Surakarta English and Literature Journal
Volume 9 Number 1

p-ISSN: 2621-9077
e-ISSN: 2621-9085

The Slang Translation of Game "Honkai : Star Rail" by Mihoyo

Yunita Widiyantari[a], Dyanizieus Himawan Satria Sakti[b]
[a]Faculty of Language and Letters, Universitas Surakarta,
widiyantariyunita@gmail.com
[b]Faculty of Language and Letters, Universitas Surakarta.
dyanizieus@gmail.com

Article History: Submitted date 22nd January 2026; Accepted date 23rd February 2026;
Published date 24th February 2026

ABSTRACT
Slang, or colloquial language, is a linguistics phenomenon that often occurs in daily conversations. It is spread into content across various forms of entertainment media such as music, memes, and games. The study analyzes the use of slang in the translation of the game titled "Honkai: Star Rail." It is a qualitative research with Triangulation data employed to validate the data by using raters. The translation quality was analyzed in terms of accuracy, acceptability, and readability. The results show that the accuracy of 80.25% data is classified as Accurate; 18.52% data is classified as Less Accurate; and only 1.23% is classified as Not Accurate. The acceptability results show that 83.95% data is classified as Acceptable; 16.5% data is classified as Less Acceptable; and none with a score of 1 that is considered as Not Acceptable. Meanwhile, the readability results show that 85.19% data is classified as Highly Readable; 12.35% data is classified as Moderate Readable; and 2.46% data is classified as Low Readable. The score of the translation quality indicates that the translators successfully provided the best equivalent for the translations of this game in those three translation quality aspects.
Keywords: honkai: star rail, translation, translation quality, slang

1. Introduction

Language is not only a system of grammar and vocabulary but it is also a rich reflection of culture, identity, and social interaction. Slang is one of many forms of language used to express a culture, emotions from one individual, a small group of people, or even a whole country. Translating a slang is challenge for both novice and experienced researchers, since most slangs often carry connotation, historical context, uncertain origin or social references that might be too hard to be translated to the targeted language. Moreover, slang often contains specific humor, references, secrets or inside jokes of a community, making it too difficult to fit within the culture and context of the target language, (Budiasa et al., 2019).

The research analyzes the slang translation of the game "Honkai : Star Rail", a game in the sci-fi comedy genre developed by Mihoyo. Game was chosen as the research subject because of its unique slang translation in Bahasa. Unlike, many other games which use formal, stiff, basic translations and sometimes use translation tools for their game translations, Honkai: Star Rail indulges players with slang to slang, up-to-date, trendy translated slang words that players might be used in their daily conversations. As the example, the slang phrase "Pretty Decent" is translated into "Mantul" which is

p-ISSN: 2621-9077
e-ISSN: 2621-9085

also a slang term. The informality of these slang translations makes the game's characters and dialogues become more lively encouraging players to engage more with the game's content. The slang translation is needed to avoid misinterpretations. The underlying reasons of Lantara (2023) and Panjaitan (2017) explain - some slangs don't have a direct one-to-one translation in other languages, for example: "Break a leg" is slang used to wish someone good luck. However, the phrase 'break a leg' cannot be translated simply as *mematahkan kaki* or breaking a leg in Indonesian language. That is why the types and quality of translated slang phrases used in the game "Honkai: Star Rail" were analyzed to see whether the translated slang is able to convey the same meaning or essence of the original slang.

Several studies have been conducted related to Slang Translations. "Subtitle Analysis Using Oers' Translation Strategies in Honkai: Star Rail Video Game" by Basith and Al Ghifari, *The Purpose of Slang* (2023). This study analyzes the Indonesian subtitles of the video game Honkai: Star Rail (version 2.2.0) using Oers' translation strategies for video games. The focus is on playable characters' responses on planet Jarilo-VI, with 420 subtitle text boxes analyzed through a qualitative descriptive method. The study confirms that effective translation in video games requires balancing accuracy, cultural adaptation, and player engagement, and suggests that translation strategies need expansion beyond oers' model for better handling of cross-language differences. An Analysis of Technical Terms Translation Techniques and Acceptability in Hoyoverse's Honkai Star Rail "Universe in A Nutshell" Achievement Tab" by Triatmojo (2024). The researcher applied Molina & Albir (2002) translation techniques and found that borrowing (64.6%) was the most frequently technique used, followed by particularization (20.8%), description (10.4%), and amplification (4.2%). Evaluation by raters showed that the translations were mostly considered "less acceptable" (61%), with 39% "acceptable" and none "unacceptable." The study highlights that excessive reliance on borrowing makes translations appear unnatural and even machine-like, leading to reduced player engagement and difficulty in understanding game terms. It concludes that video game translation requires cultural adaptation, precision, and varied techniques to ensure clarity and immersion. The researcher suggests future studies expand to other aspects of game translation and recommends the Honkai Star Rail translation team adopt more diverse strategies to improve player experience.

An Analysis of Slang Words Translation in Step Up Movies by Thetek (2023), this research used a qualitative method. It analyzes how slang words used in the Step-Up movie series are translated into Indonesian subtitles, focusing on how accurate and meaningful those translations are. Using Eric Partridge's 16 classification of slang types and Pedersen's FAR model of translation quality, specifically semantic equivalence, the study identifies 61 slang terms and evaluates their translations for meaning accuracy. The research finds that most translations maintain the original slang's intent and cultural context, highlighting the importance of preserving meaning, tone, and cultural relevance in audiovisual translation. The study concludes that most of the slang in the movies are translated accurately and meaningfully, showing that good subtitle translation can carry informal and culturally specific language from English to Indonesian.

Translation Strategy of Video Games Translation in "Grand Chase-M" Game by NH. Suryawan (2018). The research concludes that the translation of video game content in Grand Chase-M primarily uses literal translation strategies, which dominate over domestication and transcreation approaches. While literal translation is straightforward, it often fails to preserve the immersive experience and cultural familiarity that players expect, potentially leading to confusion or a loss of engagement. The study emphasizes that successful video game translation requires more than word-for-word accuracy—it must consider the game's context, narrative style, and the expectations of the target audience. By incorporating strategies like transcreation and domestication, translators can better maintain the original

p-ISSN: 2621-9077
e-ISSN: 2621-9085

game's tone, atmosphere, and emotional impact, ensuring a more enjoyable and authentic experience for Indonesian players (Birner, 2012). Translators should be mindful of cultural nuance, gameplay mechanics, and player expectations when localizing game content (Budiasa, 2021). *Variasi Bahasa Slang di Game Mobile Legends: Sociolinguistics Studies* by Nur'izhomi et al. (2022), concludes that the communication between players in the Mobile Legends game environment is rich with slang language variations, primarily in the form of acronyms. The research identified 38 slang expressions, including abbreviations, acronyms, words, phrases, and clauses. These variations emerge as a result of the diverse backgrounds of the players, including regional languages, youth slang, and gaming culture (Encyclopedia, 2023; Games, 2025; Indonesia, 2023). The most frequently used forms are acronyms because they make communication quicker and more efficient during fast-paced 17 gameplay.

Furthermore, many of the slang terms have shifted meanings or have been borrowed and adapted from English and regional languages, showing how virtual communities generate and reshape language (Encyclopedia, 2023). The study emphasizes that the unique language in Mobile Legends not only facilitates in-game coordination but also reflects broader sociolinguistic trends influenced by digital communication, youth culture, and gaming communities. This research can serve as a reference for further exploration of language variation in online games and virtual communities. "Video Game Translation: An Analysis of Translation Techniques and Quality of Agricultural Technical Terms in Video Game Entitled Harvest Moon: Back to Nature" Jaya (2019). The research focuses on the analysis of the translation technique and the quality of the agricultural technical terms in video game entitled Harvest Moon Back to Nature. The objectives of the research are to find out and identify the translation techniques affects the quality of translation of agricultural technical terms in the video game entitled Harvest Moon Back to Nature. The research was conducted using a descriptive qualitative method. The data were collected using purposive sampling technique. The methods of data collection were content analysis and focus group discussion. From the content analysis, there are 130 data found. In a focus group discussion, questionnaires were distributed to three raters to help the researcher gather the information of translation technique and quality. The translation of agricultural technical terms in the game is generally of high quality, being accurate, acceptable, and readable. However, the study highlights that translators must balance not only accuracy but also cultural acceptability and readability to make the game engaging and understandable for players

2. Methodology

The research is conducted using a qualitative method. Qualitative research involves collecting and analyzing non-numerical data (e.g., text, video, or audio) to understand concepts, opinions, or experiences. It can be used to gather in-depth insights into a problem or generate new ideas for research. Qualitative research is the opposite of quantitative research, which involves collecting and analyzing numerical data for statistical analysis (Spradley, 1980). Rather than focusing on quantities or frequencies, qualitative research emphasizes the contextual meanings within data to comprehend social processes and experiences, rather than explaining the underlying causes or mechanisms (LS, 2024; Martin & Rose, 2003; Santosa, 2021). It involves the collection and data analysis in the form of words, images, or other non-numerical forms of information.

The goal of qualitative research is to provide textured insights and in depth understandings of a topic, not to measure or predict outcomes based on amounts (Çelik et al., 2020). This qualitative approach allows the researcher to explore, understand and explain the various types of slang and translation quality found in the game "Honkai: Star Rail".

p-ISSN: 2621-9077
e-ISSN: 2621-9085

The data used in this study are 81 collected data of slang from the source language and slang from the translated language found in the game "Honkai:Star Rail" from Version 2.0 to 3.5. The source of data used in this study is only from the game "Honkai: Star Rail". The researchers use the content analysis technique to collect the data (Khasbani, 2018). The data itself is taken from the game subtitle. The researchers refer to both the English dialogue and Indonesian subtitles shown on the platform as part of the content analysis process. The game "Honkai: Star Rail" serves as the data source. The process of collecting data is initiated by comparing the original English dialogue with the Indonesian subtitles. The data collection process of the research involves the following steps:

1. Taking various screenshots of slang terms of the original (English) language that appear in the in-game subtitle.
2. Changing the in-game text language in the Option menu and then selecting the targeted language, and then re-taking screenshots of the previous slang terms in the targeted language.
3. Collecting data of slang terms in the targeted language from various videos on YouTube, since some subtitles in the game cannot be repeated.
4. Filtering and selecting the collected slang terms from both languages, whether the data taken is really a slang term or not, since idiom and slang can be in the same grey area.
5. Compiling all the selected subtitle pairs into a categorized table, which included the following columns into the Source Language, the Targeted Language, the types of Slang, and the Translation quality.

Afterwards, the collected data were analyzed by comparing the slangs of the source language with the slang translations in the targeted language in order to maintain the validity of the results, whether both of them indeed use slang terms and slang-to slang translation. The second level taken was classifying the slang types. The slang types of the data were merely determined from the Source Language only. As mentioned previously, based on the Allan & Burridge (2006) theory, the data classify slang into Fresh and Creative, Flippant, Imitative, Acronym, and Clipping types.

Meanwhile, to analyze the translation quality of the Indonesian subtitle, theory by Nababan et al. (2012) was used. It deals with translation quality that can be assessed by analyzing three aspects. The first aspect is the Accuracy level.

Table 1 Qualitative Parameter of Accuracy

Translation Category	Score	Qualitative Parameter
Accuracy	3	The meaning of words, technical terms, phrases, clauses, sentences or texts of the source language is accurately transferred into the target language; no distortion of meaning occurs.
Less Accurate	2	Most of the meanings of words, technical terms, phrases, clauses, sentences or source language texts have been accurately transferred into the target language. However, there are still distortions of meaning or translations of double meaning or there are omitted meanings, which disrupt the integrity of the message.

p-ISSN: 2621-9077
e-ISSN: 2621-9085

Not Accurate	1	The meaning of words, technical terms, phrases, clauses, sentences or texts of the source language is inaccurately transferred into the target language or deleted.

The second one is the level of Acceptability as seen in Table 2.

Table 2 Qualitative Parameter of Acceptability

Translation Category	**Score**	**Qualitative Parameter**
Acceptable	3	The translation feels natural; the technical terms used are common and familiar to the reader; the phrases, clauses and sentences used are in accordance with the rules of the Indonesian language.
Less Acceptable	2	In general, the translation felt natural; however, there were a few problems with the use of technical terms or a few grammatical errors.
Not Acceptable	1	The translation is not natural or feels like a translation; technical terms used are not commonly used and not familiar to the reader; phrases, clauses and sentences used are not in accordance with the rules of the Indonesian language.

The third is the Readability level as seen in Table 3

Table 3 Qualitative Parameter of Readability

Translation Category	**Score**	Qualitative Parameter
High Readable	3	Words, technical terms, phrases, clauses, sentences or translated text can be easily understood by readers.
Moderate Readable	2	In general, the translation can be understood by the reader; but there are certain parts that must be

p-ISSN: 2621-9077
e-ISSN: 2621-9085

		read more than once to understand the translation.
Low Readable	1	The translation is difficult for the reader to understand it.

Data validation means checking the accuracy and quality of source data before using, importing or otherwise processing data. Validity tests are useful for showing facts that cannot be opposed (Humaira, 2021). Based on the objectives of this study, the researchers will use raters for data validation. Data validation using raters who involved using individuals to manually review and verify the accuracy and consistency of data, often for specific tasks or in areas where automated validation isn't sufficient or reliable. This method helps ensure data quality, especially in areas of subjective 24 data collection where automated systems might not be accurate. In this study, the validity of the data can be tested by checking slang words through various dictionaries.

A systematic data numbering technique was applied in this study to ensure clarity and organization during the data collection and analysis stages (Information, 2025). This method helps categorize the data efficiently and makes it easier for readers to follow the discussion. Each data item was coded using a structured format to facilitate classification and reference. The coding format is illustrated as follows:

01/FLI/Accuracy
01: The number or datum
FLI: Slang Type
Accuracy: Category of Translation Quality

Meanwhile, the Research Procedure is organized as follow:
1. Playing the game “Honkai: Star Rail”. The researchers play the game “Honkai: Star Rail” and transcribe both English dialogue and Indonesian subtitles as the data.
2. Listing the data. The researchers list instances of slang terms found both in English dialogue and Indonesian subtitles as the data.
3. Analyzing the data. The listed data are analyzed using the theory of Allan & Burridge (2006) of slang type.
4. Making a conclusion. The researchers make a conclusion regarding the data collected and the types of slang identified. The prevalence of each slang type and its effects on translation quality would be presented through tables and descriptive analysis.

3. Results and Discussions
3.1. Results
3.1.1 Types of Slang
The research categorizes slang into 5 different types based on the theory of Allan & Burridge (2006), which classifies slang into Fresh and Creative, Flippant, Imitative, Acronym, and Clipping types.

p-ISSN: 2621-9077
e-ISSN: 2621-9085

Table 4. Classifications of Slang

No	Types of slang	Frequency	Percentage
1	Fresh & Creative	33	40,74%
2	Flippant	13	16,05%
3	Imitative	30	37,04%
4	Acronym	4	4,94%
5	Clipping	1	1,23%
	Total	81	100%

3.1.1.1 Fresh and Creative

The type fresh and creative is a type where the slang word has brand new vocabulary, cleverness, imagination, informal variety and can be an update words or even old words that people do not know (Lantara, 2023). According to the data collected by the researcher and rated by the rater, the researcher found there are 33 (40,74%) samples of slang terms with the Fresh and Creative type. These are examples from the table of samples that contain slang with the Fresh and Creative type:

A.1. 80/F&C

A pure lump of stupidity!

This slang phrase is used to describe someone with extreme stupidity or foolishness beyond measure.

A.2. 22/F&C

Fudge yeah!

Fudge yeah might be a slang that derived from the phrase “Fuck yeah”, a vulgar slang used to express strong agreement, joy, and satisfaction.

A.3 52/F&C

Press F to pay respect!

Press F to pay respects is an Internet slang used by Internet commentators or players to convey solidarity and sympathy, either sarcastic or sincere, in response to unfortunate events.

3.1.1.2 Flippant

Flippant is a type of slang where the slang forms typically have two words or more and are unrelated to their denotative meanings. There are 13 (16,05%) samples from the table of data that have slang terms with the Flippant type, and these are 3 examples:

B.1 **46/FLI**

Holy Moly.

Holy moly is an informal American English slang term used to express surprise or astonishment, that dates from at least 1892.

p-ISSN: 2621-9077
e-ISSN: 2621-9085

B.2 30/FLI

Forkin' Amazing!

Forkin' amazing is likely an alteration of the word "Fucking Amazing". "Fucking Amazing" is an emphatic expression used to convey extreme excitement, admiration, or satisfaction about something. It can also be used as a sarcastic remark to praise a stupid person or action.

B.3 3/FLI

Lit as fudge.

Lit is an old slang word that originated back in 1900s, its current meaning is often used in the context of intoxication or having a good time at a party, but nowadays it has acquired the meaning "exciting," as well as a broader meaning along the lines of "excellent" and to describe something enjoyable. As Fudge is an abbreviation for "as fuck" and is used to emphasize or exaggerate the meaning of the preceding adjective. Lit as Fuck is a common slang phrase, meaning "really good, intense, fun, or exciting"

3.1.1.3 Imitative

Imitative refers to a slang term that mimics or derives from a word in Standard English, as well as employing such terms to convey a different meaning or to combine two distinct words (Idioma, 2023). Researchers found: from 81 data collected by the researcher and rated by the rater, there are 30 samples or 37,04% from the total slang sample that have the Imitative type. These are 3 examples of the Imitative type slang from the data:

C.1. 73/IMI

Babe

Babe is a slang term used to refer to an attractive young woman, and is often used as an affectionate term to address someone you are close to. Originated from the word "Baby"

C.2. 43/IMI

Scalper

Scalper is a slang term used to someone who buys items at a normal price and then sells them at a higher price when they are in high demand.

C.3. 66/IMI

Tanky

Tank or Tanky is a slang used in the gaming community. This slang used to describe someone who is able to aggro many enemies and withstand a large amount of damage, essentially acting like a "tank" by absorbing hits and protecting teammates, typically referring to a character with high defense stats in a game.

3.1.1.4 Acronym

An acronym is a word formed by abbreviating a phrase by combining certain letters of words in the phrase (often the first initial of each) into a single term (Widiyantari & Cahyaningrum, 2024). There are only 4 slang terms or 4,94% of total samples from the data table that have Acronym type, these are 3 examples of samples with the Acronym type:

p-ISSN: 2621-9077
e-ISSN: 2621-9085

D.1. 49/ACR

LMAO

LMAO is an abbreviation for Laughing My Ass Off, which a slang term used to express great amusement, usually in an exaggerated way. It's a type of internet slang that became popular in the 1990s with the rise of text messaging and the internet.

D.2. 27/ACR

GOAT

GOAT stand for “Greatest of All Time”, GOAT is a slang term used to describe someone or something that is considered the best or well-known in their field. The slang term GOAT originated from boxer Muhammad Ali and his nickname "The Greatest". The term was popularized by rapper LL Cool J and is now used in everyday conversations, sports, and social media.

D.3. 56/ACR

LOL

LOL is an acronym for "laugh out loud" and is a common slang term in electronic communication. It's used to indicate amusement, smiling, irony, or sarcasm.

3.1.1.5 Clipping

Clipping is the types of slang word where some parts of a word have been deleted but still has the same meaning as the original word. The deletion of some parts of the word in slang expression is one of the forms of the usage of imagination and effort to a reach certain point in communication (Triatmojo, 2024). The researcher only found 1 sample with this slang type.

E.1. 57/CLIP

Collab

It is a shortened version of "collaboration" and is primarily used in informal contexts to describe a joint project or partnership between people, particularly in the realm of creative endeavors and social media.

3.1.2 Quality Translation of Slangs

In the translation findings, there are 3 aspects of translation quality, and in this research, the writer wants to analyze the translation quality from the game Honkai: Star Rail. According to Nababan et al. (2012), a good translation should meet three criteria: accuracy, acceptability, and readability.

Table 5. Quality Translation

No.	Translation Quality		Frequency	Percentage
1.	Accuracy	Accurate	65	80,25%
		Less Accurate	15	18,52%
		Not Accurate	1	1,23%
2.	Acceptability	Acceptable	68	83,95%
		Less Acceptable	13	16,5%
		Not Acceptable	0	0%
3.	Readability	High Readable	69	85,19%
		Moderate Readable	10	12,35%
		Low Readable	2	2,46%

p-ISSN: 2621-9077
e-ISSN: 2621-9085

3.1.2.1 Accuracy

Accuracy refers to the extent to which a translated slang term accurately conveys the original meaning, intent, and cultural context of the slang in the source language, without losing its nuances or creating misinterpretations in the target language (Levinson, 2017; Liberman, 2016). According to 81 data samples collected by researcher and rated by rater, there are 65 samples or more than the half (80,25%) of overall data that have score 3 Accuracy, 15 samples (18,52%) with score 2 Accuracy, and only 1 sample (1,23%) with the score 1 accuracy, meaning most of the slang translation used in Honkai: Star Rail able to convey the original meaning, intent and cultural context of source language slang correctly. Here are some examples of slang translation from each accuracy scores:

3.1.2.1.1 Accurate

76/F&C/Accuracy

Source Text: **Strike while the iron's hot!**

Translated Text: ***Gas, mumpung lagi wangi!***

This slang translation is considered acceptable because it sounds natural to the target audience. This slang translation uses a popular Indonesian term "Gas, mumpung lagi wangi!" which is able to express the same meaning as the source text, even though the translation structure is completely different and not word-for-word but the meaning remains the same, which expresses: to take an opportunity while the luck is on our side.

3.1.2.1.2 Less Accurate

40/F&C/Accuracy

Source Text: He keeps accusing me of being a **"nepo baby"**

Translated Text: *Dia malah memakiku* ***"menggunakan koneksi"***

This slang term translation is considered less accurate since the source slang "Nepo baby" used to describe someone whose career success is perceived to be significantly aided by having famous or influential parents, while the translated slang "menggunakan koneksi" can be interpreted as using someone to boost your career or get what you want, it can be from your family, friends or even bribing insider or official.

3.1.2.1.3 Not Accurate

01/FLI/Accuracy

Source Text: **M-muddle-fudger?**

Translated Text: **B-bjir?**

This slang translation is considered inaccurate since it doesn't convey or express the emotion of the source language. The source slang "Muddle-fudger?" is a slang used to express serious disbelief or anger toward someone, originated from the slang term "Mother fucker". While the translated slang "Bjir" has a lighter emotion.

3.1.2.2 Acceptability

Acceptability in translation quality refers to how well a translated text sticks to the rules, norms, and cultural expectations of the target language, making it sound natural and understandable to native speakers. It focuses on whether the translation is accepted and deemed appropriate by the target audience, rather than just being a literal or grammatically correct rendering of the source text. According

p-ISSN: 2621-9077
e-ISSN: 2621-9085

to 81 data samples collected by researcher and rated by rater, there are 68 samples or 83,95% of overall data that have score 3 acceptability, 13 samples (16,05%) with score 2 acceptability and there is no sample with score 1 acceptability, meaning slang translation used in Honkai: Star Rail does a great job of translating slang to make it sound natural, and conform to the rules, norms and culture of the translated language. Here are some examples of slang translation from each acceptability scores.

3.1.2.2.1 Acceptable

79/IMI/Acceptability

Source Text: "…A paper note? Talk about **old school**"

Translated Text: *"Catatan kertas?* ***Jadul sekali****…"*

This slang translation is considered acceptable because it uses a slang that is very often used in the target language. Both "old school" and "Jadul sekali" are slang terms used to describe something really out of date and classic.

3.1.2.2.2 Less Acceptable

62/F&C/Acceptability

Source Text: "You're the one that's gonna **get floored"**

Translated Text**:** "*Sini* ***kepalamu kugenjreng*****"**

This translation slang is considered less acceptable since the source slang term "Get floored" is used to signify a strong emotional or mental reaction to something unexpected or astonishing. The phrase implies that the news or event is so impactful that it feels like being knocked down or overwhelmed. While the translated slang term "Kepalamu kugenjreng" is a modern Indonesian slang, meaning to hit someone on their head. While the source slang term was intended to surprise someone emotionally, the targeted slang term has the meaning to surprise someone physically.

3.1.2.3 Readability

The readability of a translation refers to how natural and easy it is for the target readers to read. According to 81 data samples collected by researcher and rated by rater, there are 69 samples or around 85,19% of overall data that have score 3 readability, 10 samples (12,35%) with score 2 readability and there are 2 samples (2,46%) with score 1 readability, so it can be concluded that most of slang translation used in Honkai: Star Rail can be easily understood by the reader. Here are some examples of slang translation from each readability scores.

3.1.2.3.1 High Readable

73/IMI/Readability

Source Text: "**Babe**, you are a talking butterfly…"

Translated Text: "***Say****, kamu itu kupu - kupu yang bisa bicara…"*

This slang translation is considered readable because it is written in simple, clear, and natural Indonesian that is easy for players to understand quickly. The source slang term "Babe" is a short version of "Baby", the same as the translated slang term "Say", a short version of "Sayang".

3.1.2.3.2 Moderate Readable

20/F&C/ Readability

Source Text: "**Dadgum !** Other might play games with you, but i ain't playing!"

Translated Text: "***Vangsat !*** *Orang lain mungkin mau bermain game dengan mu, tapi aku tidak* !"

p-ISSN: 2621-9077
e-ISSN: 2621-9085

3.1.2.3.3 Low Readable

07/IMI/Readability

Source Text: "We're gonna **take an L** in this."

Translated Text: "**GGWP**, *sudahi saja, kita pasti kalah"*

The translated slang "GGWP" is not readable because the sentence structure is confusing and unfamiliar to the general public. Not only that, the translated slang "GGWP" also has very different meaning with the source slang, while the slang "GGWP" is a common expression used by players after a match, regardless of the outcome, to acknowledge a good performance by the opposing team or individual, a gesture of sportsmanship and respect, the source slang "Take an L" can refer to losing a game, making a mistake, or experiencing any kind of setback or disappointment.

Table 6. Translation Quality of Slang

No	Type of Slang	Number	Translation Quality								
			Ac			Ap			R		
			Ac	LAc	NAc	Ap	LAp	NAp	HR	MLR	LR
1.	F & C	33	24	9	0	26	7	0	26	7	0
2	FLI	13	8	4	1	7	6	0	9	3	1
3	IMI	30	29	1	0	30	0	0	29	0	1
4.	ACR	4	3	1	0	4	0	0	4	0	0
5.	CLP	1	1	0	0	1	0	0	1	0	0
	Total	81									

3.3. Discussions

This section discusses the main findings of the study in a line with the theoretical framework and previous research. The purpose of this discussion is to analyze how the types of slang, which are Fresh & Creative, Flippant, Imitative, Acronym and Clipping, influence the translation quality in terms of accuracy, acceptability, and readability. Based on the analysis of slang translation on the game "Honkai:Star rail", it was found from 81 data analyzed, there are 33 slang terms with Fresh and Creative type, 13 Flippant type slang, 30 Imitative type slang, 4 Acronym type slang, and 1 Clipping type slang. In terms of translation quality, the accuracy result shows: 65 data (80,25%%) with score 3, classified as accurate; 15 data (18,52%) with score 2, classified as less accurate; and only 1 sample (1,23%) with the score 1, classified as inaccurate. The acceptability shows: 68 data (83,95%) with score 3, classified as acceptable; 13 data (16,05%) with score 2, classified as less acceptable; and 0 data with score 1 (unacceptable). The readability shows: 69 data (85,19%) with score 3, classified as readable; 10 data (12,35%) with score 2, classified as less readable; and 2 data (2,46%) with score 1, classified as unreadable.

Furthermore, from the 81 data analyzed, 33 (40,74%) are categorized as Fresh & Creative type. There are several possibilities why this happened. First, since the game "Honkai : Star Rail" purpose is to entertain and attract many audiences, the game developer given the freedom to pour their imagination and creativity into the game's subtitle, allowing them to create new slang that fits the content of the game, or bend the existing slang terms to avoid censorship violations. For example, from data 50/F&C "Jing Yuan is my Husbando" is a fandom slang term used to describe a fictional male character that

p-ISSN: 2621-9077
e-ISSN: 2621-9085

someone is attracted to or considers their significant other (as a husband). It's a term often used by fans of anime, manga, or video games (Apriyati, 2018). This is a new slang created by a particular fan community and it fits with the game content since the game is an anime-styled game where it can collect various characters to player preference. Second, since the game "Honkai : Star Rail" is an online game, many slang used in this game came from slang terms that already exist in the internet, and internet slang is considered fresh and creative because its speakers invent new words, use existing words in novel ways, and develop clever, imaginative expressions to convey modern concepts, reflecting the rapid and boundless evolution of online culture and providing a unique, informal language for digital communities.

Based on the result of Quality of Translation, more than 80% the data collected scored 3 in term s of Accuracy, Acceptability and Readability. This suggests this game is translated by several native translators who have a good understanding on both the source language and target language (Bahasa). This further proven by data 44/F&C: "What do you need? "Enemy's scandals?", "Paid bots?"" is translated to "*Kamu butuh apa? "Skandal tentang musuh?",* "Buzzer?"" and data 76/F&C: "Strike while the iron's hot!" is translated to "*Gas, mumpung lagi wangi nih*!", where the slang terms "Buzzer", "Gas", and "Wangi" are the latest slang terms that used by Indonesian. It shows that the translator is indeed a native speaker and knows the political and cultural condition of the targeted language well.

This study also found that slang terms with the Imitative type (IMI) have the highest scores for accuracy, acceptability, and readability, with 29 (96.67%) classified as accurate, 30 (100%) classified as acceptable, and 29 (96.67%) 37 classified as readable. This is likely because the slang terms in the source language are of the Imitative type, which are slang terms that mimic or derive from a word in Standard English (Monkeys, 2023). Therefore, translators of the targeted language can also use various existing slang terms from the targeted language that can match the meaning, emotion, idea, or culture of the slang terms from the source language.

The researchers identified one data point with the lowest score of 1 in terms of accuracy and readability. Data 01/FLI: The translation of "M-Muddle-fudger?" as "B-bjir?" was considered inaccurate and not readable. "Muddle-fudger" is a spoonerism of "Mother fucker," a slang term used to refer to a mean, despicable, or vicious person. While the slang in the translation, "Bjir," is an exclamation or an expression of excitement, anger, or disbelief, similar to "damn" or "bruh" in English, it was deemed inaccurate and not readable. Thus, the translation was inaccurate because the slang in the source language referred to a person, while the slang in the translation referred more to a situation or reaction to information, making it hard to read for players from Indonesia since it has a different context. The researchers identified another data point with the lowest score of 1 in terms of readability. Data 07/IMI: The translation of "We're gonna take an L in this." as "GGWP, *sudahi saja, kita pasti kalah*." was considered not readable. "Take an L" is a slang phrase meaning to accept a loss (L) or defeat. While "GGWP" or "Good Game Well Played" is a popular gaming expression of good sportsmanship and respect for opponents after a match has ended, since GGWP is not a common slang term used by the general public in the targeted language (Bahasa) and has a different meaning from the source text, this translation become hard to read and understand for players.

For comparison, researcher with titled "Video Game Translation: An Analysis of Translation Techniques and Quality of Agricultural Technical Terms In Video Game Entitled Harvest Moon Back To Nature" by Jaya (2019), also use translation quality classification by Nababan, such as Accuracy, Acceptability, and Readability, but instead of analyzing slang translation of a video game, the researcher in that article analyzes the agricultural technical terms translation of a game called Harvest Moon Back

p-ISSN: 2621-9077
e-ISSN: 2621-9085

to Nature. The distinction 38 becomes numerous, since the researcher in the article above is analyzing translation techniques.

4. Conclusions

Based on the analysis of slang translation on game Honkai: Star rail that has been conducted, it was found that from 81 data analyzed, there are 33 slang terms with Fresh and Creative type, 13 Flippant type slang, 30 Imitative type slang, 4 Acronym type slang, and 1 Clipping type slang. In term of translation quality, the accuracy result shows 65 data (80,25%) with score 3, classified as accurate; 15 data (18,52%) with score 2, classified as less accurate; and only 1 sample (1,23%) with the score 1, classified as not accurate. The acceptability shows 68 data (83,95%) with score 3, classified as acceptable; 13 data (16,5%) with score 2, classified as less acceptable; and there is 0 data with score 1 (not acceptable). The readability shows 69 data (85,19%) with score 3, classified as readable; 10 data (12,35%) with score 2, classified as less readable; and 2 data (2,46%) with score 1, classified as not readable.

The score of translation quality indicates that the translators successfully provided the best equivalent for the translations of this game. The high score of accuracy means that the meaning of words, technical terms, phrases, clauses, sentences or texts of the source language is accurately transferred into the target language; no distortion of meaning occurs. Likewise, a high acceptability score indicates that the translation feels natural; the technical terms used are common and familiar to the readers; and the phrases, clauses, and sentences used are in accordance with the rules of the Indonesian language. Since translating slang means translating two different cultures involved, by the acceptability score, it reveals that the culture background as well as the slang cultural background is mastered by the translators. From the readability aspect, it is denoted that words, technical terms, phrases, clauses, sentences or translated text can be easily understood by readers. Although two data items were found to have low readability, the resulting translated texts had a high level of readability. Cultural differences may have contributed to the low readability of the two translated items.

REFERENCES

Allan, K., & Burridge, K. (2006). Forbidden Words: Taboo and the Censoring of Language. In *Cambridge University Press*. Cambridge University Press.

Apriyati, R. (2018). *Analisis Ragam Bahasa Slang Remaja di Pulo Brayan dari Sisi Sumber Leksikon*. Universitas Muhammadiyah Sumatera Utara.

Birner, B. (2012). *FAQ: Is English Changing?*

Budiasa, I. G. (2021). *Form and Meaning of Slang Language in Social Media*.

Budiasa, I. G., Savitri, P. W., Shanti, A. A. S., & Dewi, S. (2019). *SLANG LANGUAGE IN INDONESIAN SOCIAL MEDIA*. *1*, 5.

Çelik, H., Baykal, N. B., & Memur, H. N. K. (2020). Qualitative data analysis and fundamental principles. *Journal of Qualitative Research in Education*, *8*(1), 379–406. https://doi.org/10.14689/issn.2148-2624.1.8c.1s.16m

Encyclopedia, N. W. (2023). *Slang*.

Games, A. A. (2025). *PEGI Ratings*.

Humaira, D. F. (2021). Pendidikan seks dalam tafsir tematik dan tafsir ilmu kementerian agama republik Indonesia. In *Universitas Islam Negeri Sunan Kalijaga* (Vol. 14, Issue 1). Universitas Islam Negeri Sunan Kalijaga.

p-ISSN: 2621-9077
e-ISSN: 2621-9085

Idioma. (2023). *Why Should You Use Native Translators?*
Indonesia, U. (2023). *Slang as a Form of Language Creativity of the Young*.
Information, P. E. G. (2025). *What Do the Labels Mean?*
Jaya, S. S. (2019). *Video Game Translation: An Analysis of Translation Techniques and Quality of Agricultural Technical Terms in Video Game Entitled Harvest Moon Back To Nature*.
Khasbani, I. (2018). Revealing Possible Truths Behind "Coolest Monkey in The Jungle": Ideational Making Analysis Approach. *Jurnal Humaniora*, *30*(2), 204. https://doi.org/10.22146/jh.v30i2.35191
Lantara, F. (2023). *Pakar UI: Maraknya Penggunaan Bahasa Gaul Tak Perlu Dikhawatirkan*.
Levinson, S. C. (2017). Speech Acts. In *Oxford Handbook of Pragmatics* (p. 199).
Liberman, A. (2016). *The Origin of the Word "Slang" Is Known!*
LS, A. (2024). *The Benefits of Using Native Language Translators*.
Martin, J. R., & Rose, D. (2003). *Working with Discourse: Meaning Beyond the Clause*. Continuum.
Molina, L., & Hurtado Albir, A. (2002). Translation Techniques Revisited. *Meta*, *47*(4), 498.
Monkeys, A. T. (2023). *Coronation Slang*.
Nababan, M., Nuraeni, A., & Sumardiono. (2012). Pengembangan Model Penilaian Kualitas Terjemahan. *Kajian Linguistik Dan Sastra*, *24*(1), 39.
Nur'izhomi, H., Burhanuddin, & Jafar, S. (2022). *Variasi Bahasa Slang di Game Mobile Legends: Kajian Sosiolinguistik*. Universitas Mataram.
Panjaitan, T. A. (2017). *An Analysis of Slang Language in Zootopia Movie*. Universitas Islam Negeri Maulana Malik Ibrahim.
Santosa, R. (2021). *Dasar-dasar Metode Penelitian Kebahasaan*. UNS Press.
Spradley, J. P. (1980). *Participant Observation*. Holt, Rinehart and Winston.
Suryawan, N. H. (2018). *Translation Strategy of Video Games Translation in Grand Chase-M*. UIN Syarif Hidayatullah Jakarta.
The Purpose of Slang. (2023). Universitas Terbu.
Thetek, A. (2023). *An Analysis of Slang Words Translation in Step Up Movies*. UIN Raden Mas Said Surakarta.
Triatmojo, S. A. B. (2024). *An Analysis of Technical Terms Translation Techniques and Acceptability in Honkai Star Rail*. Universitas Jenderal Soedirman.
Widiyantari, Y., & Cahyaningrum, I. O. (2024). *Translation of Expressive Speech Acts in Animated Film Dubbing of The Toy Maker and His Daughter*. Universitas Surakarta.