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Título: Riot Games vs players' jargon. A comparative analysis of localized terms in *League of Legends*

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Abstract

The present work consists of classifying and analyzing the terms localized in Spanish of the video game *League of Legends.* For this purpose, a corpus has been created; it collects: (a) the English terms; (b) the terms localized by Riot Games; and (c) the terms localized by the players. These terms are classified according to the technical translation processes used by both professional translators and players who found it necessary to localize the terms without any knowledge of translation procedures. Certain terms that are believed to be important are discussed. Information is provided on the definition of *video game* -emphasizing that it needs a revision-, on the localization of video games, and on the technical methods that have been used to classify the terms localized in Spanish.

Resumen

El presente trabajo consiste en clasificar y analizar los términos localizados en español del videojuego *League of Legends.* Para ello, se ha creado un corpus que recoge: (a) los términos en inglés; (b) los términos localizados por Riot Games; y (c) los términos localizados por los jugadores. Estos términos se clasifican en función de los procedimientos de traducción utilizados tanto por los traductores profesionales como por los jugadores que se vieron obligados a localizar los términos sin conocimiento previo. Se discuten algunos términos que se consideran importantes y se ofrece información sobre la definición de videojuego -subrayando que necesita una revisión-, sobre la localización de videojuegos y sobre los métodos técnicos que se han utilizado para clasificar los términos localizados en español.

Table of contents

1. Introduction

For the last half century, a new audiovisual entertainment market has been growing steadily. Its international development could be compared to that of the film industry; every day the quality of image and sound improves, leading to users being part of the content created, making them participate in it. Video game developers have captured the interest of a young audience that prefers this mode of entertainment as a pastime. This public can enjoy content of their preference as well as being able to interact with other users whose tastes and interests are shared.

Currently, the world of video games is so deeply rooted in our society that there are exclusive platforms for them, such as Steam, Origin, Ubisoft, and Epic Games, among others. Users who register on these platforms have access to a wide variety of video games, classified according to the role that the user has in them. While the kind of game depends on the user's choice, so does the type of console used to play it.

While a new way of life has been born among the youngest, a new profession has been created based on enjoyment. Some users have become professional gamers of the most popular video games, for instance *League of Legends, Call of Duty* and *Fortnite*, among others. Platforms such as Twitch and Youtube are essential for these users whose job consists of creating entertaining content for any user who wants to learn, improve, or overcome the most difficult obstacles of the game with which they spend their leisure time.

League of Legends, also known as *LoL,* is our reference in these pages. It is a multiplayer online game for PC, classified as a strategy one. It was created by the developer Riot Games and launched on October 27, 2009. The worldwide success it has had is truly impressive, with an estimated 150 million registered users and 8 million daily active players, a statistic revealed by Riot Games in a Twitch interview. Data place *League of Legends* in the top rank of the most played PC video games in the world.

On the official *League of Legends* website, Riot Games (2021) summarizes the objective of the title as follows: two teams of five users face off against each other to achieve victory. Each player has a different role depending on the type of champion chosen from over 140. Each game is played on a map inspired by the one of *Warcraft III, Defense of the Ancients: Allstars,* which is based on the *Starcraft* scenario. The map consists of three lanes plus the jungle and the base. And each lane is made up of three turrets and an inhibitor. And the base is formed by two turrets protecting the nexus, the nexus itself and the font of life. Epic plays, involving the assassination of opponents, help one team to gain an advantage over the other. Intelligent planning therefore dominates the game; any mistake leads to defeat.

League of Legends is defined as the world's digital sport by users and professional video game casters. For a better understanding of competitive *LoL,* it is important to mention that it shares mechanics with one of the most followed sports in our society: soccer. There are three major leagues: (1) the Asian League, formed by the Chinese National League (LPL) and the Korean National League (LCK), whose prestige is higher due to the great skill of its players; (2) the European League (LEC), formed by different teams, for instance G2, Fnatic, and MadLions, among others; and (3) the American League (LCS), also formed by different teams. The top two winning teams from each League will officially represent their nation and/or continent in the League of Legends World Champions. It is streamed via Twitch with an estimated 100 million viewers. In a Twitch interview, Riot Games assured that more than 3 million requests were received to attend the venue where the 2020 World Champions was being celebrated. On a smaller level, there are National Leagues.

Several institutions have decided to invest in this digital sport, which boasts of being the future. Entities, such as Real Betis Balompié, have taken the plunge to create a national team that could be the *cantera* of prestigious teams in the top Leagues. The popularity of this title has led Riot Games to link up with international brands, such as Mercedes and BMW, and with the music and film industry.

Developers have a commercial interest in creating content. Therefore, video games tend to be adapted to the different regions where they will be sold. However, due to budgetary constraints, not all titles can afford this process. For this globalization, translation becomes necessary. As a relatively new and growing industry, translators are given the opportunity to show their worth in a project that requires their presence; communication does not exist without linguistics.

League of Legends is dominated by English, its original language. Although in this video game the important thing is the victory of one of the two opposing teams, generally speaking, Riot Games' objective goes beyond that. The purpose was the creation of a fictitious world that gives life to the characters that make up the video game. The map of this world is made up of different regions, where the different champions belong to. Furthermore, each region and each champion has been attributed a story that brings them to life. However, all the information just mentioned is not to be found in the video game itself, but on the *League of Legends* website. It is worth stating that these extensive literary texts are correctly translated.

Regarding the game, due to its nature, the amount of text is scarce; the champions and the interlocutor express themselves orally during the plays. Nevertheless, this communication is informative and not long. For this reason, in terms of creative translation, *LoL* does not

present too much difficulty. But a new dialect was born among the game's fans in order to communicate with each other. Gamers found it necessary to use amateur translation techniques because Riot Games did not display any resources. What is interesting is that after having made a millionaire investment in the development of a product in terms of graphics and story, and despite the huge success it has had, numerous translations that compose the daily communication between users are made by them and, hence, are unofficial and nonprofessional.

Being a *League of Legends* fan for years, and with my goal of becoming a translator in the future, I confirm that this jargon is a challenge regarding translation. Researching this product from applied linguistics is, therefore, worthwhile. Moreover, it allows me to contextualize the world of video games, which is a relatively new linguistic field yet to be explored. Thus, in the present work, the aim is to study the translation phenomena used and the number of unofficial and official translations into Spanish, focusing on a deeper analysis of the gamers' jargon.

2. Objectives and methodology

2.1. Objectives

The main objective of the present work is to carry out an in-depth study and analysis of the technical translation procedures that have been undertaken in the adaptation of English terms to the Spanish language. For this purpose, it would be necessary to understand why Spanish *LoL* fans have had the need to make such translations. The translation solutions they have offered and the impact they have on the professional practice will be examined. As a consequence, restrictions that force to modify the translation made, if any, will be observed, so that communicative errors that may exist can be studied.

The second objective would be to create the basis for fulfilling the main objective. This consists of a corpus, so far non-existent, that collects all the Spanish terms used daily, together with their respective original word in English. Thus, gamers' jargon will be shown next to the translation of Riot Games in case they offer it. For the creation of this corpus, it is essential to contact as many gamers, professional or not, as possible. Thanks to this, a wide range of terms will be exposed to help us to create a complete corpus.

Considering the above objectives, several research questions arise: Why do users perform video game translations? How do they perform these translations? Do they pose a threat to the translation profession? Are professional translators required after this process? How influential would the translator's work be if it were necessary?

2.2. Structure and methodology

The present work consists of four main parts. The first part presents the theoretical framework, whose content is based on a research approach to video games and on the role of translators in this sector. The second part presents the results of the study, carried out based on the corpus. The third part presents an analysis of the most important terms regarding translation procedures. Finally, returning to the objectives and methodology, the research questions posed will be answered. This research work closes with the bibliographical references consulted and the annexes containing the corpus.

For the study to be carried out satisfactorily, the methodology is based on the analysis of the English terms and the official translations provided by Riot Games. They have been extracted from the video game, both PC and mobile versions. And the Spanish terms that make up the gamer's jargon have been obtained thanks to the knowledge of gamers, professional and non-professional, and from webpages created by video game fans. A total of 205 English terms, 106 official translations and 266 unofficial translations have been collected. To classify these terms according to the translation procedures used, a taxonomy of the most important oblique and literal processes have been obtained from the subject *Fundamentos y Práctica de la Traducción Inglés-Español*. There are 13 procedures used by video game fans and 8 used by Riot Games professionals. Section 5.1, ''Translation processes'' contains all the necessary information for this purpose.

3. Theoretical framework

A definition of the term *video game* as well as an introduction to the localization involved in any product of commercial interest is necessary for this project. Therefore, in the following sections, the video game *League of Legends* will be contextualized from these points of view.

3.1. Videogames and genres

Since the existence of video games, different opinions and definitions have been offered. It is very likely that everyone will have a different mental image when answering the question: what is a video game? (López, 2015). The attitude towards video games depends, among other things, on the age of the individual. While it is true that this factor is gradually fading, this hobby tends to be part of the lives of the youngest. Many scholars have tried to answer this question and create a definition that covers the basics of what is important and relevant for this field.

The online *Oxford English Dictionary* (n.d.) defines *video game* as "a game played by electronically manipulating images produced by a computer program on a monitor or other

display (now usually a program running on a games console, personal computer, or mobile device)". The online version of the *Merriam-Webster Dictionary* (n.d.) shows the following definition: "an electronic game in which players control images on a video screen". And the online version of the dictionary of *Real Academia Española* (n.d.) states that a *videojuego* is:

1. *m. Juego electrónico que se visualiza en una pantalla.*
2. *m. Dispositivo electrónico que permite, mediante mandos apropiados, simular juegos en las pantallas de un televisor, una computadora u otro dispositivo electrónico.*

Three different definitions of the compound word have been offered, whose similarity is based on the close approximation to the term *video*. Any scholar who wants to define this compound term must go one step further. This is because while it is true that video games are visualized on a screen, just like a movie, a series, or a documentary, the difference between these audiovisual products lies in the spectator, who becomes a participant in the video game; the individual becomes a character that is necessary for the product's objective to be fulfilled. Therefore, we will now offer different definitions of the term *game*, which will allow us to move away from the ones mentioned above. In this way, we will focus on the real essence of these titles: entertainment.

> *Una acción libre [...] sentida como situada fuera de la vida corriente, pero que, a pesar de todo, puede absorber por completo al jugador, sin que haya en ella ningún interés material ni se obtenga en ella provecho alguno, que se ejecuta dentro de un determinado tiempo y un determinado espacio, que se desarrolla en un orden sometido a reglas y que da origen a asociaciones que propenden a rodearse de misterio o a disfrazarse para destacarse del mundo habitual.* (Huizinga, 1998, p. 26)

The online *Oxford English Dictionary* (n.d.) defines *game* as ''amusement, sport, fun; pleasure, enjoyment'' (definition 1). Therefore, a compound word that comes from the interaction of two independent elements is found: *video* and *game*. Although this definition does not seem to be very accurate, the separate elements must be kept in mind when translating. The reason why is that the professionals in charge of translating the video game must respect both the technical conventions and the terminology of the product as an audience-oriented entertainment work.

It is important not to forget about video game genres in order to complete the information that the translator must know when dealing with localization. As this is a short piece of research work, genres will not be explored. However, this classification is important since it will help the professional to know what context he/she is dealing with. The translator will need to know the features of each genre, its terminology, and the difficulties to be able to

carry out the translation in a satisfactory way. For our purpose, one of the most interesting classifications is offered by Wolf (2001). *League of Legends,* our object of analysis, would be classified as a strategy genre.

3.2.   The localization of video games

For any product with a commercial interest and subject to globalization, localization is a process to take into account in order to achieve satisfactory results. The entertainment industry has grown considerably since its beginnings, confronting and surpassing other industries that had been considered important in terms of technological advancement. Although the development of a video game is not as complex as film production, it is not an easy task. The work of professionals from different sectors, including translation, is of great importance.

 According to Méndez (2015) and Manrubia (2014), to develop video games the process is generally divided into three phases:

- Pre-production. In this phase, the idea is presented. It takes shape thanks to a designer team. A marketing plan and a budget is provided by the developer.
- Production. The work of professionals from different sectors takes place. The localization of the video game occurs in this phase.
- Post-production. All the elements are put together and checked. If a satisfactory result is obtained, the video game is commercialized. The marketing campaign begins.

The translator's job should be considered as one of the most important. For the video game to be properly globalized, its objective and/or story must be the same for all players. For this reason, video game localization should be the first process to consider.

The term *localization* is not easy to define. As O'Hagan and Ashworth (2002) state, localization is "a process to facilitate globalization by addressing linguistic and cultural barriers specific to the Receiver who does not share the same linguistic and cultural background as the Sender" (pp. 66-67). According to this definition, the localization process is a very complex task that involves not only linguistics, but also cultural adaptation. Markets, especially the Spanish one, are the most demanding in terms of adaptation. Thus, the translator's work benefits from a higher investment.

Maxwell and O'Malley (2011, pp. 11-12) define the three phases of the localization process of a video game as follows:

- The Planning Phase. When the game is in the pre-production phase.
- The Production Phase. When the game is being produced. The translation is integrated into the game and tested.

- The Post-Production Phase. Other localization items are translated.

Finally, according to Méndez (2015, pp. 77-95), the texts that appear in video games and require the translator's work will be shown below:

- Ingame texts
- Subtitling
- Dubbing
- Literary elements
- Legal texts
- Adaptation of covers and advertising
- Cultural adaptation
- Sound peritexts

4. Results

4.1. Creation and description of the corpus

The corpus has been created with the aim of collecting all the Spanish terms, not necessarily used daily, together with their corresponding English term. Therefore, it is intended to show both the players' jargon and the translation given by the developer Riot Games in case the terms are offered. The following terminology will not be included in this corpus: the name of items, the name of champions, and the name of champion skins.

The corpus table is divided into three columns. On the one hand, the first column collects all the English terms, called 'English word'. On the other hand, two different columns would display the Spanish terms, named 'Riot Games translation' and 'Gamer's jargon'. The table would look like the following:

Table 1

The classification of both the English and Spanish terms

ENGLISH WORD	RIOT GAMES TRANSLATION	GAMER'S JARGON

As previously mentioned, the present work consists of a study and analysis of the translation procedures that have been used to adapt English terms to the Spanish language. This responds to our main objective. Therefore, next to each column that displays the Spanish terms, we would add another one that describes each term with the corresponding translation process used. The result would be the following:

Table 2

The classification of the terms plus the corresponding columns for translation processes

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASIFICATION	GAMER'S JARGON	CLASIFICATION

In this stage, obtaining the terms, both in English and Spanish, has turned out to be a rather complicated task. This is due to the fact that the corpus presented in this work is new. As this linguistic system has not been studied so far, this work will be the first to examine this video game jargon which is, at the same time, both used and neglected, especially among the *League of Legends* community.

To obtain the English and the Spanish terms offered by Riot Games, I analyzed the video game, PC and mobile versions. It should be noted that the terms offered in this corpus cover the following: the structure of the map, the creatures that form it and the types of champions that exist, the names of the objects and summoner spell. In the game settings, the language of the game can be changed, which was of great help. However, although these translations are official, *LoL* players offer unofficial translations to these ones, which are used on a daily basis. This is reflected in the corpus. It is also worth noting that the mobile version, called *Wild Rift,* is recent and improved due to a new investment in linguistic services. Hence, we find terms that vary from the one offered in the PC version, being more realistic. All this leads us to a corpus that presents a great variety of lexicon. An English term can have two Spanish variations, and both ones are official translation offered by the Riot Games developers.

In order to obtain the terms that form the player's jargon, the videogame itself does not help us. The knowledge of players who have been playing for years is key to this research work. Also, having contacted professional players and team coaches has helped to bring the corpus to life. There is even an online dictionary, creation of a gamer and entitled GamerDic (https://www.gamerdic.es/), which offers a series of terms to guide any player who has doubts about the words used during games. Being a shared jargon among current video games, fans create unofficial pages offering a short list of definitions. The webpages from which the terms were extracted are from these different fandom pages. Among them, the *Wiki League of Legends* (LoL) (n.d.) is the one that offers more terms. There are other pages that gather basic concepts, such as online newspapers, but, because these terms are found in the fandom pages mentioned above, it is not necessary to mention them. Thanks to all this, I managed to complete the corpus.

At the time of classifying the terms with their respective translation process, I relied on the data provided in the subject *Fundamentos y Práctica de la Traducción Inglés-Español*. It was a great challenge to face such an analysis and study considering that, on the one hand, the

company itself has not invested in linguistic services and the translations are poor. On the other hand, most of the terms used in the video game are not official. In addition, we are faced with a wide range of possible translations from Spanish for an English term, since each term used is at the player's preference. Therefore, I had to study what procedure(s) occur(s) in each of the Spanish variants of an English term.

4.2.　　Results of the corpus

After performing the analysis of the corpus, the following table shows the number of terms found:

Table 3

Results of corpus terms

English words	205
Riot Game translations	106
Gamers' jargon translations	266

Focusing on the Spanish terms offered by Riot Games, the following table will show the translation procedures that have been used together with the number of terms involved:

Table 4

Results of the classification of Riot Games translations

Pure borrowing	4
Naturalized borrowing	1
Semantic borrowing	2
Literal translation	66
Equivalence	20
Explicitation	5
Calque	3
Neologism	6

Focusing on the gamers' jargon, the following table will show the translation procedures that have been used together with the number of terms involved:

Table 5

Results of the classification of gamers' jargon

Pure borrowing	77
Naturalized borrowing	51
Semantic borrowing	3
Neologism	3
Literal translation	64
Equivalence	12
Explicitation	55
Calque	2
Mistranslation, nonsense	1
Cultural equivalent without translation	25
Generalization	3
Omission	24
False semantic friend	4

5. Analysis

5.1. Translation procedures

As Hurtado (2001) pointed out, technical procedures, also known as strategies, presuppose a difficult task in terms of definition. However, she added, they could be defined as those processes offered by the field of Translation Studies to explain the result of a work translated by a professional. The use of one translation procedure or another will depend on the text to work with and the objective to be achieved. Different classifications of these processes have been given over the years. Even the name of each techniques varies depending on the author we follow. One of the most comprehensive classifications is the one offered by Hurtado (2001, pp. 269-271). However, to meet the objective of the present work, the analysis is carried out making use of the classification made by Morató and Pliego (2018-2019). It must be mentioned that, although these technical procedures have been collected by Spanish professionals, the pioneers are Vinay and Darbelnet, whose work is *Stylistique comparée du français et de l'anglais* (1958).

Table 6

Technical procedures proposed by Hurtado

Adaptation	Coined equivalent
Linguistic amplification vs linguistic comprehension	Generalization vs particularization
	Modulation
Amplification vs elision	Borrowing
Calque	Substitution
Compensation	Literal translation
Discursive creation	Transposition
Description	Variation

Table 7

Technical procedures proposed by Morató and Pliego

Transposition	
Modulation	
Equivalence	
Displacement	
Adaptation	Established vs convalidative vs funcional formulation Paraphrase Combination Creation: cognate Creation: new element, neologism
Amplification	Redundant Descriptive Grammatical Classifier Footnotes
Explicitation	
Excision	
Compensation	
Supporting elements	
Omission	Omission vs omission by convergence Merge
Literal translation	Calque Pure vs naturalized vs semantic borrowing Cognate Syntactic plane Misapplied: false semantic vs syntactic friend

	Mistranslation: distortion of meaning vs contradiction vs nonsense
Generalization	

As the present analysis will focus on the players' jargon, it seems useful to offer some explanations from the main procedures included in Morató and Pliego's and Molina and Hurtado's classifications:

- Neologism. It consists of the creation of a word.
- Literal translation. Literal translation faithfully follows the structure of one language transferred to another; that is, the translation is made word for word. This translation is sometimes necessary. There are two types of literal translation: well and badly applied. The second one is considered a mistranslation that entails consequences: (a) distortion of meaning, consisting of saying one thing when another was meant; (b) contradiction of meaning, consisting of saying the opposite of what was meant; and (c) nonsense, consisting of saying something meaningless. Misapplied translation is due to the use of a false friend, semantic or syntactic.
- Pure borrowing. "A word taken directly from another language" (Molina & Hurtado, 2002, p. 2).
- Naturalized borrowing. "A word taken directly from another language" (Molina & Hurtado, 2002, p. 2). These are words adapted to the language that adopts them.
- Equivalence. It consists of looking for a formula in Spanish that equals that of the other language. That is, it would be the same message, although, by means of stylistic and structural resources, they are totally different. Molina and Hurtado (2002) describe *equivalence* as having "the same situation using a completely different phrase" (p. 3).
- Explicitation. It consists of adding information for the reader to understand. It is the author's own interpretation. It is usually given when the professional has prior knowledge of what he/she is writing and, therefore, can afford to amplify the content by adding something of his/her own without it being given in the text, offering an explanation or a point of view. Molina and Hurtado state *explicitation* is "to introduce information from the ST that is implicit from the context or the situation" (2002, p. 3).
- Calque. "A foreign word or phrase translated and incorporated into another language" (Molina & Hurtado, 2002, p. 2).
- Cultural equivalent without translation. Elements that are deeply rooted in the culture.

- Generalization. "To translate a term for a more general one" (Molina & Hurtado, 2002, p. 3).
- Omission. It consists of not translating an element from the original text because it is unnecessary in the transmission of the message.

While most used terminology in the *League of Legends* community are unofficial translations that follow the technical procedures explained above, Riot Games offers official translations in terms of descriptive terminology and necessary for the game to come to life. As the number of terms offered is much smaller, the technical translation processes will also be more limited. Those used are the following ones: pure borrowing, naturalized borrowing, neologism, literal translation, equivalence, and explicitation.

In the following subsection, an analysis of the terms in the corpus will be presented. It will be noted, however, that for the translation of an English term into Spanish, not only one but two or more translation processes have been used. And, if required, errors made by video game fans will be commented. Finally, the correct term will be offered in case there is one.

5.2. Analysis

The players have made use of 12 equivalences and 64 literal translations to create this jargon. These terms will not be offered due to the extension they would entail. However, as mentioned in the previous sections, they have made use of more technical procedures. Their terms localized in Spanish will be analyzed considering the context and the translations offered by Riot Games if that is the case.

Generalization is a technical procedure that players use due to the great ease and speed of communicating using the Spanish localized term. The following tables will present the different terms that follow this process.

Table 8

Spanish localized term following the translation procedure: generalization

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Honeyfruit	*Fruto de miel*	Calque	*Plantitas*	Generalization

Context: *Honeyfruit* is the plant found in the river (and next to each Tiers 1 in the mobile version). When hitting this plan, it leaves on the ground some fruits with which the champion recovers life.

Analysis: The term *honeyfruit* is a neologism. The localized term in Spanish is *fruto de miel,* and the technical procedure used is a calque. However, players use the term *plantita,*

making use of a generalization, since the typology of the plant does not matter. Being the only life-giving plant, there will be no confusion in communication.

The following terms are included in this process for the following reason: although it is true that for some of them other translation processes are used, such as literal translations, and pure borrowings, it is important to introduce this combination of terms that are differentiated by the classification they show.

Table 9

Spanish localized terms following the translation procedure: generalization

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Turret	*Torreta*	Literal translation	*Torre*	Literal translation
Inner turret, Tiers 2	*Torreta interior*	Literal translation	*Torre,* Tiers 2	Generalization, Pure borrowing
Outer turret, Tiers 1	*Torreta exterior*	Literal translation	*Torre,* Tiers 1	Generalization, Pure borrowing
Nexus turret	*Torreta del nexo*	Literal translation + semantic borrowing	*Torre del nexo*	Literal translation + semantic borrowing
Inhibitor turret	*Torreta inhibidora*	Literal translation	*Torre del inhibidor*	Literal translation

Context: The term *turret* refers to the structures that form the lanes of the map until reaching the nexus, in other words, the heart of the base.

Analysis: Each turret is assigned a name that classifies them depending on the position in which they are located. In this way we find the following typology: outer turret, inner turret, inhibitor turret and nexus turret. A generalization of this classification is created, and players call them all *turrets.* Even the official translation of turret, *torreta,* is not used, but *torre* instead. A typical expression during games is the following: *vamos a tirar la torre,* being any turret of this typology. It is true that some players classify only two of them: *torre del nexo* and *torre del inhibidor,* literally translating these English terms into Spanish. It is important to mention that the terms *Tiers 1* and *Tiers 2¸ préstamos puros*, are only used by casters, professionals who comment *League of Legends* matches when they go live.

Cultural equivalents or *culturemes* are important elements since they belong to a community of speakers. It would be like a mark of identity that only those who speak that jargon understand. These terms will be presented in the same table because they all follow the

same procedure. An important note to add is that these terms are acronyms used by the players during the games or after/before them to communicate with each other in a faster way. These terms have no translation and are shared with the English-speaking *LoL* community. Except for one of them that will be commented individually.

Table 10

Spanish localized terms following the translation procedure: cultural equivalent

ACE	KS (Kill Stealer)	AD (Attack Damage)	BG (Bad Game)	NJ (Nice Job)
Tf (Teamfight*)*	SS (Stay Safe)	AP (Ability Power)	GG (Good Game)	WP (Well Played)
ADC (Attack Damage Carry)	FF (Fail Fight)	CD (Cooldown)	GJ (Good Job)	GGWP (Good Game Well Played)
TP (Teleport)	OP (Overpowered)	CC (Crows Control)	GL (Good Luck)	L2P (Learn to Play)
AFK (Away From Keyboard)	UP (Underpowered)	CS (Creep Score)	GLHF (Good Luck Have Fun)	EZ (Easy)

Table 11

Spanish localized terms following the translation procedure: cultural equivalent

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
ACE	*Aniquilados*	Equivalence	ACE	Cultural equivalent + pure borrowing

Context: This term refers to when all five champions of the same team have been defeated in a teamfight.

Analysis: The official translation provided by Riot Games is *aniquilados,* which is mentioned by the voiceover narrating the games. And some players are starting to use this equivalence offered, although it is not very common yet.

Players use some of these terms by making use of an explicitation. In some cases, using only acronyms during the game makes the communication need something. Therefore, use is made of verbs and articles to make the interpretation of enemies or partners satisfactory. The

terms are as follows: *estar* AFK/OP/UP, *tirar* FF/TP, *hacer* KS, *el* CD/CC. In addition, some of them are used to insult an enemy or a partner such as, for example, L2P and EZ.

Every world that is created from scratch entails the presence of neologisms and *League of Legends* is not an exception. We found three creations. The definition of these terms is not easily to find unless it is on an information page about the video game itself.

Table 12

Spanish localized terms following the translation procedure: neologism

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Crimson raptor	*Picuchillo carmesí*	Neologism + literal translation	*Picuchillos*	Neologism + omission

Context: Jungler monsters that the jungle kills to get experience and gold.

Analysis: The official translation provided is a neologism plus a literal translation, *carmesí*. However, players omit information and simply say *picuchillos*. While it is true that this term is widely used by players, terms that have come into Spanish through explicitation, *such* as *pollo* and/or *pájaro,* are more common.

Table 13

Spanish localized terms following the translation procedure: neologism

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
OOM (Out of Mana)			*Sin maná*	Neologism
LOM (Low on Mana)			*Poco maná*	Neologism

Many borrowings are found in the players' jargon: 77 pure, 51 naturalized and 2 semantic borrowings. The pure borrowings found will not be mentioned in the present analysis due to the word limit. However, it is worth mentioning that, when using these terms, no use is made of italics to indicate that they do not belong to our verbal communicative system. It is of great importance to comment on the naturalized borrowings. To form nouns, *-o* is added. For example, *grompo, bursteo* and *bufo.* Participles are formed after the verbs have been formed. For example, the participle of *nerfear* is *nerfeado.* For the creation of these verbs, the form *-ear,* typical of verbs derived from nouns or adjectives, is added. Sometimes the reflexive

pronoun -*se* is even added. The most used terms will be presented in the following table as examples.

Table 14

Spanish localized terms following the translation procedure: naturalized borrowings

Buildear(se)	*Deletear*
Wardear	*Fedear*
Smitear	*Focusear*
Backear	*Pushear*
Baitear	*Romear*
Throwear la partida	*Pokear*
Pickear	*Flamear*
Farmear	*Trolear*
Campear	*Divear*
Tanquear	*Dodgear*
Junglear	*Gankear*
Tryhardear	*Kitear*
Boostear	*Stunnear*
Tiltear(se)	*Oneshotear*

Table 15

Spanish localized terms following the translation process: naturalized borrowing from a cognate

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Item			*Itemización*	Naturalized borrowing from a cognate

Context: The set of objects that each player must buy to advance in the game.

Analysis: The term *itemización* is the noun of the naturalized borrowing. The root is *item,* which would be the individual object. These noun creations are usually formed with the ending -ación ''*si el verbo del que derivan es de la primera conjugación*'' (RAE, n.d., definition 1).

Another borrowing is the semantic one from a cognate, in this case, by both Riot Games and gamers themselves.

Table 16

Spanish localized term following the translation process: semantic borrowing.

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Nexus	*Nexo*	Semantic borrowing	*Nexo*	Semantic borrowing

Context: This term refers to the heart of the base. It is the structure that must be destroyed to win the game.

Analysis: The term *nexus* is a neologism. The online Cambridge Dictionary (n.d.) offers the following definition: "an important connection between the parts of a system or a group of things". And the online dictionary by Real Academia Española (n.d.) states that *nexo* is "*nudo, unión, lazo*" (definition 1). It is therefore confirmed that this term is a semantic borrowing since there is no definition that describes it.

Table 17

Spanish localized terms following the translation procedure: semantic borrowing

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Jungler			*Jungla*	Semantic borrowing

Context: A player role that consist of killing jungle monsters. Its place is in the jungle and not in any lane. The player must attend other lanes to kill the enemy and get advantage.

Analysis: Riot Games offers names for all roles and types of champions in the game, but not for this role. Therefore, players had to create a neologism. And, although the area of the map and the name of the role match, it is the context that clarifies what is being talked about. Sometimes, to make communication faster, the following cultural equivalent is used: jgler. But this term is very recent and only certain gamers use it.

Players have not taken the time to look up the correct equivalent of each term; perhaps only for some of them. In the case that Riot Games offered official translations, these are often complicated when communicating during the games. For that reason, they make use of explicitation. A term is localized in Spanish through a visual image. For this analysis, some of the terms will be analyzed and images will be included to show this process in a better way.

Table 18

Spanish localized terms following the translation procedure: explicitation

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Siege Minion, Cannon Minion	*Súbdito de asedio*	Equivalence + Literal translation	*Gordo*	Explicitation

Figure 1

Siege Minion

Note. League of Legends. (n.d.). *Siege Minion.* [Figure] Retrieved from

https://leagueoflegends.fandom.com/wiki/Siege_minion

Context: Type of minion that helps champions in the lanes.

Analysis: *Súbdito* would be the official term that Riot Games offers for the term *minion,* the one which is used by players. This type of minion is the most important in the wave as it does more damage and, when killed, gives more money. Players refer to it as *el gordo* or *el cannon*, using a pure borrowing, with an omission. Unlike the other minions, this is the one that stands out the most as it looks bigger by riding on a vehicle.

Table 19

Spanish localized terms following the translation procedure: explicitation

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Fog of War, Fow, God	*Niebla de Guerra*	Literal translation	*Zona sin visión*	Explicitation

Figure 2

Fog

Note. theScore Staff. (2017). *A guide to warding in League of Legends.* [Figure]. Retrieved from https://www.thescoreesports.com/news/12960

Context: Any area that has no vision. It is foggy and obscured.

Analysis: Riot Games did not offer official translation until the *Wild Rift* update on May 28, 2021. The localized term in Spanish is *Niebla de Guerra,* having used the literal translation as a technical process. However, players make use of a visual image to refer to these zones. Typical expressions to refer to this zone are the following ones: *no vayas sin visión, no hay visión* and *hay que tener visión del mapa. Planta de visión* is a term also used by players that follows this process. This term refers to a plant that, when hit, gives vision for a few seconds of the map. Riot Games calls this flower *Scryer's Bloom*, but there are players who do not even know this term.
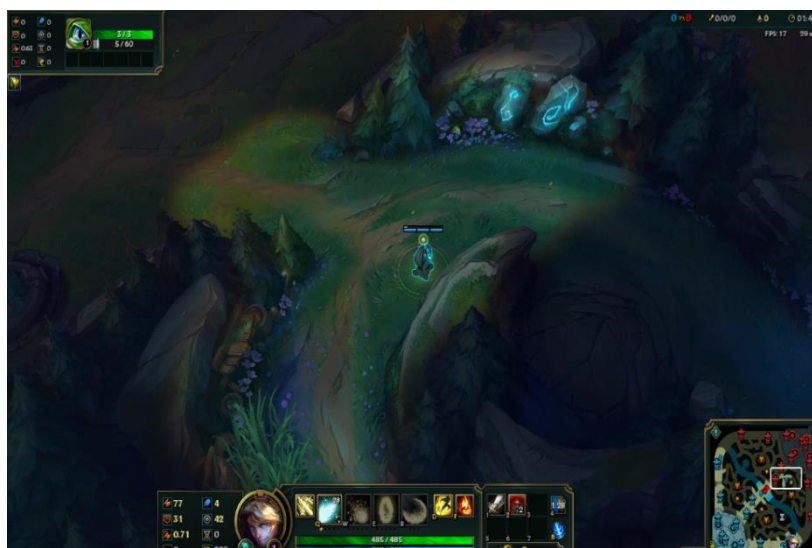
Table 20

Spanish localized terms following the translation process: explicitation

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Crimson Raptor	*Picuchillo carmesí*	Neologism + literal translation	*Pájaros, Pollos*	Explicitation

Figure 3

Dagarraco

Note. League of Legends. (n.d). *Dagarraco.* [Figure]. Retrieved from

https://leagueoflegends.fandom.com/es/wiki/Dagarraco

Context: Jungle monsters that the jungle kills to get experience and gold.

Analysis: Players refer to them as *pollos* or *pájaros.* Although *League of Legends* ES (2020) describes them as voracious predators, in the video game they are small in size compared to champions.

Table 21

Spanish localized terms following the translation procedure: explicitation

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Ancient Krug	*Krug ancestral*	Neologism + pure borrowing + literal translation	*Rocas*	Explicitation

Figure 4

Krug camp

Note. League of Legends. (n.d). *Krug camp.* [Figure]. Retrieved from

https://leagueoflegends.fandom.com/wiki/Krug_camp

Context: Jungle monsters that the jungle kills to get experience and gold.

Analysis: Players refer to them as *rocas.* While Riot Games provides an official translation, it becomes difficult when communicating quickly. Therefore, players make use of a visual image to localize the term.

Table 22

Spanish localized terms following the translation procedure: explicitation

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Gromp	*Gromp*	Pure borrowing	*Sapo*	Explicitation

Figure 5

Gromp

Note. League of Legends. (n.d). *Gromp.* [Figure]. Retrieved from

https://leagueoflegends.fandom.com/wiki/Gromp

Context: Jungle monsters that the jungle kills to get experience and gold.

Analysis: Players refer to this monster as *sapo.* Riot Game offers a pure borrowing, which is also used by players.

Table 23

Spanish localized terms following the translation procedure: explicitation

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Backdoor, BD			*Hacer un xPeke*	Explicitation

Context: When the base is open, and an ally or enemy destroys the nexus, thus winning the game, without any of the participants realizing it or when it is too late to avoid victory.

Analysis: This term is important because xPeke is a Spanish professional player, whose game technique was this one. He is considered an idol. Doing an xPeke is difficult since you must have a great control of the map and a great knowledge of the videogame. Therefore, anyone who manages to do it will be considered a hero.

Table 24

Spanish localized terms following the translation procedure: explicitation

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Delete			*Sufrir o recibir un 100-0*	Explicitation
Burst, Instakill			*Explotar a un campeón, hacer un 100-0*	Explicitation

Context: Kill an enemy or get killed by just using an ability or *combo*.

Analysis: The visual image of this moment lasts a few seconds. It happens so quickly that it is difficult to even visualize it. The champion who receives it is not able to do any damage.

Table 25

Spanish localized terms following the translation procedure: explicitation

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Throw			*Tirar la partida a la basura*	Explicitation

Context: When the enemy team has such an advantage that nothing can be done to achieve a victory.

Analysis: The visual image of throwing something away perfectly shows the context of this term. Players use this expression as a form of complaint.

Finally, it is necessary to comment that the players, not being professionals, have made certain mistakes in localizing the terms out of sheer ignorance. The mistranslated terminology is presented below.

Table 26

Spanish localized terms following the translation process: mistranslation

ENGLISH WORD	RIOT GAMES TRANSLATION	GAMER'S JARGON	CLASIFICATION

Squishy champ		*Ser de papel*	Mistranslation + explicitation **Possible classification:** Cultural equivalent + omission

Context: It refers to those fragile champions such as marksman or assassins, who do a lot of damage but are easy to kill.

Analysis: The term *squishy champ* has five localized terms in English, whose technical process used is different for each of them. *Ser de papel* is the term whose translation process used is mistranslation, plus explicitation. The online *Merriam-Webster Dictionary* (n.d.) defines *squishy* as "being soft" (definition 1). While the correct equivalence would be *ser frágil* following the explicitation, used with the verb *ser,* the expression is so deeply embedded in the everyday communication of gamers that it has become an acceptable translation. Pazos (n.d.) offers in the webpage of the University of Granada a collection of expressions. And among these ones, we find the following one: *ser de papel de fumar,* whose definition is *ser una persona débil.* Thus, the possibility arises that it might not be a mistranslation, but a partial cultural equivalent in the Spanish community. Although *LoL* gamers have omitted *de fumar,* what they probably want to convey is the same idea.

Table 27

Spanish localized terms following the translation procedure: mistranslation

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Duo Lane, Bottom Lane, Bot Lane	*Calle de dúo*	Literal translation	*Línea de abajo* **Possible translation:** *Calle de abajo*	Explicitation + false semantic friend Literal translation + explicitation

Context: The map consists of three lanes plus the jungle. Duo Lane or Bottom Lane refers to the lane at the bottom of the map. It is called Duo because two of the five champions that make up the team take care of that lane, defending the structures in it. These champions make sure that the dragon is protected so that the jungler can kill it if it is convenient.

Analysis: The term *Duo Lane, Bottom Lane* or *Bot Lane* has an official translation that follows a literal translation procedure. However, this Spanish term is not used by *LoL* players.

Línea de abajo is a mistranslation, making use of a false semantic friend, since the correct equivalence would be *calle* o *ruta.* In addition, fans have made use of the explicitation translation procedure, to explain where the lane is located: below the map. Hence, being faithful to this process, the correct translation would be *calle de abajo.*

Table 28

Spanish localized terms following the translation procedure: mistranslation

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Mid Lane	*Calle central*	Literal translation	*Línea del medio* **Correct translation:** *Calle de en medio*	Explicitation + false semantic friend Literal translatio + explicitation

Context: The map consists of three lanes plus the jungle. Mid Lane refers to the lane in the center of the map. In the past, this lane was also called *Solo Lane.* One of the five champions that make up the team takes care of this lane, defending the structures in it. This champion oversees assisting the Duo Lane and the Solo Lane to help his or her teammates.

Analysis: The term *Mid Lane* has an official translation that follows the literal translation process. However, this Spanish term is not used by *LoL* players. *Línea del medio* is a mistranslation, making use of a false semantic friend, as the correct equivalence would be *calle* o *ruta.* In addition, fans have made use of the explicitation translation procedure to explain where the lane is located: in the middle of the map. Hence, being faithful to this process, the correct translation would be *calle de en medio.*

Table 29

Spanish localized terms following the translation procedure*: mistranslation*

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASSIFICATION	GAMER'S JARGON	CLASSIFICATION
Solo Lane, Top Lane	*Calle en solitario*	Equivalence	*Línea de arriba* **Correct**	Explicitation + false semantic friend Literal translation +

			translation: *Calle de arriba*	explicitation

Context: The map consists of three lanes plus the jungle. Top Lane or Solo Lane refers to the lane at the top of the map. One of the five champions that make up the team takes care of this lane, defending the structures in it.

Analysis: The term *Solo Lane* or *Top Lane* has an official translation that follows the equivalence procedure. However, this Spanish term is not used by *LoL* players. *Línea de arriba* is once more a mistranslation, making use of a false semantic friend, since the correct equivalence would be *calle* o *ruta.* In addition, fans have made use of the explicitation translation procedure to explain where the lane is located: on top of the map. Hence, being faithful to this process, the correct translation would be *calle de arriba.*

6. Conclusion

The entertainment industry is not purely technological. While it is true that thanks to technological advances, we have achieved a video game with effects as real as those presented in the film industry, its linguistic field needs much improvement. Any service that involves communication implies a linguistic service that is carried out by a series of professionals. And this paper presents a practical example of how the lack of this specific and specialized service has consequences. Translation services is not a professionalized sector in this industry. Therefore, video game localization becomes a complex task with many peculiarities.

League of Legends stands out in the linguistic field because it presents a lexical richness that allows us to understand the situation. The most relevant area on which the work has been focused is the new jargon created by Spanish players. The lack of professionals in the field of Translation Studies has forced the video game community to make translations out of pure ignorance to create communication among them. Without communication, every game they face would not be satisfactory. For this reason, we find a great variety of Spanish terminology that far exceeds the English lexicon. Therefore, knowledge of both situations facilitates the choice and analysis of translation processes used.

The problems faced by translators can be solved with the techniques proposed by several authors as this dissertation has shown. Therefore, it is necessary to have some knowledge of translation procedures, as they are necessary and present in this analysis to a greater or lesser extent. The *LoL* community, not being professionals in the sector, do not have this

information. Thus, they tend not to make the effort to look for the correct equivalence of each English term in their first language, which is considered totally normal since the only task of the player should be to enjoy the experience of each game individually or in groups.

The most used translation procedures have been, as expected from the community who play this game: pure borrowings (77); literal translation (64); explicitation (55); and naturalized borrowings (51). These unofficial translations are part of the daily communication of every gamer, being even used in other video games whose characteristics are similar. In addition to this, the lexicon is so present that it is used to refer to everyday actions outside the context of video games. Therefore, translators' work becomes unnecessary at this point since expressions have been already coined. An alteration of the terms would only provoke rejection. It is even believed that the alteration would again be adapted for use according to players' preferences. While it may be too late for these video games, it may not be too late for new titles to be created. The role of the translator should occur early before players adapt them to their own linguistic habits or create new terminology resulting in a new jargon.

Thanks to this project, the concept of video games must be recreated considering not only the technological aspect, but also their main objective: entertainment. We have also learned how video games are developed and the localization phases to carry out a satisfactory adaptation and translation of the video game. The knowledge regarding the field of Translation Studies, which was obtained in one of the subjects of the English Studies degree, has been finally put into practice and applied to a field outside the academic curriculum, though equally relevant for future job opportunities.

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8. Annex

ENGLISH WORD	RIOT GAMES TRANSLATION	CLASIFICATION	GAMER'S JARGON	CLASIFICATION
Early game	*Primeros minutos de partida*	Explicitation	*Early game*	Pure borrowing
Mid game			*Mid game*	Pure borrowing
Late game			*Late game, Late*	Pure borrowing, Pure borrowing + omission
Purple Team, Red Team	*Equipo rojo*	Literal translation	*Equipo rojo*	Literal translation
Blue Team	*Equipo azul*	Literal translation	*Equipo azul*	Literal translation
Spawning Platform	*Base*	Equivalence	*Base*	Equivalence
Nexus	*Nexo*	Calque	*Nexo*	Calque
Path			*Camino, Ruta*	Literal translation, Literal translation
Honeyfruit	*Fruto de miel*	Calque	*Plantitas*	Generalization
Inhibitor	*Inhibidor*	Literal translation	*Inhibidor*	Literal translation
Turret	*Torreta*	Literal translation	*Torre*	Literal translation
Inner turret, Tiers 2	*Torreta interior*	Literal translation	*Torre, Tiers 2*	Generalization, Pure borrowing
Outer turret, Tiers 1	*Torreta exterior*	Literal translation	*Torre, Tiers 1*	Generalization, Pure borrowing
Nexus turret	*Torreta del nexo*	Literal translation + semantic borrowing	*Torre del nexo*	Literal translation + semantic borrowing
Inhibitor turret	*Torreta inhibidora*	Literal translation	*Torre del inhibidor*	Literal translation
Turret plating	*Placas de las*	Literal	*Placas*	Literal translation +

	torretas	translation		omission
Fog of War, Fow, Fog	*Niebla de Guerra*	Literal translation	*Zona sin visión, Niebla*	Explicitation, Literal translation
Brush	*Maleza*	Literal translation	*Arbusto*	Literal translation
Scryer's Bloom	*Flor del adivino*	Neologism	*Planta de visión*	Explicitation
Lane	*Calle*	Literal translation	*Línea*	False semantic friend
Duo Lane, Bottom Lane, Bot Lane	*Calle de dúo*	Literal translation	*Línea de abajo, Bot Lane, Bot*	Explicitation + false semantic friend, Pure borrowing, Pure borrowing + omission
Mid Lane	*Calle central*	Literal translation	*Línea del medio, Mid Lane, Mid*	Explicitation + false semantic friend, Pure borrowing, Pure borrowing + omission
Solo Lane, Top Lane	*Calle en solitario*	Equivalence	*Línea de arriba, Top Lane, Top*	Explicitation + false semantic friend, Pure borrowing, Pure borrowing + omission
Jungle	*Jungla*	Literal translation	*Jungla*	Literal translation
Jungler			*Jungla*	Semantic borrowing
Item	*Objeto*	Literal translation	*Item, Itemización, Itemizar(se)*	Pure borrowing, Naturalized borrowing from a cognate, Naturalized borrowing
Build			*Build, Buildear(se)*	Pure borrowing, Naturalized

				borrowing
Champion	*Campeón*	Literal translation	*Campeón, Personaje*	Literal translation, Equivalence
Penta Kill	*Asesinato quíntuple*	Literal translation	*Penta, Pentakill*	Pure borrowing + omission, Pure borrowing
Quadra Kill	*Asesinato cuádruple*	Literal translation	*Quadra*	Pure borrowing + omission
Triple Kill	*Asesinato triple*	Literal translation	*Triple*	Literal translation + omission
Double Kill	*Asesino doble*	Literal translation	*Doble*	Literal translation + omission
First Kill, First Blood, FB	*Primera sangre*	Literal translation	*Primera kill, First blood*	Literal translation + pure borrowing, Pure borrowing
Killing spree	*Racha de asesinatos*	Literal translation	*Racha de asesinatos*	Literal translation
ACE	*Aniquilados*	Equivalence	ACE	Cultural equivalent + pure borrowing
Teamfight	*Pelea en equipo*	Equivalence	*Teamfight, tf*	Pure borrowing, Cultural equivalent without translation
Ward	*Guardían de visión*	Equivalence	*Ward, Wardear*	Pure borrowing, Naturalized borrowing
Midlaner			*Midlaner, Mid*	Pure borrowing, Pure borrowing + omission
Botlane			*Botlane, Bot*	Pure borrowing Pure borrowing + omission
Toplaner			*Toplaner, Top*	Pure borrowing, Pure borrowing + omission
Controller, Support	*Apoyo*	Literal translation	*Support, Apoyo*	Pure borrowing, Literal translation

Fighter	*Luchador*	Literal translation		
Mage	*Mago*	Literal translation	*Mago*	Literal translation
Marksman, ADC, Carry	*Tirador*	Literal translation	ADC, *Carry*	Cultural equivalent without translation, Pure borrowing
Slayer, Assassin	*Asesino*	Literal translation	*Asesino*	Literal translation
Tank	*Tanque*	Literal translation	*Tanque*	Literal translation
Off Tank, Bruiser			*Bruiser*	Pure borrowing
Squishy champ			*Campeón frágil, Campeón de papel, Squishy, Ser de papel*	Equivalence + explicitation, Equivalence + explicitation, Puro borrowing, Mistranslation (nonsense) ++ explicitation
Babysit			*Niñera*	Literal translation
Minion	*Súbdito*	Equivalence	*Minion*	Pure borrowing
Melee Minion	*Súbdito melé*	Equivalence + Literal translation	*Minion melé*	Pure borrowing + literal translation
Caster Minion	*Súbdito lanzador*	Equivalence + literal translation		
Siege Minion, Cannon Minion	*Súbdito de asedio*	Equivalence + literal translation	*Cannon, Gordo*	Pure borrowing + omission, Explicitation
Super Minion	*Supersúbdito*	Equivalence + literal translation	*Super minion*	Pure borrowing

Minion wave	*Se han generado los súbditos*		*Oleada de minions, Oleada, Wave*	Literal translation + pure borrowing, Literal translation + omission, Pure borrowing + omission
Crimson Raptor	*Picuchillo carmesí*	Neologism + literal translation	*Picuchillos, Pájaros, Pollos, Raptor*	Neologism + omission, Explicitation, Explicitation, Pure borrowing + omission
Greater Murk Wolf, Wolf	*Lóbrego mayor*	Neologism + equivalence	*Lobos*	Literal translation
Ancient Krug	*Krug ancestral*	Neologism + pure borrowing + literal translation	*Rocas*	Explicitation
Gromp	*Gromp*	Pure borrowing	*Sapo, Grompo, Gromp*	Explicitation, Naturalized borrowing, Pure borrowing
Rift Scuttler, Crab	*Escurridizo de la grieta*	Explicitation + literal translation	*Cangrejo*	Literal translation
Blue Sentinel	*Coloso Celeste, Guardián azul*	Explicitation, Literal translation	*Azul, Blue*	Literal translation + omission, Pure borrowing + omission
Red Brambleback	*Ancestro ígneo, Espino Rojo*	Neologism, Neologism + Literal translation	*Rojo, Red*	Literal translation + omission, Pure borrowing + omission
Rift Herald	*Heraldo de la*	Literal	*Heraldo*	Literal translation +

	grieta	translation		omission
Baron Nashor	*Barón Nashor*	Literal translation	*Barón, Nashor*	Literal translation + omission, Literal translation + omission
Drake, Dragon	*Dragón*	Literal translation	*Dragón, Drake*	Literal translation, Pure borrowing
Infernal Drake	*Dragón infernal*	Literal translation	*Dragón infernal*	Literal translation
Cloud Drake	*Dragón de nube*	Literal translation	*Dragón de nube*	Literal translation
Ocean Drake	*Dragón de océano*	Literal translation	*Dragón de océano*	Literal translation
Mountain Drake	*Dragón de montaña*	Literal translation	*Dragón de montaña*	Literal translation
Elder Dragon, Ancient dragon	*Dragón anciano*	Literal translation	*Dragón anciano*	Literal translation
Heal	*Curar*	Literal translation	*Heal, Curar*	Pure borrowing, Literal translation
Ghost	*Fantasmal*	Equivalence	*Correr*	Explicitation
Barrier	*Barrera*	Literal translation	*Barrera*	Literal translation
Exhaust	*Extenuar*	Literal translation	*Exhaust, Extenuar*	Pure borrowing, Literal translation
Mark	*Marca*	Literal translation	*Bola de nieve, Snowball*	Explicitation, Pure borrowing
Clarity	*Claridad*	Literal translation	*Claridad*	Literal translation
Flash	*Destello*	Literal translation	*Flash*	Pure borrowing
Teleport, TP	*Teleportar*	Literal translation	*Teleport, TP*	Pure borrowing, Cultural equivalent without translation
Smite	*Aplastar*	Equivalence	*Smite, Smitear*	Pure borrowing, Naturalized borrowing

Cleanse	*Limpiar*	Literal translation	*Limpiar*	Literal translation
Ignite	*Prender*	Literal translation	*Ignite*	Pure translation
AFK (Away From Keyboard)	*Ausente*	Equivalence	AFK, *Estar* AFK	Cultural equivalent without translation, Cultural equivalent without translation + explicitation
KS (Kill Secured or Kill Steal)			KS, *Robar las kills, Robar las bajas, Asegurar las kills*	Cultural equivalent without translation, Literal translation + pure borrowing, Literal translation, Literal translation + pure borrowing
SS (Stay Safe), MIA (Miss in Action)	*Campeón enemigo perdido en acción*	Explicitation	SS	Cultural equivalent without translation
DC (Disconnected)	*Desconectado*	Literal translation	*Desconectado*	Literal translation
Aggro	*Aggro*	Pure borrowing	*Jugar agresivo, Jugar aggro*	Explicitation, Explicitation + pure borrowing
Back, Channeling	*Back*	Pure borrowing	*Volver a base, Backear, Canalizar*	Explicitation, Naturalized borrowing, Naturalized borrowing
Bait			*Baitear*	Naturalized borrowing
Game throw, Throw			*Throwear la partida, Tirar la partida a la basura*	Naturalized borrowing + Explicitation, Explicitation

Pick	*Seleccionar*	Literal translation	*Pickear*	Naturalized borrowing
Slow	*Ralentizar*	Equivalence	*Ralentizar, Slowear*	Equivalence, Naturalized borrowing
Farm			*Farmear*	Naturalized borrowing
Tank			*Tanquear*	Naturalized borrowing
Camp, Permacamp			*Campear, Permacamp*	Naturalized borrowing, Pure borrowing
Jungling			*Junglear, Hacerse la jungla*	Naturalized borrowing, Explicitation
Delete			*Deletear, Borrar, Sufrir o recibir un 100-0*	Naturalized borrowing, Literal translation, Explicitation
Burst			*Burstear, Explotar a un campeón, Hacer un 100-0*	Naturalized borrowing, Explicitation, Explicitation
Oneshoot			*Oneshotear*	Naturalized borrowing
Cast	*Invocar un hechizo*	Explicitation	*Castear, Lanzar un hechizo*	Naturalized borrowing, Explicitation
Carry			*Carrilear, Hacer el carrito, Sacar el carrito*	Naturalized borrowing, Explicitation, Explicitatioón
Feed, Fed			*Fedear, Estar fedeado, Estar fed, Ir muy fuerte,*	Naturalized borrowing, Explicitation + naturalized

			Ir de locos, *Ir flying*	borrowing, Explicitation + pure borrowing, Explicitation, Explicitation, Explicitation + pure borrowing
Focus			*Focusear,* *Hacer focus a*	Naturalized borrowing, Explicitation + pure borrowing
Report	*Reportar*	Literal translation	*Reportar*	Literal translation
Ward bait			*Baitear con un guardián*	Naturalized borrowing + explicitation
Push			*Pushear*	Naturalized borrowing
Split push			*Split push,* *Irse solo a pushear*	Pure borrowing, Explicitation + naturalized borrowing
Shutdown	*Se acabó*	Equivalence	*Shutdown*	Pure borrowing
Roam, Roaming, Roamer			*Romear*	Naturalized borrowing
Poke			*Pokear,* *Pegar desde lejos*	Naturalized borrowing, Explicitation
Flame, Flamer	*Insultar*	Literal translation	*Flamear,* *Insultar,* *Flamer*	Naturalized borrowing, Literal translation, Pure borrowing
Rage	*Quejarse*	Literal translation	*Ragear*	Naturalized borrowing

Troll, Trolling	*Trol*	Literal translation	*Trolear*	Naturalized borrowing
Surrender, FF (Forfeit)	*Rendirse*	Literal translation	*Rendirse, Tirar surrender, FF*	Literal translation, Explicitation + pure borrowing, Cultural equivalent without translation
Dive			*Divear*	Naturalized borrowing
Dodge			*Dodgear*	Naturalized borrowing
Gank			*Gankear*	Naturalized borrowing
Backdoor, BD			*Backdoor, Hacer un xPeke*	Pure borrowing, Explicitation
Ban	*Penalizar, Prohibir*	Literal translation, Literal translation	*Banear*	Naturalized borrowing
Chase			*Chasear, Perseguir*	Naturalized borrowing, Literal translation
Cover			*Cubrir*	Literal translation
Tryhard			*Tryhardear*	Naturalized borrowing
Hard leash/Pull			*Pullear*	Naturalized borrowing
Hold			*Mantener, Holdear*	Literal translation, Naturalized borrowing
Nerf			*Nerfear, Nerfeado, Recibir un nerf*	Naturalized borrowing, Naturaliez borrowing, Explicitation + pure borrowing

Waveclear			*Limpiar la wave, Limpiar la oleada*	Literal translation + pure borrowing, Literal translation
Invade			*Invadir*	Literal translation
Kite			*Kitear*	Naturalized borrowing
RQ (Ragequit)			*Hacer ragequit*	Explicitation + pure borrowing
Instagib, Instakill			*Instakill, Reventar, Matar instantáneamente, 100-0*	Pure borrowing, Explicitation, Equivalence, Explicitation
Instant lock, Instalock			*Instalock, Bloquear instantáneamente*	Pure borrowing, Literal translation
Face check			*Face check, Comprobar a ciegas*	Pure borrowing, Explicitation
Executed	*Ejecutado*	Literal translation	*Ejecutado*	Literal translation
Buff	*Bufo*	Naturalized borrowing	*Bufo, Buff, Coger un bufo*	Naturalized borrowing, Pure borrowing, Explicitation + naturalized borrowing
Bug			*Error, Estar bugeado*	Literal translation, Explicitation + naturalized borrowing
Smurf			*Smurf, Cuenta secundaria*	Pure borrowing, Explicitation
Boost			*Boostear*	Naturalized borrowing

Tilt, Tilted			*Tiltear(se), Tilted, Picarse*	Naturalized borrowing, Pure borrowing, Equivalence
Crash, Crashed			*Crashearse, Estar roto*	Naturalized borrowing, Explicitation
Stun	*Aturdir*	Equivalence	*Stunnear, Stun*	Naturalized borrowing, Pure borrowing
Wombo Combo			*Wombo Combo*	Pure borrowing
Broken, OP (Overpowered)			OP, *Estar muy fuerte, Estar roto*	Cultural equivalent without translation, Explicitation, Explicitation + literal translation
UP (Underpowered)			UP, *Estar muy débil, Estar nerfeado*	Cultural equivalent without translation, Explicitation, Explicitation + naturalized borrowing
AD (Attack damage)	*Daño de ataque*	Literal translation	AD	Cultural equivalent without translation
AP (Ability power)	*Daño de habilidad*	Literal translation	AP	Cultural equivalent without translation
Cooldown	*Enfriamiento*	Equivalence	CD, *Cooldown*	Cultural equivalent without translation, Pure borrowing
CC (Crowd Control)	*Impedimento de movilidad*	Equivalence	CC	Cultural equivalent without translation
CS (Creep Score)	*Cuenta de súbditos*	Equivalence	CS	Cultural equivalent without translation
BG (Bad Game)			BG	Cultural equivalent without translation
GG (Good			GG	Cultural equivalent

Game)				without translation
GJ (Good Job)			GJ	Cultural equivalent without translation
GL (Good Luck)			GL	Cultural equivalent without translation
GLHF (Good Luck Have Fun)			GLHF	Cultural equivalent without translation
NJ (Nice Job)			NJ	Cultural equivalent without translation
WP (Well Played)			WP	Cultural equivalent without translation
GGWP (Good Game Well Played)			GGWP	Cultural equivalent without translation
Ready, Rdy			*Listo, Ready*	Literal translation, Pure borrowing
OOM (Out of Mana), Manaless			*Sin maná*	Equivalence + neologism
LOM (Low on Mana)			*Poco maná*	Equivalence + neologism
L2P (Learn To Play)			L2P, *Aprende a jugar*	Cultural equivalent without translation, Literal translation
BRB (Be Right Back)			*Vuelvo enseguida, Tardo poco*	Equivalence, Equivalence
EZ (Easy)			EZ, *Easy, Fácil*	Cultural equivalent without translation, Pure borrowing, Literal translation
Incoming, Inc			*Llegando*	Literal translation
WNF (Wet Noodle Fight)			*Pelea de piedras, Pelea de troncos, Pelea de titanes*	Explicitation, Explicitation, Explicitation
N1 (Nice one)			*Buena*	Equivalence