

CHAPTER ONE

INTRODUCTION

Background of the Study

There are various kinds of books which are interesting to read. In general, books can be divided into two kinds, non-fiction and fiction. The non fiction is related to something real or based on facts, and the fiction is related to unreality or based on the author's imagination.

There are various forms of fiction, such as novel, short story, comic books and drama. They have their own uniqueness and I am personally interested in novels especially children's novels because it might contain language that is made for fun and enjoyment or called language play. Language play can make the novels more interesting to read.

Language play is an action of manipulating the language by bending and breaking its rules (Crystal 1). The linguistic feature such as a word or a sentence is taken and made to do things that it does not normally do, for example: what did one sheep say to the other? I think ewe are bewetiful. It is a joke which plays with

the spelling in the writing system (Crystal 13). Crystal also argued that language play is made for fun (Crystal 1).

There are a lot of interesting children's novels written in English. However, not every reader understands English well. While understanding of the language is needed in order that a reader can understand the story better. This problem can be solved by translating the novels into the reader's own language; as a result, the translation will help the reader to understand the novels better. However, sometimes a translator finds a difficulty during the translation process because he cannot find the equivalent word in the target language because the word does not exist in that language.

It is even more difficult for a translator to translate language play because language play contains rhymes, onomatopoeias, homophones, etcetera. Therefore, when a translator translates language play, sometimes it is only possible for him to keep the form of the language play in the target language play but he cannot keep the sense. It is also likely that the translator will only keep the sense of the language play because he can translate the sense but he cannot keep the form. In addition, a translator might keep both the form and the sense of the language play or he neither keeps the form nor the sense of the language play.

Considering this problem, I am interested to find further about translation dealing with language play. Specifically, I analyze the translation of language play in Lewis Carroll's novels, Alice's Adventures in Wonderland and Through the Looking-Glass and their Indonesian translations, Petualangan di Negeri Ajaib and Dunia di Balik Cermin. I choose the novels to be the source of data because they

contain language play which is difficult to be translated into Indonesian. I think it will be interesting to analyze how the translator translates the language play.

In doing this analysis I use the theories of translation and language play. Moreover, I use three linguistic approaches, phonology, morphology and semantics. These linguistic approaches are useful because they are related to the language play. Fromkin and Rodman state that phonology is “concerned with the ways in which the speech sounds form systems and patterns in human language” (253) In phonology, I use some forms of language play such as rhymes, onomatopoeias, alliterations, assonances, and consonances which are all related to sounds. In morphology, which is “the study of word formation and the internal structure of words” (Fromkin & Rodman 135), I use suffixation. Moreover, in semantics, which is “the study of the linguistic meaning of morphemes, words phrases and sentences” (Fromkin and Rodman 158), I use homophones, homonyms and mimes. Those theories help me to analyze the data found.

The significance of this study is that the readers can see the translation of the language play and the effect of the language play itself after being translated. Moreover, it is expected that the result of the study will help students in the English Department to be more careful and critical in translating texts that contain language play; therefore, they will understand the problem that might occur when translating the language play.

Statement of the Problem

In my thesis I would like to analyze the following problems:

1. What forms of language play are found in the English version?
2. What is the translation of these language play forms?
3. Which does the translator keep: the form, the sense, the form and the sense, or neither the form nor the sense?
4. What is the effect(s) of the translation on the reader?

Purpose of the Study

The purposes of this study are:

1. To describe what forms of language play are found in the English version.
2. To show the translation of the language play.
3. To find out which element the translator keeps: the form, the sense, the form and the sense, or neither the form nor the sense.
4. To describe the effect(s) of the translation on the reader.

Method of Research

In writing my thesis, I start by reading Lewis Carroll's novels, Alice's Adventures in Wonderland and Through the Looking-Glass and their Indonesian translations Petualangan di Negeri Ajaib and Dunia di Balik Cermin several times to find the language play. Then, I note down the language play forms from the English version then I search for the translations in the Indonesian version. Afterwards, I analyze how the translator translates the language play forms based on the theories. Finally, I write the research report.

Organization of the Thesis

The thesis consists of four chapters. It starts with the Introduction, which contains the Background of the Study, the Statement of the Problem, the Purpose of the Study, the Method of Research and the Organization of the Thesis. In Chapter Two, the Theoretical Framework, I discuss the translation and language play theories which are used to analyze the data. The Third Chapter presents the data analysis. The following chapter, Chapter Four, is the Conclusion. At the end of the thesis, there are the Bibliography and the Appendix, which contains the language play forms and their translations.