



REFERENCES

- Andriyanto, A., & Wibowo, T. (2023). Exploratory study of how gacha system in mobile video game affect player's enjoyment: a case study of Indonesia. *Jurnal Cahaya Mandalika* ISSN 2721-4796 (online), 4(1), 705-715
- Apriyanti, T., Wulandari, H., Safitri, M., & Dewi, N. (2016). Translating theory of English into Indonesian and vice-versa. *Indonesian Journal of English Language Studies (IJELS)*, 2(1), 38-59.
- Arsenault, D. (2009). Video Game Genre, Evolution and Innovation. *Eludamos: Journal for Computer Game Culture*, 3(2), 149–176. <https://doi.org/10.7557/23.6003>
- Bai, D., Chen, L., Shang, Z., Wang, Y., & Guan, G. (2022). Esports industry, video game industry and economic growth: An empirical research in China. <http://dx.doi.org/10.2139/ssrn.4074000>
- Bright S. (2023). Product. Google Play's best apps and games of 2023. *GooglePlay*. <https://blog.google/products/google-play/google-play-best-apps-games-2023/>
- Brislin, R. W. (1976). *Translation: Application and research*. New York: Gradner Press Inc.
- Borwankar P.V. (1995), *Research methodology*. New Delhi: Seth Publisher
- Bowen, G.A. (2009), "Document Analysis as a Qualitative Research Method", *Qualitative Research Journal*, Vol. 9 No. 2, pp. 27-40. <https://doi.org/10.3316/QRJ0902027>
- Catford., J.C (1965). *A Linguistic Theory of Translation*. London Oxford University Press. Pages: 1-80.
- Chiang, B. (2016). *A comparative study of translation strategies applied in dealing with role languages. : A translation analysis of the video game Final Fantasy XIV (Dissertation)*. <https://urn.kb.se/resolve?urn=urn:nbn:se:du-21697>
- Codakid (2025), codakid.com, "video game genres" <https://codakid.com/video-game-genres/>
- Creswell, J. W. (2012). *Qualitative inquiry & research design: Choosing among five approaches* (4th ed.). Thousand Oaks, CA: Sage. p. 274
- Engelstätter, B., & Ward, M. R. (2022). Video games become more mainstream. *Entertainment Computing*, 42, 100494. <https://doi.org/10.1016/j.entcom.2022.100494>
- Eyckmans, J. (2017). Cultural competence in translation studies and its assessment. In *Towards transcultural awareness in translation pedagogy* (pp. 209-229). LIT Verlag.



- Esposito, N. (2005). A Short and Simple Definition of What a Videogame Is. *ResearchGate*, 2-6. DOI: <https://doi.org/10.26503/dl.v2005i1.177>
- Fitria, T. N. (2020). Translation Technique of English to Indonesian Subtitle in “Crazy Rich Asian” Movie. *ELS Journal on Interdisciplinary Studies in Humanities*, 3(1), 51–65. <https://doi.org/10.34050/els-jish.v3i1.8415>
- Franceschini, S., Bertoni, S., Lulli, M., Pievani, T., & Facoetti, A. (2022). Short-term effects of video-games on cognitive enhancement: The role of positive emotions. *Journal of Cognitive Enhancement*, 1-18.
- Game Award (2025). Highlight. Best Mobile Game Category. *Game Award*. <https://thegameawards.com/rewind/year-2023>
- Giulia Interesse (2024, February 22). China’s Gaming Industry: Trends and Regulatory Outlook 2024. *China Briefing*. <https://www.china-briefing.com/news/chinas-gaming-industry-trends-and-regulatory-outlook-2024/>
- Google Play (2021). About The Application. *GooglePlay*. <https://play.google.com/store/apps/details?id=com.mihoyo.hoyolab>
- Gruerber, M., Yetter, D. (2024). Report 2024 Economic Impact Report. The Entertainment Software Association
- Honkai Star Rail (2023). About Game. *GooglePlay*. <https://play.google.com>
- HoYoverse (2024). Home. *HoYoverse*. <https://www.hoyoverse.com/en-us/>
- Hoyoverse News (2025). Penjelasan Update Versi 3.2 "Melewati Rumpun Bunga di Tanah Peristirahatan". *Hoyoverse*. <https://hsr.hoyoverse.com/id-id/news/155407>
- Hoyoverse News (2023). Version 1.1 Version 1.1 "Galactic Roaming" Update and Maintenance Notice 5/Juni/2023. *Hoyoverse*. <https://hsr.hoyoverse.com/en-us/news/111764>
- Hutauruk, B. S. (2022). ENGLISH BORROWING TRANSLATION FROM ENGLISH INTO INDONESIAN SUBTITLE IN THE REDEEMING LOVE FILM. *Journal of English Language and Culture*, 13(1). <http://dx.doi.org/10.30813/jelc.v13i1.3657>
- Jakobson, R. (2000) "On Linguistic Aspect of Translation" dalam Laurence Venuti (ed) *The Translation Studies Reader*. London, New York: Routledge
- Larson, M. L. (1985). *Meaning Based Translation: A Guide to Cross Language Equivalence*. Lanham: University Press of America
- Levy, J. (2000). *Translation as Decision process*. Ebook



- McGonigal, J. (2011). *Reality is broken: Why games make us better and how they can change the world*. Penguin.
- Miles & Huberman. (1984). *Qualitative Data Analysis: a method sourcebook*. Arizona State University. – Third edition. USA
- Molina, L. & Hurtado Albir, A. (2002). Translation Techniques Revisited: A Dynamic and Functionalist Approach. *Meta*, 47(4), 498–512. <https://doi.org/10.7202/008033ar>
- Mustafa, F. (2019). English Vocabulary Size of Indonesian High School Graduates: Curriculum Expectation and Reality. *Indonesian Journal of English Language Teaching and Applied Linguistics*, 3(2), 357-371.
- Nida, E. A., & Taber, C. R. (1969). *The theory and practice of translation*. Leiden: E. J. Brill.
- Obdržálková, V. (2016). Translation as a decision-making process: an application of the model proposed by Jiří Levý to translation into a non-mother tongue.
- Osmanovic, S., & Pecchioni, L. (2016). Beyond entertainment: motivations and outcomes of video game playing by older adults and their younger family members. *Games and Culture*, 11(1-2), 130-149.
- Pavlovic, D. (2020). hp.com. “Video Game Genres: Everything You Need to Know” <https://www.hp.com/us-en/shop/tech-takes/video-game-genres>
- Player Auction (2025) Honkai Star Rail Player Count 2025. Honkai Star Rail Player Count - Google Data. *Playerauction*. <https://www.playerauctions.com/player-count/honkai-star-rail/>
- Player Auction (2025). How Many People Play Genshin Impact in 2025. *Playerauction*. <https://www.playerauctions.com/player-count/genshin-impact/>
- Prasetya, X. F. S., & Anggapuspa, M. L. (2022). Analisis Visual Desain Karakter Xiao Dalam Game Genshin Impact. *BARIK - Jurnal S1 Desain Komunikasi Visual*, 4(2), 185–198. <https://ejournal.unesa.ac.id/index.php/JDKV/article/view/50333>
- Selltiz, C. A. (1962). *Research methods in social sciences*. New York: the Society for the Psychological Study of Social Issues.
- Setiawan, A. P. (2022). Perbandingan Dialog Bahasa Mandarin Dengan Teks Terjemahan Bahasa Indonesia Karakter Gim Genshin Impact. *Century: Journal of Chinese Language, Literature and Culture*. DOI: <https://doi.org/10.9744/century.10.2.62-73>
- Shahbazi, N. (2025), pizune.com, “video game genres” <https://pixune.com/blog/video-game-genres/>



Thomala L. L (2025). Annual revenue and net profit of miHoYo Co., Ltd. from 2020 to 2022. *Statista.com*. <https://www-statista-com.translate.goog/statistics/1265527/mihoyo-annual-app-revenue>

Umyati, A. D., Warna, D., & Amrina, R. D. (2022). Challenges in translating Indonesian to English and English to Indonesian of narrative texts (A study of English education study program students at UIN Raden Fatah Palembang). *Literal: English Teaching and Learning Journal*, 1(1), 45-58.

Utami. M, & Satyaningrum. N. (2022). Translation Techniques of Indonesian Subtitle in Our Planet Documentary Series. *Jurnal Bahasa dan Sastra*, 1-6. <https://doi.org/10.31294/wanastra.v14i2.1315>

Winarto, E. (2021). *Word Order: Case Study of Scrambling & Object Shift in Indonesian*. Cornell University.