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On A Study on the Translation of Game Texts fromthe Perspective of Translation Variation
Theory:Taking Black Myth: Wukong as an Example
by
Zhang Xiaoyang
Under the Supervision of

Qin Lei

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ABSTRACT

A Study on the Translation of Game Texts from the Perspective of Variational Translation Theory:
Taking Black Myth: Wukong as an Example

Zhang Xiaoyang

This study takes Variational Translation Theory as its core framework, selecting Black Myth: Wukong to systematically analyze translation strategies of multimodal texts including in-game dialogues and mission guidance. The core research question addresses how to balance information transmission and player experience amid tensions between limited subtitle space, compact narrative rhythm, and cultural information richness. Based on the seven variation measures and twelve methods proposed in Variational Translation Theory, this paper examines its applicability in game text translation. Through empirical analysis, it reveals that moderate variational translation and rewriting can effectively improve readability, comprehension depth, and immersion while optimizing user experience. The paper operationalizes Variational Translation Theory in digital interactive

texts, **expanding its application scope**, and provides actionable strategies for Chinese game internationalization.

Key words: Variational Translation Theory; game text; Black Myth: Wukong; cultural communication

摘要

变译理论视角下游戏文本的翻译研究

——以《黑神话：悟空》为例

张晓阳

本研究以变译理论为核心分析框架，选取国产游戏代表文本《黑神话：悟空》，系统分析游戏对话及任务引导等多模态文本的翻译策略。核心研究问题为：在有限字幕空间、紧凑叙事节奏与丰富文化信息之间的张力中，如何平衡信息传递与玩家体验。基于变译理论七大变通手段与十二种变异翻译方法，本文考察该理论在游戏文本翻译中的适用性。通过实证分析揭示：在不改变核心世界观与游戏机制的前提下，适度变译与改写能有效提升译文的可读性、理解深度与沉浸感，并通过调节信息密度与叙事节奏优化用户体验。本文的贡献在于：将变译理论应用于数字互动文本领域，拓展其应用范围；同时为国产游戏国际化与本地化提供了可操作的策略与建议。

关键词：变译理论；游戏文本；《黑神话：悟空》；文化传播

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Chapter One

Introduction

I. Research Background

In recent years, China's game industry has experienced vigorous development, and games have gradually become an important carrier of cultural export. Upon its release, domestic games represented by Black Myth: Wukong garnered extensive global attention: they not only achieved commercial success, but also played a crucial role in spreading traditional Chinese culture and enhancing the country's cultural soft power. Among these, game texts serve as the primary channel for players to access and understand the game's worldview and cultural connotations, and their translation quality directly affects overseas players' comprehension, immersive experience, and acceptance of Chinese culture.

Existing traditional studies have mostly focused on the translation of literary texts and film and television subtitles, with relatively insufficient attention paid to games, a new type of text that integrates interactivity, entertainment, and cultural attributes. In particular, there is currently an obvious research gap in the systematic study of game text translation from the perspective of Variational Translation Theory, a localized Chinese translation theory. Variational Translation Theory emphasizes that under specific conditions, **to meet the special needs of target readers**, translators can consciously adjust the content of the original work through seven variation measures: supplement, deletion, edition, **narration, condensation, combination**, and revision, **so as to achieve the optimal effect of cross-cultural communication**. This idea is highly consistent with the player-experience-oriented goal in game localization practice, providing a highly explanatory theoretical framework for re-examining game text translation.

During the international communication of Black Myth: Wukong, how to make a trade-off between "variation" and "retention" amid the constraints of limited subtitle space, compact game rhythm, and complex cultural load is a question of great practical significance. This study intends to conduct a case study of the text translation in Black Myth: Wukong under the framework of Variational Translation Theory, aiming to provide responses at both theoretical and practical levels.

II. Research Significance

i. Theoretical Significance

By introducing Variational Translation Theory into the research on text translation in Black Myth: Wukong, this study fills the research gap of the theory in the field of digital interactive multimodal texts, tests and verifies its explanatory power in the context of new text types, promotes the extension of the theory from traditional written texts to digital texts, and enriches its theoretical system and application scope. Meanwhile, it compensates for the limitation of existing studies that mostly start from eco-translatology and Skopos theory, and takes the distinction between complete translation and variational translation as the entry point, proposing new problem awareness and analytical dimensions for game text translation research.

ii. Practical Significance

By sorting out the practical logic of game text translation based on Variational Translation Theory, this study provides actionable translation strategy references for the internationalization of domestic Chinese games, helps improve the cross-cultural communication effect of Chinese culture, and serves the “going global” strategy and cultural communication needs of domestic games. Meanwhile, combining the media constraints and localization needs of game texts, this study clarifies the practical principles of complete translation and variational translation, provides reusable practical ideas for game localization teams, meets the industry’s dual pursuit of translation efficiency and effectiveness, and improves the overall level of localization practice in the industry.

Chapter Two

Literature Review

I. Core Propositions and Theoretical Evolution of Variational Translation

Since Huang Zhonglian et al. proposed the “Variational Translation Theory” and systematized its framework consisting of seven variation measures (supplement, deletion, edition, narration, condensation, combination, and revision) and twelve variational translation methods (selected translation, edited translation, narrated translation, condensed translation, summarized translation, summarized translation plus comment, translation plus comment, translation plus writing, translation plus explanation, translation plus rewriting, translation plus quotation, and translation plus imitation), the domestic academic community has generally recognized that variational translation is not a simple negation of complete translation, but a set of translation strategies oriented toward reader positioning and contextual functions. This position has triggered two sustained debates in academic discussions: on the one hand, variational translation is regarded as a necessary supplement to “information control and reconstruction” in cross-cultural communication, emphasizing the translator’s subjectivity and active adaptation to the needs of target readers; on the other hand, critics point out that the theory has shortcomings in conceptual definition, operationalizability of methodology, and systematicity of empirical research, and it can be easily misused as a “creativity-only” principle that ignores the balance between textual

fidelity and translation quality.

Variational Translation Theory takes “adaptation” as its core, emphasizing that driven by the needs of specific readers and contexts, translators can rewrite the original work through the seven variation measures (supplement, deletion, edition, narration, condensation, combination, and revision), so as to achieve more efficient information transmission and social functions in the target language culture. This proposition has been widely recognized in China, but it has also been criticized for the risk of sliding into excessive freedom of rewriting in practice. Without strict evidence support and repeatable coding framework, the theory may be reduced to completely subjective reconstruction. Some scholars point out that variational translation is not the opposite of complete translation, but an embeddable continuum, and it is necessary to distinguish the needs of different text units, different text functions, and different reader groups, to avoid generalizing the connotation of variational translation into a universal operational principle. In this context, Xu Chaoyou (2006) argued that there are tensions and ambiguities in the description of the relationship between variational translation and complete translation, and the academic community needs to conduct strict logical checks on the original narrative, so as to avoid misinterpreting “adaptation” as a systematic negation of loyalty. The systematic sorting out of variation measures and methods has provided a powerful operational toolbox for research, but differences in application scenarios, information density requirements, narrative functions, and style goals across different text units have led to confusion and over-generalization when applying the same set of tools in different fields. The academic community has many controversies regarding the application boundaries of the “seven variation measures”, as well as the verifiability and repeatability of the “twelve variational translation methods” in actual texts: first, how to stably implement the operationalizability of methodology across different text units; second, how to measure and justify the increase or decrease of information, structural adjustment, and narrative style reconstruction in specific texts; third, whether the dependence and effects of these measures are consistent across different fields. These issues have been clearly proposed in multiple domestic thematic studies, emphasizing the need for stronger empirical research, standardized coding systems, and cross-text comparative analysis to support universal conclusions.

II. The Application Logic and Dilemmas of Variational Translation Theory

Text units, as the basic unit of variational translation analysis, are the key to realizing cross-domain transmission “from text to players/readers”. This point has been repeatedly emphasized in many works by Huang Zhonglian and the theoretical framework of Wu Zixuan (2018), but it has also caused operational difficulties: issues such as the defining boundaries of text units, the statistics and comparison of sentence groups and paragraphs, and cross-text comparison standards have not yet formed a unified industry standard, leading to impacts on the comparability and repeatability of research results. Reader positioning, that is, the consideration of potential

and intended readers, is regarded as the core driver of the selection of variational translation strategies, but there are still great controversies in specific evaluation indicators and practical implementation templates. The academic community has not yet reached a consensus on how to transform “reader orientation” into operational translation choices and evaluation systems.

Although the Chinese academic community emphasizes the locality and autonomy of Variational Translation Theory, a growing number of studies also highlight the need to engage in dialogue with mainstream international translation theories, such as Nord’s functionalism, Skopos theory, and Lefevere’s rewriting theory, to promote the internationalization of the theory and the cross-domain generalizability of its methodology. The Chinese school of translation studies still needs to strengthen its work in the systematization of text units, cross-text comparison, and data-driven empirical research, so as to achieve more persuasive theoretical dialogue and comparative research in the global translation research network. This view is clearly demonstrated in Jiao Pengshuai’s (2014) comparative study on “variational translation and translation rewriting theory”: although the two originate from different academic backgrounds, they have multiple similarities and complementarities in terms of the influence of external factors and cultural background in the translation process, suggesting that interdisciplinary dialogue should be used to deepen the integration of the theory and its application boundaries. The proportion of empirical research in domestic variational translation studies is relatively low, lacking large-scale, multilingual parallel corpora and repeatable research designs. In his review of nearly 30 years of variational translation research, Yang Kun (2015) pointed out that future research should strengthen the construction of parallel corpora, standardized coding frameworks, and a mixed quantitative-qualitative research path, to improve the external validity and testability of the research. Similarly, in his review of the types of variational translation research, Li Ping (2014) also emphasized the systematic advancement from phenomenon research to process and outcome research, and then to historical and practical research, and pointed out the need for more universal research designs to support the reliability of cross-text comparative analysis.

Regarding the discussion of potential/intended reader orientation, although it has been proposed as the core driver of variational translation in many works, its implementability in specific evaluation systems, quantitative indicators, and case comparisons is still insufficient. Critics point out that without a clear evaluation framework, operational coding tables and comparison matrices, reader orientation is likely to become a descriptive assertion rather than a verifiable decision-making basis. This view is clearly discussed in Xu Chaoyou’s “Two Major Problems of Variational Translation Theory”, that is, criticism of the relationship between complete/variational translation needs to be based on rigorous theory and observable practical evidence, rather than only supporting conclusions with conceptual distinctions. Therefore, to improve the persuasiveness of future research, it is necessary to build a closed-loop of “text

unit -adaptation strategy-reader positioning-player experience assessment”, supplemented by repeatable experimental designs and data analysis.

Overall, domestic Variational Translation Theory has established an extensive theoretical pedigree and practical orientation, but it still has shortcomings in terms of empiricism, systematic analysis of text units, cross-text and cross-lingual comparative research, and the path design of industrial implementation. In Western translation academia, there is no complete theoretical system that directly corresponds to Variational Translation Theory, but related ideas can be found in a variety of theories: for example, Newmark’s functional view emphasizes selecting translation strategies according to text functions, downplaying word-for-word correspondence; the Descriptive School emphasizes the “rewriting” and “manipulation” of translation, highlighting translator subjectivity and target cultural norms; Skopos theory and functionalism further emphasize the selection of translation actions that “serve the purpose”; and from a modern perspective, rewriting theory, adaptation theory, abridgment and adaptation studies have discussed the rationality of purposeful adaptation of the original work from different levels.

However, most Western studies start from texts such as literature, children’s books, and film and television adaptations, and specialized discussions on games, an emerging interactive text type, are still in their infancy, with few expansions from the systematic perspective of “variational translation” or “non-complete translation”.

III. Current Status of Game Text and Subtitle Translation

In terms of game translation, scholars at home and abroad have conducted extensive discussions from aspects such as localization processes, technical constraints, subtitle characteristics, and the translation of culture-loaded words: they have focused on the temporal and spatial limitations of game subtitles, the impact of interactivity and multi-line narrative on translation, proposed that a balance needs to be struck between conciseness and information completeness, while addressing issues such as cultural adaptation and worldview construction.

Existing studies on Black Myth: Wukong mainly focus on several major perspectives: for example, starting from the “three-dimensional transformations” of eco-translatology, they analyze how the game’s subtitle translation seeks a balance between cultural adaptation and cultural heterogeneity to promote the international communication of Chinese culture; or under the framework of the three principles of Skopos theory, they classify the translation strategies of culture-loaded words in subtitles, and discuss the trade-offs between fidelity, coherence, and purpose achievement.

Existing studies have provided important corpora and analytical foundations for this research, but overall, there are still shortcomings: lack of discussion on the boundary between “complete translation and variational translation”, insufficient theoretical analysis of adaptation measures such as “supplement, deletion, and revision”, insufficient systematic investigation of the entire game text (not just culture-loaded words), a tendency to prioritize case studies over systematic

research, and an almost complete gap in the combination with Variational Translation Theory.

Based on existing research on subtitle translation and game localization, this study intends to introduce the perspective of Variational Translation Theory to re-sort out the translation practice of *Black Myth: Wukong*, so as to enrich related research.

Chapter Three

The Translation Practice of Variational Translation Theory for Game Texts

I. Theoretical Foundation and Definition of Related Concepts

In the field of contemporary translation studies, the reader-centric orientation of variational translation has received increasing attention. Different from traditional complete translation, which emphasizes word-for-word equivalence, variational translation emphasizes that under the premise of retaining core information and narrative functions, flexible operations such as supplement, deletion, edition, narration, condensation, combination, and revision can be carried out according to the reader positioning of the target text, the constraints of the communication medium, and the differences in cultural context. In other words, variational translation is not a simple rewriting or abridgment of the original work, but a set of strategies that seek the optimal balance between information transmission efficiency and reader acceptability. Complete translation, by contrast, pursues a high degree of equivalence and traceability in the superficial information and formal features of the text, and it has an irreplaceable advantage especially in texts with highly standardized laws, technical details, or terminologies. The two are not opposing relations, but members of the same toolbox that can be invoked for the same research object in different contexts. For the special register of game texts, variational translation is often more compatible with players' experience needs, cross-cultural narrative understanding, and the control of narrative rhythm; while complete translation plays an irreplaceable role in ensuring regularity, terminological consistency, and cross-text consistency.

Specifically, the seven variation measures include supplement, deletion, edition, narration, condensation, combination, and revision. Supplement focuses on adding background knowledge, annotations, and terminological expansion to improve players' understanding of the worldview and system mechanisms; Deletion adapts to screen display and players' cognitive load by removing redundant information and shortening text length; Edition emphasizes the reorganization of text structure to improve the logic of information transmission and narrative fluency; Narration rephrases the original paragraphs to make them more in line with the expression habits and style of the target language; Condensation functions in compressing information density and length, improving expression efficiency on the premise that core points are not distorted; Combination merges similar information to reduce fragmented information and enhance narrative coherence; Revision makes significant changes to the content or form to adapt to cultural load, narrative needs, and the optimization of player experience. Regarding the application of the seven measures,

we emphasize the possibility of their parallel and combined use: that is, the same text may use multiple measures simultaneously in different paragraphs and different types of texts to achieve the optimal transmission effect. At the ethical level, the study will define the boundary between “supplement/revision/edition” and “distortion/misleading”, ensuring that changes to the original worldview and settings are traceable and transparent. When necessary, we will evaluate and disclose the cognitive cost borne by players, to avoid fundamental distortion of narrative consistency and game rules.

The twelve variational translation methods (selected translation, edited translation, narrated translation, condensed translation, summarized translation, summarized translation plus comment, translation plus comment, translation plus writing, translation plus explanation, translation plus rewriting, translation plus quotation, and translation plus imitation) are the integration and variants of specific strategies, such as adding background knowledge, reconstructing pragmatic equivalence, localizing and unifying terminologies, adjusting narrative perspective, reallocating scene nodes, compressing rhythm and paragraphs, coordinating visual texts, **translating culture-loaded elements**, adjusting emotions and retaining style, revising narrative consistency, and regulating information density. **These methods do not exist in isolation**, but establish a four-dimensional analytical framework centered on text type, narrative function, and player experience goals, namely: variation measures-text type-reader response-narrative effect. Through this framework, subsequent chapters will be able to conduct systematic evaluation of specific cases.

In the definition of core concepts of this study, factors such as player needs, game localization, and cultural load constitute the cornerstone of theoretical support. Player needs emphasize the player-centric experience goals, categorizing understanding support, navigation assistance, emotional resonance, immersion improvement, and accessibility into several sub-dimensions, and then realizing continuous optimization of the text through the process of demand identification, priority ranking, variational translation strategy mapping, evaluation, and iteration. Game localization is not just about translating texts, but also covers multi-dimensional content such as interface adaptation, localization of audio and subtitles, cultural code replacement, and market compliance adjustment. It emphasizes that translation is only part of localization work, and other non-linguistic elements, gameplay balance, and regional texts (such as payment and legal texts) also require localization considerations. Cultural load focuses on the comprehension difficulties of high culture-loaded elements in cross-cultural texts and their impact on players’ understanding and sense of immersion. Processing strategies include retaining core cultural elements and providing necessary background explanations, or maintaining narrative functions while reducing comprehension costs through equivalent replacement and rewriting. **The relationship between narrative**, player experience, and interactivity is one of the core evaluation dimensions of the study, which needs to focus on indicators such as information accessibility,

narrative coherence, consistency of character voice, players' depth of understanding of the worldview, and the maintenance of game rhythm. Through the clear definition of the above core concepts, this study lays a methodological foundation for the subsequent text type analysis, corpus processing, and variational translation strategy selection.

II. Overview of the Game Texts and Their Translation in Black Myth: Wukong

Before conducting specific text analysis, it is necessary to have an overall understanding of the text ecology of Black Myth: Wukong. Based on Chinese mythology, the game integrates high-density narrative paragraphs, rich worldview settings, and highly visualized scene presentation, **which brings multi-level challenges to text translation**. First, the classification of text types should cover various forms such as dialogue texts, narration, mission guidance, interface texts, item and skill descriptions, subtitles and audio scripts, system prompts, and tutorial texts. Different text types undertake different functions: dialogue texts mainly carry character personality, emotional expression, and relationship construction; interface texts emphasize usability, operation guidance, and information density; subtitles need to balance information carrying and rhythm under time constraints; mission guidance and tutorial texts undertake the core responsibility of interpreting game mechanisms and guiding new players. Understanding the functional positioning of these text types is a key prerequisite for the formulation of subsequent variational translation strategies.

The acquisition of English versions and corpus sorting are the basic links of this research. To ensure the repeatability and comparability of the analysis, the corpus is collected from multiple sources such as official text resources, subtitle files, interface resources, mission logs, and skill descriptions, and standardized through a unified terminology list. The alignment work includes sentence-by-sentence alignment of source and target languages, annotation of version differences, and unification of text formats. With the preliminary sorting of the corpus, linguistic annotation has become a necessary step, for example, **annotating sentence structure**, tone, proper nouns, and culture-loaded elements, to ensure the accuracy and traceability of subsequent variational translation analysis. The work at this stage not only provides input for variational translation analysis, but also lays a data foundation for subsequent case comparison, terminology unification, and cross-text consistency evaluation.

In the analysis of different text types, differences in player needs have become one of the decisive factors. Novice players often need clearer tutorial texts, easy-to-understand worldview background, and operation paths; experienced players pay more attention to system depth, strategic descriptions of skill combinations, and the integrity of narrative details. Regional player groups also have differences in their acceptance of language styles and cultural codes. Therefore, in terms of function implementation, it is necessary to carry out different degrees of localization processing on dialogue texts, interface texts, subtitle texts, etc., to improve players'

understanding and immersion in the game world. Through the analysis of text types and their player-oriented functions, we can provide specific operational paths for variational translation strategies: for example, strengthening emotional expression in dialogue texts, improving information density and operability in interface texts, and balancing information volume and time constraints in subtitle texts.

III. Analysis of Game Text Translation in Black Myth: Wukong from the Perspective of Variational Translation Theory

From the perspective of supplement, in game texts, translators often improve players' understanding of the game universe by adding background interpretations, character backgrounds, and worldview elements. For example, adding emotional tone markers, phonetic level annotations in key plot paragraphs or character dialogues, or providing richer cultural and functional annotations for specific props and skills. This practice of adding information has obvious advantages in improving comprehension and immersion, but it must also guard against the problems of information overload and interrupting narrative rhythm. Therefore, in practical application, it is necessary to evaluate the necessity and marginal benefit of adding information, to ensure the optimal balance between the improvement of players' comprehension brought by incremental information and the maintenance of narrative tension.

In the processing of deletion and condensation, spatial and rhythm constraints are the decisive factors. Subtitle duration, screen display area, and players' attention allocation in the game all directly affect the principle of information selection. By deleting redundant descriptions, decomposing and reorganizing long sentences, and simplifying technical descriptions without damaging key functional information, we can improve the readability of the text and the efficiency of players' operations without weakening the core of the narrative. Such selection should take the essential points of the narrative as the bottom line, to avoid plot fragmentation or missing key information caused by excessive deletion.

The strategies of edition and combination focus on optimizing text structure and information distribution. Reordering dialogue nodes, merging and presenting adjacent information, and processing the consistency of cross-scene information can significantly improve narrative fluency and the clarity of clues. For example, presenting relevant background information in a centralized manner and uniformly annotating cross-scene worldview elements can enhance players' overall understanding of the world and reduce the cognitive cost caused by cross-scene information confusion. At the same time, in terms of information distribution, it is necessary to take into account the different needs of different text types: interface texts should be presented in a decentralized manner to maintain immediate feedback, while narrative paragraphs should be divided into sections and points to improve reading comfort.

Narration and revision are the core dialectic of paraphrasing and rewriting. At the boundary between paraphrasing and rewriting, it is necessary to define which information can retain the original meaning, and which needs to be re-expressed in the target language environment to enhance naturalness and comprehensibility. The narrative effects of rewriting include stronger emotional transmission, consistency of character voice, and cultural proximity of localized narrative. This process requires researchers to systematically analyze the narrative function, character personality, and emotional tension of the original text, and on the premise of not changing the core worldview, adjust the language style, rhetorical devices, and narrative perspective to achieve higher readability of the narrative and players' emotional resonance.

In terms of the interactive relationship between variational translation methods, game narrative, and player experience, we use player experience evaluation indicators, such as information accessibility, narrative coherence, depth of worldview understanding, and game rhythm, to evaluate the actual impact of different variational translation strategies on player experience. This evaluation framework not only facilitates theoretical analysis, but also provides a testing path for future empirical research. Through the above analysis, the study hopes to reveal the unique mechanism of variational translation in game texts, that is, how to improve players' understanding and immersion of the worldview, narrative, and gameplay mechanisms through measures such as “supplement, deletion, edition, **narration, condensation, combination**, and revision”, without changing the core settings of the original work.

IV. Case Analysis

When conducting methodological testing of the variational translation practice in game texts, it is necessary to take specific example sentences as the carrier, map the seven variation measures such as “supplement, deletion, edition, **narration, condensation, combination**, and revision” and the twelve variational translation methods to operational text units, and then evaluate their adaptability in different text types and narrative functions. Through sentence-by-sentence decomposition, we can not only reveal the translator's decision-making logic in specific contexts, but also demonstrate the trade-offs of different variation measures in maintaining narrative function, information accessibility, and cultural readability. The following selects example sentences of different text types and different culture load levels from *Black Myth: Wukong* for analysis.

Example 1: Scene Narration-Expression of High Culture-loaded Mythological Concepts

Original Text: “此乃定海神珍，原是东海龙宫的镇宫之宝，大禹治水时用以测江海深浅。”

English Translation: “This is the Ruyi Jingu Bang, the treasure of the Eastern Dragon Palace, forged to measure the depths of rivers and seas when Yu tamed the floods.”

This sentence centers on the core mythological symbol of “定海神珍”, which contains three layers of cultural information: exclusive name, affiliated scene, and historical origin, and is a

typical worldview construction text. From the perspective of variational translation strategies, the translator comprehensively used three measures: supplement, narration, and revision:

Supplement: The literal translation of “定海神珍” as “Ruyi Jingu Bang” retains the pinyin proper noun, adding the exclusive English name of the金箍棒, allowing overseas players to form a fixed symbolic cognition. At the same time, the word “forged” is added in the translation to supplement the attribute characteristics of the treasure, making up for the ambiguity of “用以” in the original text and improving information completeness.

Narration: “大禹治水” is transformed into “Yu tamed the floods”, which conforms to the narrative expression habits of English readers, avoiding the stiffness brought by the literal translation of “Dayu governed water disasters”. At the same time, the pinyin proper noun “Yu” is retained to convey the core cultural character identifier.

Revision: “镇宫之宝” is simplified to “the treasure of the Eastern Dragon Palace”, abandoning the metaphorical meaning of “镇宫” and replacing it with the core functional meaning of “treasure”, adapting to the narrative rhythm of the narration text and avoiding increasing players’ cognitive load due to cultural interpretation.

The core trade-off of this variational translation strategy is: retaining the proper noun identifiers of core cultural symbols such as “定海神珍”, “大禹”, and “东海龙宫”, reducing the threshold of cultural understanding through narration and moderate revision, while adding key attribute information. It not only realizes the transmission of the cultural connotation of the worldview, but also meets the functional requirements of concise and easy-to-understand game narration, without interrupting the narrative rhythm due to cultural load.

Example 2: Character Dialogue-Colloquial Emotional Expression Sentence

Original Text: “俺这一身本事，岂是尔等小妖能揣摩的？”

English Translation: “My power is far beyond the grasp of lowly fiends like you.”

This is a character dialogue of Wukong, which has both colloquial characteristics and the function of character shaping. The original Chinese terms “俺” and “岂是尔等” are typical Chinese colloquial rhetorical questions, reflecting Wukong’s unruly and conceited personality. The translator used two variation measures here: narration and deletion:

Narration: The first-person “俺” is transformed into “My”, which fits the colloquial expression habits of English, abandoning the dialectal characteristics of the personal pronoun to avoid comprehension deviation of overseas players. The rhetorical question “岂是尔等小妖能揣摩的？” is paraphrased into the declarative sentence “is far beyond the grasp of lowly fiends like you”, retaining the core meaning of “beyond comprehension”, while using “far beyond” to strengthen the tone, restoring the emotional intensity of the original text and matching Wukong’s character personality.

Deletion: “小妖” is simplified to “lowly fiends”, abandoning the hierarchical meaning of “little” and using “lowly” to condense its core connotation. At the same time, “尔等” is integrated into “like you”, deleting redundant personal references to make the translation more in line with the conciseness requirements of English dialogue.

The key of this variational translation is that while deleting the redundant components of Chinese-specific expressions, it restores the character’s emotional and personality characteristics through narration. It not only ensures the fluency of the dialogue, but also does not lose the core function of character shaping, achieving the variational translation goal of “adaptation in form, unchanged in function”.

Example 3: Interface Item Description-Functional Text with High Conciseness Requirements

Original Text: “避水金睛兽：牛魔王的坐骑，能踏波逐浪，辨善恶真伪。”

English Translation: “Water-avoiding Golden-Eyed Beast: Bull Demon King’s steed, walks on waves, discerns truth and falsehood.”

This is an interface description text for a game prop/spirit beast. Limited by the screen display space, it requires concise information and clear core functions, which is a typical functional text. The translator used three variation measures here: **condensation, revision, and combination**:

Condensation: “踏波逐浪” is condensed into “walks on waves”, deleting the parallel metaphorical expressions in Chinese and using a single verb phrase to convey the core function, adapting to the length limit of the interface text. “辨善恶真伪” is simplified to “discerns truth and falsehood”, merging the core connotations of “善恶” and “真伪”, focusing on the core function of “distinguishing true from false” to avoid information overload.

Revision: “牛魔王的坐骑” is transformed into “Bull Demon King’s steed”. Compared with “mount”, “steed” is more in line with the cognition of “神兽坐骑” in the Western fantasy context, realizing the adaptation of cultural context.

Combination: The parallel structure of the three clauses in the original text is integrated into a concise noun+participle structure in English, making the layout of the interface text more compact and in line with the reading habits of overseas players.

This variational translation fully considers the media characteristics of the interface text. Through condensation, revision, and combination, it retains all key information such as the owner and core abilities of the spirit beast in a limited space. It not only meets the information transmission needs of functional texts, but also adapts to the interface design constraints of the game.

Example 4: Philosophical Lines-Abstract Expression Derived from Traditional Thought

Original Text: “色即是空，空即是色，世间万般，皆为虚妄。”

English Translation: “Form is emptiness, emptiness is form; all things in the world are but illusions.”

This is a philosophical line in the game that integrates Buddhist and Taoist thoughts, containing abstract philosophical concepts and concise sentence rhythm. It is a text with both cultural connotation and aesthetic characteristics. The translator adopted a combined strategy of complete translation + narration here: using complete translation to retain the core philosophical connotation, and using narration to adapt to the expression rhythm of English:

Complete translation: “色即是空，空即是色” is literally translated as “Form is emptiness, emptiness is form”, adopting the fixed translation of the English version of Buddhist classics. It retains the philosophical concept and the symmetrical beauty of the sentence structure of the original text, avoiding losing the core ideological connotation due to rewriting, and conforming to the cognitive habits of overseas players for the classic expression of Eastern philosophy.

Narration: “世间万般，皆为虚妄” is paraphrased as “all things in the world are but illusions”. The word “but” is used to strengthen the meaning of “nothing but, after all”, **restoring the emotional tone of the original text**. At the same time, “万般” is transformed into “all things”, turning the abstract reference into a specific expression, making it easier for English readers to understand the abstract philosophical connotation.

The core principle of this variational translation is “unchanged core connotation, adapted expression form”. For philosophical expressions with fixed classic translations, complete translation is adopted to ensure the accurate transmission of cultural connotation; for abstract Chinese referential expressions, narration is adopted to reduce the comprehension threshold. It not only takes into account the cultural depth of philosophical texts, but also ensures the readability and rhythm of the lines.

Example 5: Mission Guidance-Practical Text with Strong Operability

Original Text: “往南行至黑风山，寻黑风洞，取走被熊黑怪窃走的袈裟，切记莫要打草惊蛇。”

English Translation: “Head south to Black Wind Mountain, find Black Wind Cave, retrieve the cassock stolen by the Black Bear Demon. Do not alert him in advance.”

This is the core mission guidance text of the game, which requires clear information, clear steps, and strong operation orientation. **It is a typical practical text**, constrained by the player’s game operation rhythm, and needs to avoid redundant expressions. The translator used three variation measures here: edition, deletion, and narration:

Edition: The serial verb long sentence in the original text is decomposed into three parallel imperative sentences: “Head south to.../find.../retrieve...”, and the warning sentence is made into a separate sentence, reconstructing the sentence structure to make the mission steps clearer, conforming to the expression logic of mission guidance in English, and convenient for players to quickly grasp the operation points.

Deletion: “熊黑怪” is simplified to “Black Bear Demon”, abandoning the obscure meaning of “黑” and directly conveying the core image with “Black Bear”, avoiding increasing players’ reading cost due to obscure words. “窃走的” is simplified to “stolen by”, deleting redundant modifiers and retaining the core meaning.

Narration: The Chinese idiom “莫要打草惊蛇” is paraphrased as “Do not alert him in advance”, abandoning the metaphorical meaning of the idiom and directly conveying the core warning information of “don’t alert the other party in advance”, avoiding comprehension deviation caused by literal translation of the idiom and ensuring the accuracy of the mission guidance.

This variational translation fully fits the core “operability” demand of mission guidance texts. It makes steps clearer through sentence structure reorganization, makes reading more efficient through deleting obscure components, and makes guidance more accurate through paraphrasing idioms. While adapting, it completely retains the core information and operation orientation of the mission, achieving the variational translation goal of “efficiency first” for practical texts.

Based on the above analysis, the following core conclusions can be drawn: the application of variational translation in the game texts of Black Myth: Wukong is not a single addition, deletion, or rewriting, but a combined use of multiple variation measures based on comprehensive considerations of text type, function positioning, media constraints, and cultural load level. For worldview construction and philosophical texts, priority is given to retaining core cultural symbols and connotations, supplemented by narration and supplement to achieve cultural adaptation. For character dialogue texts, the core is to restore emotions and personality, adapting to the expression habits of the target language through narration and deletion; for functional texts such as interface and mission guidance, the core is to make information concise, accurate, and efficient, adapting to media constraints and player operation needs through condensation, combination, and edition. The underlying logic of all variational translation strategies is: “on the premise of not changing the core worldview, game mechanisms, and core text functions, achieve the optimal balance between information transmission efficiency and player experience”.

Chapter Four

Localization Strategy Suggestions for Domestic Game Text Translation from the Perspective of Variational Translation Theory

Based on the previous analysis of the core of Variational Translation Theory, the empirical analysis of the variational translation practice of different types of game texts in Black Myth: Wukong, combined with the characteristics of game texts such as multimodality, interactivity, and media constraints, this chapter proposes localization strategy suggestions for domestic game text translation from the perspective of Variational Translation Theory, from three levels: theoretical implementation, practical application, and quality control. It transforms the seven variation

measures and twelve variational translation methods into implementable and reusable practical paths for game localization, providing specific guidance for the cross-cultural translation and communication of domestic game texts, and helping to improve the translation quality and cultural communication effect of the internationalization of domestic games.

I. Establish a Text Type-oriented Variational Translation Strategy Matching System

The functional positioning of game texts determines the selection direction of variational translation strategies. It is necessary to establish a targeted combination of variation measures and priority ranking system based on the three core text types: narrative construction, functional guidance, and emotional expression. For narrative construction texts such as scene narration and philosophical lines, the core is to retain core cultural symbols and maintain narrative integrity. Priority is given to the variational combination of supplement + narration. On the basis of retaining cultural identifiers such as mythological concepts and traditional thoughts, moderate narration is used to adapt to the expression habits of the target language, and minimal background information is added when necessary, taking into account both cultural communication and comprehension fluency. For functional guidance texts such as interface description and mission guidance, the core is to efficiently transmit information and adapt to media constraints. Priority is given to the variational combination of condensation + combination + edition, deleting redundant expressions, merging similar information, and reconstructing sentence structure to ensure that the information is concise, accurate, and has clear operation orientation. For emotional expression texts such as character dialogue and character monologue, the core is to restore character personality and transmit emotional tone. Priority is given to the variational combination of narration + revision, abandoning redundant expressions specific to Chinese, restoring the tone and emotional intensity of the original text through rewriting and narration, and fitting the colloquial expression habits of the target language.

II. Construct a Hierarchical Processing Mechanism for Culture-loaded Content

For high culture-loaded elements in game texts, it is necessary to abandon the single literal translation or rewriting mode, and construct a hierarchical processing mechanism of “retaining core cultural symbols, adapting secondary cultural connotations, and supplementing optional background information”. For core cultural symbols that constitute the game’s worldview, such as 定海神珍, 孙悟空, and 大禹, they are directly retained by combining pinyin proper nouns and classic translation methods, forming fixed cultural identifiers and strengthening the cognitive memory of overseas players. For secondary cultural connotations such as Chinese idioms like “打草惊蛇” and folk metaphors, the superficial metaphorical form is abandoned, and the core meaning is transmitted through narration, reducing the cognitive threshold of overseas players. For background cultural content such as mythological origin and traditional philosophical connotation, avoid directly embedding it into subtitles or interface texts which may cause information overload. It can be

supplemented through in-game clickable worldview annotations, bubble prompts, encyclopedia entries and other forms, to meet the cultural exploration needs of players at different levels, and achieve the dual goals of “cultural communication” and “experience fluency”.

III. Formulate Practical Variational Translation Norms Adapted to Game Media Characteristics

Game texts are constrained by multiple media factors such as subtitle duration, screen space, and narrative rhythm, so it is necessary to formulate targeted practical variational translation norms to ensure that variational translation strategies are adapted to the media characteristics of the game. In subtitle text translation, strictly control the length of the translation, take core information priority as the principle, delete modifying components through deletion + condensation measures, decompose long sentences into short sentences, to adapt to the display duration of subtitles and the visual reading rhythm of players. In interface text translation, follow the principle of “concise and compact, clear logic”, integrate fragmented information through combination + edition, adopt the expression structure familiar to players of the target language, ensure that the information layout fits the interface design, and facilitate players to quickly grasp key content. In mission guidance text translation, the core is “clear steps, strong operation orientation”, reconstruct sentence structure through edition + narration, use more imperative sentences and short sentences, avoid complex clauses and obscure words, to adapt to the fast reading needs of players during the game.

IV. Improve the Quality Control and Consistency Management of Variational Translation for Game Texts

The flexibility of variational translation needs to take the consistency and accuracy of the text as the bottom line, and it is necessary to improve the quality control system of variational translation for game texts from three dimensions: terminology, style, and narrative. Establish a unified game terminology database, define standardized translations for proper nouns such as mythological characters, artifacts, scenes, and skills, to ensure that the same concept has a consistent translation in different text types, avoiding cross-scene information confusion. Formulate a translation guide that fits the game style, clarify the language style of different characters' dialogues according to the game's narrative tone and character settings, to ensure that the translated text after variational translation fits the character personality and scene atmosphere, and maintain narrative coherence. Establish a cross-text variational translation audit mechanism, conduct overall audit of different types of texts such as dialogues, subtitles, interfaces, and mission guidance, to ensure that the application of variational translation strategies does not deviate from the game's core worldview and narrative logic, and avoid narrative breakdown or mechanism misunderstanding caused by excessive variational translation.

Chapter Five

Conclusions and Prospects

I. Conclusions

This study takes Variational Translation Theory as the framework, takes Black Myth: Wukong as the research object, systematically analyzes the application logic and practical effects of the seven variation measures in the translation of different types of game texts, and confirms the applicability and practical value of Variational Translation Theory in the translation of game digital interactive texts. The study finds that in game text translation, variational translation is not simple addition, deletion, or rewriting, but requires the combined use of multiple measures based on text type, function positioning, media constraints, and cultural load level. The core is to achieve the balance of information transmission, cultural communication, and player experience on the premise of retaining the game's core worldview, mechanisms, and core text functions. Text units and player positioning are the key to the selection of variational translation strategies. Hierarchical information presentation and moderate cultural adaptation can effectively reduce the cognitive cost of overseas players and improve the effect of cross-cultural communication. At the same time, this study also finds that the current research on variational translation of game texts still lacks a unified coding system and large-scale empirical data, and the research mode dominated by qualitative analysis limits the external validity of the conclusions, which is also the key point that subsequent research needs to break through.

II. Prospects

Future research can further expand the research samples, covering game texts of different themes and narrative styles, to verify the universality and application boundary of variational translation strategies. At the same time, accelerate the construction of cross-game and cross-language parallel corpora, establish a standardized coding system and quantitative evaluation tools centered on text units, and carry out mixed quantitative and qualitative research combined with player experience data. In addition, we can also strengthen interdisciplinary integration, integrate cognitive science, narratology, and user research methods, improve the research closed-loop of "text unit-adaptation strategy-player experience", promote the in-depth development of Variational Translation Theory in the field of digital texts, and at the same time provide more scientific and operable theoretical support and practical templates for the game localization industry.

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