CHAPTER FOUR

CONCLUSION

In the previous chapter, I analyzed eleven data containing language plays. Eight of the data also contain language play in the Indonesian version, while three of them, which are *Pishyou*, *Crappa cack-cack* and *Botty-crackers*, do not contain language play in the translated version. They are not language play forms since those expressions in the English Dragonese language are not translated into Indonesian; *Hrrp* and *Bumbumbreet* use English words, while *Puppaa* uses a Ducth word.

The function of language play is for having fun and playing with language. As I have explained in Chapter Two, considering that this language play is from children's literature, while children have not fully mastered their own language, the language play used in the novel should be in the language that children are most familiar with, which is their own mother tongue. It means that the English version should use English language play and the Indonesian version should translate the English language play into language play in Indonesian. Nonetheless, the three translation, *Pishyou*, *Crappa cack-cack* and *Botty-*

crackers that I have mentioned above are not translated into Indonesian. That is why I conclude that those three translations which do not use Indonesian do not contain language play, as I have explained before in Chapter 2 and in the beginning of Chapter 3.

Furthermore, from the eleven data that I have analyzed, the form of the three data containing language play which I have explained above is not kept in the translated version. It is because the three expressions in the English Dragonese language data contain language play, while in the translated version they do not. The sense of the two data, which are *Stinkfish* and *Gaff*, are not kept in the translated version either, due to their different meanings with the English version.

Regarding the linguistic features used in creating the language play in both versions, there are nine features used in the English version and seven in the Indonesian version. Compounding, Onomatopoeia, Reduplication, Homophony and Clipping are used both in the English and Indonesian versions, while Suffixation, Hyponymy, Synonymy and Alliteration are only used in the English version. Among all of the linguistic features used, the English version mostly uses the following features: Compounding (5 data), Reduplication (4 data) and Synonymy (4 data), while the Indonesian version mostly uses Reduplication (6 data), Clipping (4 data) and Onomatopoeia (4 data).

In my opinion, the English version uses a lot of Synonymies since English has a lot of words which means the same or have similar meaning, while Indonesian does not have as many synonymies as English do. This fact is backed up by Cooper, who stated that "With the abundant contributions of its many source languages, English has a lexicon of everyday words that is categorically

larger than that of other major world languages" (Cooper). It is a common experience among international speakers to be overwhelmed by the amount of available vocabulary, and especially by the huge number of synonyms to choose from (Cooper). This often becomes a problem in translating English into Indonesian, because English has a lot of words with slightly different details whereas Indonesian has fewer words to translate them into. Some examples are English words like *bottom, butt, buttock, arse* (slang), *bum* (informal), *backside*, and *behind* which are translated into only either *pantat* or *bokong* in Indonesian. As we can see from the example, English can have seven synonymous words, while Indonesian only has two equivalents for all of those. Even though not every English word has fewer equivalents in Indonesian, based on the theory and examples, I conclude that English has a lot more synonymies compared to Indonesian.

Regarding the use of many compound words, I think it relates to a lot of compound words in English, such as *bathroom*, *hotplate, bellboy*, *eyeball*, *willpower* etcetera.

Furthermore, in my opinion, the Indonesian version has more data containing reduplication feature because Indonesian uses a lot more of reduplicated words compared to English. In Indonesian, nouns will be repeated twice using a hyphen to make it plural, such as *buku* becoming *buku-buku*, *ide* becoming *ide-ide* and so on. Besides plural form, Indonesian also has some words which use reduplication although they are not in plural form, such as *kupu-kupu* and *ubur-ubur*.

Regarding the use of quite a lot of clipped words, Indonesian has quite a lot of clipped words. They are usually used in address terms, to make names of people or places shorter in informal use. Some examples are *pak* for *bapak*, *bu* for *ibu*, *Indo* for *Indonesia* and so on.

In relation with child language features, there are nine child language features which are used in the English version, with the initial segmentation (5 data), various forms of simplification (8 data) and reduplication (4 data) being the top three frequent processes used. The Indonesian version only uses five kinds of child language features, with twelve various simplifications, four onomatopoeias and six reduplications being the top three frequently used processes. Both the English and Indonesian versions use onomatopoeia, reduplication, initial segmentation, invention of semantically transparent words, and various simplification processes (syllable reduction, additional vowel sound at the end of words and the changing of difficult consonant sounds into easier ones). The simplification processes which are only used in the English version are the omitting of consonant cluster, word final devoicing and the substitution of consonant sound into vowel sound. However, combination of assimilative process and additional vowel sound at the end of words, and phoneme reduction are only used in the Indonesia version. Moreover, the English version also uses some features which are not found in the Indonesian version, such as two-word stage, meaning relation, wrong use of suffix and rhyme usage.

One of the data containing language play in the English version, which is *Gaff*, and another one in the Indonesian version, which is *Hrrp*, do not conform to

child language features. However, overall, most of the data conform to child language features as have been described in detail above.

Analyzing language play is not as easy as it seems. First of all, we have to pay attention to the data selection, because not all kinds of language play are suitable to be analyzed in the final thesis. Moreover, if the data analysis are not enough to reach the word count quota, choose data that can be elaborated using other disciplines' theories, such as psychology or child language development like the one that I use here. Lastly, find the right theory for every aspect of data that will be used. In analyzing words containing language play, every syllable matters and has to be identified, therefore, a wide range of theories are necessary to find the suitable ones.