

CHAPTER ONE

INTRODUCTION

Background of the Study

Language, a way of people communicating with one another, is an important means to express their ideas and feelings to one another. Therefore, human beings find that it is important to master the language they use in the circle of their society, just like a proverb which says: "If you master the language, you master the world". However, it is apparently difficult to master all languages in the world. Words which exist in a language may not exist in another language. For instance, the Indonesian words arisan and lotek do not exist in English vocabulary. There is often no equivalent in the target language for the same form in the source text (Baker 24).

One language may differ in terms of form and content from another language; hence, human beings need a tool to help them understand another language. This tool is translation. According to Newmark, "translation is a craft consisting in the attempt to replace a written message and/or statement in one language by the same message and/or statement in another language"(87). A translator may choose what kind of methods that they are going to apply in translating a text. However, to translate a text is not as easy as we think because there are many aspects that a translator has to consider whether to keep both the

content and the form, either the content or the form, or neither the content nor the form. To transfer the same content from the source language into the target language is seemingly hard, but to transfer the same form of the text is obviously harder than that. That is why to translate accurately is not an easy job.

Language play is one clear example of the translation difficulty which shows that both the content and form are equally important. For instance, “an elephant that has a *trunk* is sitting on an old *trunk*”. The form of language play here is homonymy. The meanings of the homonymous words are 1) Long flexible nose of elephant etc.; 2) Large box with hinged lid, for carrying clothes etc. on journey (Fowler 1247). If we translate only the content of the English text into Indonesian text, it becomes “Seekor gajah yang memiliki *belalai* sedang duduk di atas *peti besar* yang tua”. It contains the same meaning but does not contain any form of language play.

In daily life, people love to play with language or responds to language play (Crystal 1). The way people use language determines the function of the language used. People often neglect language play as part of linguistics; however, the playful function of language should be seen important “for the appreciation of language as a whole” (Crystal 1). Mostly, language play is created as a source of fun or enjoyment (Crystal 1). Language can be either manipulated or exploited by language users.

The topic of my thesis is *the translation of language play from English into Chinese in Schulz's Snoopy*. I am interested in analysing how the language play in Schulz's Snoopy comic series is translated from English into Chinese. I find this topic very challenging because it is difficult to translate language play. Even if the language play is translatable, we have to ensure whether the Target Text (TT) is as humorous as in the Source Text (ST). When a translator fails to

transfer the same content and form of a text, it most probably fails to transfer the effect of humour as well. To measure the ability of the translator, we can see from his/her capability of transferring its content as well the form from ST into TT.

In this thesis, the fields of linguistics which my topic belongs to are translation and language play. For the language play, it will mainly cover Morphology, Syntax, and Semantics. I will use two sources of theories of language play, Crystal's and Cook's. For the translation, I will use Hatim & Munday's theory.

This topic is significant because both English and Chinese are considered international languages which have been widely used in the world of communication; therefore, it becomes worth studying to analyze the translation of these two languages. I find it also significant for translators so that they will be aware of translating forms of language play for they have to consider transferring the content as well as the form of language play from ST into TT. Ideally, neither the content nor the form can be left behind in translating language play.

After reading my thesis, hopefully the readers will have some background knowledge of what a good translation needs. They will find the forms of language play which exist in Schulz's Snoopy and be aware that a good translation should contain both the equivalent form and content of a text.

(790 words)

Statement of the Problem

Based on the topic that I choose, I would like to discuss the following three problems:

1. What is the language play found in the English text of Snoopy comic series?
2. How does the translator translate the language play in the English text into the Chinese text?
3. Which does the translator keep: the form, the content, the form and the content, or neither the form nor the content?
4. How does the Chinese translation of the language play affect the readers?

Purpose of the Study

In this thesis, I would like to show:

1. The kind of language play used in the English text of the Snoopy comic series.
2. The way of the translator translating the language play in the English text into the Chinese text.
3. The aspect that the translator keeps: the form, the content, the form and the content, or neither the form nor the content.
4. The effects of the Chinese translation of the language play on the readers

Method of Research

The method I use in writing this thesis is divided into six steps. First, I began the research of this thesis by identifying the linguistic features that contain language play in the English text of Schulz's Snoopy comic series. Second, I analyzed the language play found in the English text and its effect on the readers. Third, I analyzed the way of translation which was used by the translator

in translating the English text into the Chinese text. Fourth, I analyzed the aspects of form and content of the language play that the translator kept and abandoned. Fifth, I analyzed the effects of reading the translation text on the readers. Finally, I wrote the research report.

Organization of the Thesis

This thesis consists of four chapters. Chapter One, the Introduction, contains the Background of the Study, Statement of the Problem, Purpose of the Study, Method of Research, and Organization of the Thesis. Chapter Two, the Theoretical Framework, provides the linguistic theories used to discuss the translation of language play. Chapter Three, the Analysis, contains the discussion on the translation of language play used in Schulz's Snoopy comic series. Chapter Four, the Conclusion, presents my personal opinions and comments on the discussion. This thesis ends with the Bibliography and the Appendices.