

CHAPTER FOUR

CONCLUSION

In this chapter, I would like to draw my conclusion. As I have mentioned in the first chapter, I have four main problems to discuss in my thesis.

After analyzing the data above, I obtain twelve forms of language play in Lewis Carroll's novels. The language play is divided into three parts of linguistic fields which are phonology, morphology and semantics.

In phonology, I can find that the author uses rhyme, alliteration, onomatopoeia, assonance and consonance. Three data containing rhymes can be found in data 1, 3 and 12. Three data containing alliteration are in data 2, 3 and 4. One data contains assonance which is data 8. Moreover, one data contains consonance in data 2. Three data contain onomatopoeia which can be found in data 6, 9 and 10.

After translating three data which contain rhymes, the translator chooses to change the form and keep the sense in data 1 and 10, to keep the form and change the sense in data 3. Meanwhile, in the data containing alliteration, the translator chooses to keep both the form and the sense in data 2 and data 3. Moreover, the translator also chooses to keep neither the form nor the sense in data 4. In

addition, in data 8 which contains assonance, the translator chooses to keep the form and change the sense. The translator chooses to keep the form and the sense in data 2 which contains consonance. In the data which contains onomatopoeia, the translator chooses to change the form and keep the sense in data 9 and 10; while the translator chooses to keep both the form and the sense of onomatopoeia in data 6.

From the findings above, I conclude that it is not easy to keep both the form and the sense in the language play which is related to the sounds. The translator has to find the equivalent words in order to keep both the form and the sense.

I also find that the author uses the form of language play that deals with a morphological process, suffixation. The author uses suffixation in data 5. After analyzing the data, I find that the translator chooses to keep neither the form nor the sense. Here, the translator does not use suffixation anymore; in addition, the translator cannot find the equivalent meaning. In my opinion, language play which deals with morphological process is difficult to be translated because English and Indonesian have different morphological process and surely in suffixation process.

In semantics, I find that the author uses homophones to create language play. The homophones are found in data 9 and 11 where the translator chooses to change the form and keep the sense. Both these data lose their language play after being translated. In these data, the translator chooses to keep only the sense because it is difficult to translate a homophonous word into the target language. Furthermore, from the thirteen data I have analyzed, I also find the data which contains a homonym in data 9. In data 9, the translator does not choose to keep the

form but only keep the sense. Furthermore, there is one data contains mimes in data 7. In the data which contains mimes; the translator chooses to keep both the form and the sense.

After analyzing the twelve data, I conclude that the translator has to choose whether to keep only the form of language play or keep only the sense or both keep the form and the sense. It shows that the translator finds difficulty in translating language play which is found in Lewis Carroll's novels. Moreover, the difficulty is found because English and Indonesian are different.

In analyzing the effects of language play, I find that there are similar effects of the use of language play which deals with sounds. The use of rhyme, alliteration, assonance and consonance will bring the effects that the language play will be pleasant and comfortable to hear; therefore, it will entertain the reader. Moreover, the effect of alliteration is that reader will remember a character's name or a certain phrase easily, the reader will pay more attention to something and the reader will get the image of an action.

The effect of onomatopoeia is that the reader will be helped to get the image of the sound; therefore, the reader will enjoy reading the novel. In addition, the effect of mimes is that the reader will find it ludicrous and fancy.

Furthermore, the effect of language play which deals with suffixation is that the reader will feel the same as the effect of mimes. The reader will find it ludicrous and fancy. Furthermore, the effect of language play which is related to meaning, in this case having more than one meaning, is the reader might find it confusing.

When the translator cannot keep the form of language play, the reader will not feel the same effect as in the source text. As a result, it is important for the translator to be able to keep the form of language play without losing the meaning. From the thirteen data that I have analyzed, I find that seven data cannot keep the form of language play. Therefore, the reader cannot get the effect of language play. In fact, the reader will find only the literal meaning in the translation.

In my opinion, a translator who wants to translate a novel containing a lot of language play should be able to keep the form of language play in his or her translation. Consequently, the translation will be equivalent in the source text. Moreover, the reader will be able to get the effect of language play in the translation. In translating the source text, the translator also has to know and understand the author's purpose so that he or she can deliver the same purpose as the author.

I hope this thesis can help English learners to understand more about how to translate language play. In addition, they will be more aware of the proper way to translate language play. Honestly, this thesis is not perfect. In my opinion, for those students who want to take a similar topic, it will be much better to make an observation or questionnaire for the effects of language play on the reader.