UNIVERSITAS
GADJAH MADA
Non-Professional Sight Translation in Digital Entertainment: Strategies and Cognitive Efforts in Windah Basudara's Live Stream of BrokenLore: Don't Watch
Fadhilla Ilhami Husna, Andri Handayani, S.S, M.A
Universitas Gadjah Mada, 2026 | Diunduh dari http://etd.repository.ugm.ac.id/

TABLE OF CONTENTS

HALAMAN PENGESAHAN iii
PERNYATAAN BEBAS PLAGIASI iv
ACKNOWLEDGEMENT v
ABSTRAK vi
ABSTRACT vii
TABLE OF CONTENTS viii
LIST OF FIGURES x
LIST OF TABLES xi
CHAPTER 1 INTRODUCTION 1
1.1 Background of the Study 1
1.2 Objectives of the Study 5
1.3 Scope of the Study 5
1.4 Significance of the Study 6
1.5 Literature Review 7
CHAPTER 2 RESEARCH METHODS 11
2.1 Theoretical Framework 11
2.1.1 Interpreting and Translation 11
2.1.2 Non-Professional Interpreting and Translation 12
2.1.3 Gile’s Effort Model 13
2.1.3.1 Reading and Analysis Effort 14
2.1.3.2 Memory Effort 15
2.1.3.3 Production Effort 15
2.1.3.4 Coordination Effort 15
2.2 Research Design 17
2.3 Methods of Data Collection 19
2.4 Methods of Data Analysis 21
CHAPTER 3 FINDINGS AND DISCUSSION 23
3.3.1 Omission as a Cognitive and Audience-Oriented Strategy 27
3.3.2 Paraphrasing as a Naturalization Strategy 32
3.3.3 Compression as a Time-Management Strategy 47
3.3.4 Approximation and Generalization as Accessibility Strategies 53
3.3.5 Addition as an Entertainment-Oriented Strategy 58
3.4 Cognitive Challenges and Mitigation Based on Gile's Effort Model 68
3.1.1 Reading and Analysis Effort 69

Non-Professional Sight Translation in Digital Entertainment: Strategies and Cognitive Efforts in Windah Basudara's Live Stream of BrokenLore: Don't Watch
Fadhilla Ilhami Husna, Andri Handayani, S.S, M.A
Universitas Gadjah Mada, 2026 | Diunduh dari http://etd.repository.ugm.ac.id/

3.1.2 Memory Effort 75
3.1.3 Production Effort 79
3.1.4 Coordination Effort 89
CHAPTER 4 CONCLUSION 98
REFERENCES 101
APPENDIX 105