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TRANSLATION DIFFICULTIES IN GAME INDUSTRY

In this article I want to affect translation and voice acting difficulties in game industry which completely change atmosphere. We briefly review “The last of us” and investigate a fragment in it.

«Making games... It attracts certain personality type, workaholics» Justin Bell, department director of voice acting in Obsidian Entertainment.

Throughout history, people in different ways satisfy their wants in high art. Throughout civilization development, people improve and create new art forms. One of them are video games. Often, games influence extremely topics in story structure. “The last of us” is an absolutely linear game that has no opportunity to develop the plot of a story by themselves, that enable Naughty Dog Studios to clearly ideal dialogues for their heroes. The higher original quality, the higher must be claims on quality of adaptation. Well, I've got to tell it like it is, here goes with something fun, for example bawdy. In the original art, 90% dialogues consist of foul language, what is not in localization. Owing to this, most of the sense dialogues and relationship get lost. There were patches, changes, and errors that doesn't impact on plot, so-called artistic admissions.

“Well cowboy”— “Well Texas”, “Oxygen”— “Clear air”, “City is stinks”— “I hate smell of the city”, “Yes, recently”— “Yes a half an hour ago”, etcetera. Reason of this translation constitute worn-out misprints, mistakes or just inattention of gameplay. But whatever causes of translations are, the result turns into fully absurd.

- Be careful. — Well, of course. — That a trick question?

In that example, “Well, of course” is not an issue. In the original:

- Be careful. — When I’m not? — That a trick question?

In one scene, main characters want to find debtor, women Tess blabs:

- He’s over there, walking... Still lived scoundrel.

Elaboration that’s debtor still alive in this context sounds strange, because they came to talk with him. The original sounds like that:

- There’s our boy. That Cocky Men.

In the other scene, where main characters in crossing to another part of the building, girl Ellie in dubbing, wondered from what is happening, but in original said that is crazy.

Another one of examples, when Joel appeal to Ellie with permission to get down of the construction staging, addressing to some people, but Ellie is alone there. In one location, Ellie shows scared and indignation, dubbing the opposite is true, surprise and active interest. The story by main antagonist is also couldn't get his ideas over to the viewers.

- He was a good man.

But in dubbing she calls him a friend, that at all not stick to text. In some cut scenes, voice acting of five words can completely cross out very important moment, that later, will show characters in all beauty.

- You know, Joel, would say, Ellie I know it wasn't easy for you, but you did it, you saved my life. Is it so difficult, Joel?

The next cut scene looks like that:

- And just so we clear about back there ... Thanks, for saving my life
- You're welcome.

In original these scenes have absolutely another sense.

- You know what? No. How about, hey Ellie, I know it wasn’t easy. But it was either him or me, thanks for saving my life.

The next scene:

- And just so we clear about back there ... It was either him or me.
- Пожалуйста.

While essence happen, Joel didn't say "Thank you", that pictures him like tough nut, who even after happened he won't be able to thank. Examples of wrong translation in this game are a lot.

In conclusion, I mean to say that localization can't be at most adapt English-speaking messages to language traditions and norms of objective audience.

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