



**UNIVERSITAS ISLAM NEGERI RADEN MAS SAID SURAKARTA**

FAKULTAS : ADAB DAN BAHASA

PROGRAM STUDI : SASRA INGGRIS

**RENCANA PEMBELAJARAN SEMESTER**

Mata Kuliah	Kode MK	Kelompok MK	SKS/SMT	Tgl Penyusunan
Video Game Localization	SIP337	Mata Kuliah Dasar Keahlian (MKDK)	3/6	24 Sep 2020
Otorisasi GKM	Dosen Pengampu MK	NIDN/NIDK/NUP	Ka. Program Studi	
	SF. Lukfianka Sanjaya, S.S., M.A		Nur Asiyah, SS, M.A	
Capaian Pembelajaran	Capaian Pembelajaran Lulusan (CPL): Equipping the students with knowledge, skills, and abilities in 1) analyzing localized video games from English to Indonesian and vice versa through the implementation of canonical and recent theories of video game localization 2) discussing recent phenomena in video game localization 3) localizing video games from English to Indonesian			
	S .... (no CPL)	S.1. Attaining scholarly attitude in translating and localizing video games S.2. Attaining professional attitude in analyzing and assessing localized game titles		
	P .... (noCPL)	P.1 Attaining theoretical knowledge of video game translation and localization P. 2 Attaining practical knowledge of video game translation and localization tools		
	K .... (noCPL)	K.1 Attaining skills in translating and localizing video games for various genres K.2 Attaining skills in analyzing and assessing localized game titles		
	Capaian Pembelajaran Mata Kuliah (CPMK):			
	CPMK 1 (S)	1. Able to translate and localize game titles from English to Indonesian and vice versa in a team 2. Able to recognize the distinctive features of video game translation and localization individually		

	CPMK 2 (P)	<ol style="list-style-type: none"> <li>1. Able to comprehend the theories of game translation and localization and employ them as a guideline for translating and localizing game titles from English to Indonesian and vice versa</li> <li>2. Able to criticize the result and quality of translated and localized game titles through the implementation of particular approaches and theories</li> </ol>
	CPMK 3 (K)	<ol style="list-style-type: none"> <li>1. Able to translate and localize casual to role playing games</li> <li>2. Able to provide inputs toward the result of translated and localized video games</li> </ol>

Deskripsi Mata Kuliah      Students are able to translate and localize video games through theoretical and practical guidelines

**MATRIK PERKULIAHAN**

Minggu/ Pertemuan Ke-	Kemampuan Akhir yang Diharapkan	Materi/Tema Pokok	Metode Pembelajaran	Waktu Belajar (menit )	Pengalaman Belajar Mahasiswa	Indikator dan Kriteria Penilaian	Bobot Nilai
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
1-3	Students are able to comprehend the underlying concepts and theories of video game translation and localization	<p>Video game industry overview</p> <p>The history of video game translation and localization</p> <p>GILT (Globalization, Internationalization, Localization, and Translation)</p> <p>Video game translation and</p>	<p>Brainstorming about the necessity of video game translation and localization in the age of creative industry</p> <p>Displaying video game translation and localization examples from various titles</p>	150 min	Students are able to comprehend the features of video game localization	<p>Clarity in idea delivery</p> <p>Thorough staging in reasoning the localization phenomena</p>	15 %


		localization in the context of creative industry Video game translation and localization industry in Indonesia	Discussing the phenomena found from each example				
4-6	Students are able to comprehend the underlying theories of text strings and bring them into practices	Types of text strings  Challenges in string alteration	Utilizing Hex Workshop	150 min	Students are able to operate Hex Workshop	Text string translation	20%
7-10	Students are able to comprehend the quality assessment of video game translation and localization	Video game TQA (Translation Quality Assessment and LQA (Localization Quality Assessment) comparison	Discussing the TQA and LQA of <i>Booya Texas Poker</i> , <i>Spiderman: Unlimited</i> , and <i>Love Spice</i>  Discussing Ludification based Localization Quality Assessment  Assessing video game LQA using	150 menit	Students are able to analyze, criticize, and assess localized game titles	TQA LQA	35%

			Ludification LQA app				
10-14	Students are able to localize video games for commercial purposes for app market	Hybrid type of translation and localization in video games  Asset analysis  Video game studio simulation	Localizing a commercial title from the department's game studio partner  Assessing the TQA and LQA from a company perspective  Marketing the translation and localization	150 min	Students are able to solve real life problems in video game localization contexts	Localizing a full commercial title	30%
<b>Penguatan Core Value Institusi</b>							
	Religiosity	Ethical translation and localization					
	Modernity	Cutting edge and current technological aids in video game translation and localization					
	Civility	Cultural communication over target market to generate a translation and localization with a high degree of acceptability					
	Profesionalitas	Real working experience in a team based mode					
Penguatan moderasi beragama		Being honest and truthful in translating and localizing game titles					
Integrasi Islam-sains-kearifan Lokal		Adhering to Islamic principles in carrying over the translation and localization assignments					
Integrasi dengan Mata Kuliah lain		Introduction to Translation Studies Film Subtitling and Dubbing					
Daftar Referensi		Bernal-Merino, M. Á. (2014). <i>Translation and localisation in video games: Making entertainment software global</i> . Routledge. O'Hagan, M., & Mangiron, C. (2013). <i>Game Localization: Translating for the global digital entertainment industry</i> (Vol. 106). John Benjamins Publishing.					

	<p>Purnomo, S.L.A. (2018). <i>Model Penilaian Kualitas Pelokalan Video Games Berbasis Ludifikasi</i> (Doctoral dissertation, UNS (Sebelas Maret University)).</p> <p>Purnomo, S. L. A. (2019). <i>STUDIES ON SHIFT: Game Localization and Subtitling</i>. CV Gerbang Media Aksara</p>
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**Format Rancangan Tugas Mahasiswa**

Mata Kuliah : Video Game Localization  
 Kelas/Semester : SI / 6  
 Sks : 3  
 Minggu Ke : 1 Tugas Ke : 1  
 Dosen :

 <p><b>UNIVERSITAS ISLAM NEGERI RADEN MAS SAID SURAKARTA</b>          FAKULTAS ADAB DAN BAHASA          PROGRAM STUDI SAstra INGGRIS (SI)</p>					
<b>RANCANGAN PEMBERIAN TUGAS MAHASISWA</b>					
Mata Kuliah	Kelas/Semester	SKS	Minggu Ke	Tugas Ke	Dosen Pengampu
Video Game Localization	SI/ 6	3	1	1	

1	Tujuan Tugas	Working on text strings
2	Uraian Tugas	
	a. Objek Tugas	Casual games
	b. Batasan Pengerjaan Tugas	Utilizing Hex Workshop and Notepad in tandem
	c. Metode/Cara dan Acuan Tugas	Teamwork Five man workflow
	d. Deskripsi Luaran Tugas	Localized casual games
3	Kriteria Penilaian	Text strings are translated and localized without leaving any significant mechanical and narrative issues
	a. Attendance (online)	15 %
	b. Narrative flow	25 %
	c. Mechanical flow	25 %
	d. Playability	35 %