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A Key Tacit Knowledge Manual for Enhancing the Translation Competency of Business English Major New Graduates

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Abstract

Game localization has become a crucial component of game creation as the global gaming market expands, necessitating qualified personnel with in-depth knowledge of the source language and the target culture. It is essential to raise the level of proficiency in this area because new graduates entering the game translation industry might need more knowledge and expertise to do this work.

Above all, developing a comprehensive training manual that captures the tacit knowledge required for growing in this field is necessary. This study aims to reduce the time needed to improve the competency of Business English major new graduates in game localization by developing a tacit knowledge manual using structured interviews with experienced game localization professionals. By reducing the time required for training, this study aims to improve the speed at which new graduates can enter the workforce for game localization.

To support the development of the manual, this study leveraged knowledge management tools such as Knowledge Engineering, Communities of Practice (CoPs), and After-Action Reviews (AAR). Knowledge engineering is used to develop the manual to acquire and share tacit knowledge. After a two-month experimental learning of the manual, results suggested the experimental group had a significant improvement in test scores and time costs. Meanwhile, they performed better than the self-study control group, which also showed that the manual was effective in improving their academic abilities and knowledge levels.

In conclusion, this study developed a comprehensive training manual for game localization that captures the tacit knowledge to improve new graduates' competency. By leveraging knowledge management tools such as Knowledge engineering, CoPs, and AAR, this study provided a structured approach to training new graduates in game localization, helping them improve their game localization competency.

Keywords: Game Localization, Knowledge Engineering, Community of Practices, After Action Reviews, Tacit Knowledge