Hello, everyone. My name is K and I'm going to present my project and tell you about Translation difficulties on the example of the game "Horizon Zero Dawn".

In this work I'll tell you about difficulties that translators face, explain what localization and timing is and I'll try on the role of a localizator, noticing the best translation decisions.

I believe this research is quite actual at the moment. Knowledge of foreign languages is highly needed in real life and detailed analysis of some expressions enriches your vocabulary.

So first of all let's dive into the world of ancient future. Yes, I'm not wrong. Horizon Zero Dawn takes place in the 31st century, in a post-apocalyptic world where machines dominate the land. Human civilization has regressed to tribal societies of hunters and gatherers who survive in forests, mountain ranges, and the atmospheric ruins of their ancestors – all while the machines become increasingly powerful. The player controls Aloy, a huntress who uses her speed and intelligence to stay alive and protect her tribe against the power of the machines. But what happened with her mom and our generation? Why the machines are getting more and more aggressive? And why somebody wants to kill Aloy? She wish she could understand it all by herself, but it seems to be difficult: new machines, thieves and killers are always in readiness.

 The game became world-famous and was translated and localized into more than 10 languages include Russian. Saying other way, the team of translators adapted the game for, e.g., russians.

But all of the time the translation misses quite important details for game plot and changes the dialogues (sometimes - beyond recognition) because of 3 problems of all the translation difficulties:

* timing
* lip-sync
* inadaptable wordplay

So Timing (or fixed cut-scene) is a duration of game’s animation or scene. E.g., timing of scene, where a character crosses the street, is 1 min.

There are many examples where the dialogues of characters are distorted or completely lose their original meaning due to a limited time ('cause of the higher speed of speech in English). This is inherent in almost every localization of a game or film, but the number of such changes depends on the skill of translators. Let me give some examples.

*Example 1*. Aloy looks for answers to her questions and asks her adoptive father. Phrase that was said in English sounds faster, that russian translation, so all the localizators can do in this situation is cut down all except the key words to players to understand the meaning. The dialogue sounds odd, rapped out.

*Example 2*. The sectarian harangues his aggressive speech to Aloy, and in russian it seems strange. The character meant another thing, but rude and heartless timing has no mercy, so there is the only one fitting translation.

The second problem of localization is lip-sync. It seems similar to timing, but those things are different. Lip-sync is combining audio and video recording in such a way that the sound is perfectly synchronized with the action that produced it. The translation should be ideally suited to character's facial gesture. Especially in games like Horizon it's very important: every conversation there is accompanied by frames with highly-detailed faces. But that mission is rarely possible. Anyway the languages are different.

*Example 1*. Aloy talks about a member of the Nora tribe. She's sad, so her phrase is interrupted with a pause, where russian voice of hers is still speaking.

The third problem is inadaptable wordplay. Inadaptable wordplay is a phrase that you can not translate without losing the meaning because of difference between languages. Only very few of all wordplays are translatable into russian (ex. Hero 1 is talking too abstrusely, so hero 2 says: "In English, please", what can be localizated like "По-русски можно?"), but almost all of jokes like this we can't translate.

*Example 1.* Aloy is talking with her well-wisher, whose name is Sylens, which sounds like hush, silence. But can we get it in russian? Unfortunately, no.

All I'm speaking about are trifles, but one by one they add the difference between the original game & localization. But despite all of imperfections of translations, there are many good examples, where phrase or joke fits very good in both languages.

 *Example 1.* The arrogant member of the tribe talks to Aloy before the Proving Day.

To sum my work up I surely can say that localization of a film or a game will never transmit all the meaning that was in the original because of different problems. Sometimes the translation can be right grammatically, but can sound not so good. And all the jokes and wordplays we have is a big merit of the localizators team.

Thanks for your attention.