

ABSTRACT

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The practice of translation from one language to other language has occurred for more than centuries. Nowadays, translation becomes an important part in human daily life since it can improve cultural exchanges of nations all over the world. Translation is facing a more challenging task. The terms of online games are new terms in the linguistics field. There a lot of online games terms which are known and not known by people. An online game is a video game played over some form of computer network or on a video game console such as the Xbox 360 and Playstation 3.

This study focuses on two research questions. The first is to know how the terms of online games can be understood and translated into Indonesian by the gamers; the second is what are the meaning of those terms based on gamers' translation. The writer uses qualitative research that is relied on opinion and belief rather than statistical data. The writer collects the data and analyzes the data qualitatively. It was used in understanding what lies behind the existing phenomenon of the use of words and languages in the translation. The source of data of this research is taken from the answers/ statements given by respondents about their understanding and translation toward the theonline games terms. Meanwhile, the secondary data will be taken from several sources, i.e. some books and sites having related to reader response theories and the translation theory.

Thus, in the following description by readers, the writer represents the translation of online games terms in 27 terms. Therefore, the writer looks that the gamers translate the terms based on the context and the performance of the game itself. So that, semantic translation is the best method to translate those terms. From the result questionnaire above find out ten respondents uses semantic method of translation to translate the online games terms. According to respondents above they were said that Both of them are supporting each other, the sentences are strange and easy to undestand for the gamers. The writer also can conclude that from some kinds and definition of semantics above, the writer just analyze that the respondents apply from all semantics definitions that is lexical and grammatical meaning because for analyzing the problem of this research, the most appropriate meaning is the lexical and grammatical meaning. Besides the lexical semantics is the appropriate meaning in these terms because of the context and the performance of the games.