# A Study on the Translation of Game Character Lines from the Perspective of Ecological Translation--Taking League of Legends as an Example

**Wei Tang**

**Hunan Agricultural University, Changsha 410000, China.**

***Abstract:*** The rapid development of China's e-sports industry in recent years has increased the demand for game translation.From the perspective of three-dimensional transformation theory of ecological translation, this paper explores the translation strategy of character lines, so as to select the optimal translation and promote the development of e-sports industry.

***Keywords:*** Ecological Translation; League of Legends; Game Character Lines; Translation Strategies

## 1. Introduction

Ecological translation was founded by Professor Hu Gengshen. Based on the principle of multi-dimensional integration, it challenges the traditional thinking patterns of translation and constructs a new research paradigm by using the translation method of three-dimensional conversion of linguistic, cultural and communicative dimensions.League of Legends is a large multiplayer online competitive game developed by the famous American game manufacturer Fist Company. It’s popularity in China cannot be separated from the game translation.

This paper mainly studies how to improve the translation quality of character lines, so as to promote the commercial development of various e-sports industries, and provide new translation ideas for game translation practitioners,strengthen the information exchange and cooperation of e-sports at home and abroad.

## 2. Ecological Translotology

Ecological translation theory puts forward the translation criteria of "adaptation" and "selection" and emphasizes the subjectivity of translators. Game translation should have informational and communicative functions, and its virtuality requires the translator to be creative in translation. Therefore, ecological translation has important guiding significance for game translation.

## 2.1 Translation principle

Ecological translation is a translation ecological community of "source text + translation text + translator + translation context". It is believed that the source text and the translation text belong to different ecosystems, and the principle of "multi-dimensional adaptation and adaptive selection" runs through the translation process. Adaptation and selection including the field of language, culture, communication, society and other factors. In the process of translation, the translator should give full play to his subjective initiative, and on the basis of maintaining the ecological environment of the translation, he should properly transform and reconstruct the translation content.

## 2.2 Translation method

The main method of ecological translation is "three-dimensional" transformation, that is, under the principle of multi-dimensional integration, translators can exert their subjectivity and make adaptive selection and transformation from

the three dimensions of language, culture and communication, so as to screen out the optimal expression and make the translation ecological environment best fit the original text.

The specific performance is as follows: in terms of linguistic dimension, attention should be paid to the transformation of language forms, especially rhetorical styles. Translation should not be confined to the original text, sometimes translators can even reconstruct the sentence structure. In terms of cultural dimension, attention should be paid to the diversity of culture. Translators should improve the target language reader's understanding of local culture so as to promote cultural communication. The adaptive selection of communicative dimension should be based on the communicative nature of language in order to achieve the final communicative purpose.

# 3. Problems in the translation of game character lines into Chinese

Game translation is different from traditional translation. The entertainment characteristics of game text require translators to take into account the playability as well as the text in the translation process. When conveying game content, translators should not only pay attention to the faithful and appropriate language expression, but also pay attention to the cultural level, so that target language players can get the same game experience as local players. They should also focus the communication level, so that the translation can be closer to our daily life. This increases the difficulty of game translation into Chinese. At present, common problems in game translation into Chinese are as follows:

## 3.1 Translationese

Due to the differences between English and Chinese in terms of sentence structure, rhetorical devices, choice of words and other aspects, translating literally will make the translated text hard to understand.This kind of translation is not in line with the Chinese language habits. In addition, lacking of communication skills makes it difficult to achieve the purpose of communication. There are obvious differences between English and Chinese in word choice. English is a static language, which often uses nouns and prepositions, while Chinese mostly uses verbs. For example, in one of the Champion's lines, the translation team translated ‘We’ll prey on the civilized’ to ‘我们会文明的捕食’. Here they translated the original adjective "civilized" as an adverb to modify the verb "prey". Such a translation would be inappropriate. This sentence is not intended to express the way of hunting, but the target of hunting, so it should be translated into ‘我们会捕食文明’.

## 3.2 Missing character personalities

In League of Legends, there are more than 100 characters with different story backgrounds and skills.Therefore, the translation of the characters' lines needs to match the their personalities to enhance the player's game experience. One of the lines used by Arrow Verus is "I'm on borrowed time," which was translated as ‘我只是在苟延残喘’. It means a person just has a breath before death. It is a metaphor for a temporary struggle to survive, often in a derogatory sense. This translation is unmatched with this arrogant champion. With the background of the story and the identity of the characters, here he says "I'm on borrowed time" to express that he had no time for revenge, so it is best translated as ‘我的时间不多了.

## 3.3 Inconsistency between lines and dubbing

Champions’ lines are personalized and usually use short sentences. In addition to conveying information, it reflects the character of the role and makes the game more anthropomorphic.The text of the lines is limited to a specific time and space scene, which is displayed through the form of dubbing, so the translation should be concise and clear. The information should be efficiently transmitted within the limit of the number of characters to be consistent with the dubbing.

# 4. Translation strategies from the perspective of ecological translation

## 4.1 Adaptive Transformation of linguistic dimensions

The adaptive transformation of linguistic dimension requires translators to transform not only the language form of the original text, but also the sentence structure, rhetoric and semantics.The lines of Dawn messenger Raven and Night Messenger Yasuo in League of Legends translated by the translation team here break the sentence structure of the original text and use rhetoric to make the translation conform to the Chinese expression, which is catchy and easy to understand.

Example

ST:Pale grew thy cheek and cold, Colder thy kiss.

TT:面如霜下雪，吻如雪上霜。

The original sentence comes from the British romantic poet Byron's love poem *When We Two Parted*. In the first verse of this poem, Byron writes about his sorrow when parting with the heroine.For the translation of English poetry, in the perspective of ecological translation, it is necessary to fully consider the ecological balance of rhyme, artistic conception and other factors of poetry.Every sentence in English poetry is different in length and is usually longer than Chinese. The translation team only uses ten words which correspond to each other to express this sorrow.There is no mention of the word ‘cold’ in the translated text, instead, they use ‘snow’ and ‘frost’. ‘霜’ to ‘雪’, ‘下’ to ‘上’, this translation is in line with the Chinese poetry expression characteristics, the alignment is arranged orderly and neatly .

## 4.2 Adaptive Transformation of cultural dimensions

In the process of translation, the translator should think based on the Chinese cultural background and use the adaptive conversion of cultural dimension to help local players better understand the meaning of sentences. The translator's conversion of bilingual cultural differences is directly related to the game players' understanding of local culture.

Example

ST:It’s all smoke and mirrors.

TT:只不过是镜花水月而已。

This is a line from one of the game hero --LeBlanc. If literally translates as "这都是烟雾和镜像," will lose its original meaning and make it hard for game players to understand. ‘smoke and mirrors’ is an American idiom that comes from magic. Magicians often use smoke and mirrors to confuse the audience in order to make them hallucinate. So, smoke and mirrors became a synonym for deception. LeBlanc is an unpredictable assassin who can come and go at will, and she has a knack for confusing opponents.In Chinese, "镜花水月" refers to an unreal scene, which is exactly corresponding to ‘smoke and mirrors’. This idiom comes from Chinese classic ‘the direct speaking of poet’. The translator showed us the mystery of LeBlanc with the statement of unique Chinese culture characteristics.

## 4.3 Adaptive Transformation of communicative dimensions

In essence, game is a commodity as well as a communication activity. Through the translation of games, players can understand the content and gameplay of the game and promote their purchase of the game. Therefore, the adaptive transformation of the communicative dimension is indispensable in game translation.

Example

ST:speed to.

TT:正在加速。

This line comes from the character Miss Fortune, Swiftness is her label. She is a fast runner and chaser. After attacking enemies, there will be an attack speed bonus. When the hero is in the state of no attack, she will say this line.Literally, speed to means ‘加速’ in Chinese. But the translation team add the progressive tense to remind players that the hero is speeding up and no one is attacking them. That means players should cautious at all time.

# 5. Conclusion

To sum up, with the continuous development of e-sports, the level of game translation has a profound impact on the development of the entire industry.At present, the quality of game translation is uneven. This paper uses the three-dimensional transformation translation method of ecological translation to analyze the translation strategy of characters' lines in League of Legends."Three-dimensional" transformation is not separated from each other, they influence and infiltrate each other, which requires translators to consider from multiple aspects to integrate the optimal choice.Three-dimensional conversion theory helps to solve the translation problems existing in the Chinese translation of game characters' lines, and carries out adaptive selection and conversion from different dimensions. It provides new ideas and methods for game translation, so as to improve the comprehensive quality and user experience, and to boost the development of e-sports industry.

## References

[1] Esselink, Bert. Localization[M]. Philadelphia: John Benjamins, 2001.

[2] Carmen Mangiro Hevian. Online games Localization: Posing New Challenges to the Translator[J]. Game and Culture, 2009(01):12-18

[3] Hu GS. Understanding Eco-translatology[P]. Presented at the International Conference on Translating Globle Cultures: Towards Interdisciplinary Construction. Beijing. China. 2006.

[4] Peter Newmark. A Textbook of Translation[M]. Shanghai: Shanghai Foreign Language Education Press. 2001.