified into 161 faithful descriptions and 12 unfaithful descriptions. Based on this, it can be seen that faithful description type dominates the data quantity. This proves that the translators tended to prioritize technical accuracy, which is considered vital to the *Toram* player culture. Moreover, the majority of *Toram* players enjoy experimenting with character optimization (min-maxing strategy).

Next, findings for diegetic strategies were found in a total of 445 entries of data. There were 2 abbreviations, 57 condensations, 14 omissions, 8 symbolizations, 138 retentions, 226 mediations, and 0 violation. In this section, the dominant data is mediation with a total of 226 data points. This means that mediation plays a crucial role

in explaining the mechanical concepts in the game in a more acceptable style in the target language. Supported by the role of retention with 138 data, game developers want the descriptions of the skills in this game to be understood as fully as possible by balancing the use of the original concepts in the source language and their explanations in the target language.

Finally, for the localization quality assessment for each technique in the diegetic strategy, 445 data points were found. Here is a very significant dominance of the good classification with 421 data points. The results are very much in contrast compared to the average category with 21 data, tends to be good with 2 data, and tends to be average with only 1 data even 0 data for poor and tends to be poor. Based on the data found, the average score for all the data is **2,95** and classified as **Tends to be Good quality** as the result. The dominance of good quality without any poor quality confirms that the translator's efforts in mediating English language structures into Indonesian are very effective. This implies that language intervention tends not to compromise the accuracy of information, but rather improves readability. As a result, the high quality of the translation guarantees precision for players to develop more optimal playing strategies within the *Toram Online* ecosystem.

This study has successfully identified the characteristics of translation in *Toram Online* technical texts. However, the scope of this research is still limited to the description of skills. Therefore, further research is highly recommended to expand the research object to the narrative aspects of the game. For example, researchers can analyze the main mission dialogues or lore items as the focus of the research. This expansion is very important to

reveal whether the dominance of mediation techniques is consistent across all elements of the game, or whether narrative texts actually require a more creative approach. In addition, future research is also highly recommended to move on to the player acceptance stage by directly involving the player community. The research can be conducted through surveys or interviews. This approach aims to validate these findings in a more empirical way. Empirical validation is needed to prove whether the status of good quality based on text analysis is truly in line with players' gaming comprehension in the game.

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