

# CHAPTER ONE

## INTRODUCTION

### Background of the Study

Language is 'the medium of communication. It is "a system of sounds and words to communicate" (Hornby 862). Based on *Longman Dictionary of the English Language in Crystal's book*, language is used "for communicating ideas or feelings" (Crystal 2). Therefore, language is very important in our life because it is used by people to communicate with others.

As we know, the English language is the international language that is used by most people in the world. Because of that, many books are written in the English language. However, since not every book reader understands English, some books are translated into other languages. Yet, sometimes it is not easy to make an accurate translation because no two languages are totally equivalent. Therefore, sometimes the content of the original text is different from the content of the translation.

When a text has some special features like rhyming words or figures of speech, the process of translation becomes more difficult. In linguistics, those special features are called language play. I am interested in doing research on language play because it is common to happen in our daily life. Language play

focuses on playing with language by manipulating some linguistic features to create funny effects or enjoyment for people. "Manipulating" means "we take some linguistic features – such as a word, a phrase, a sentence, a part of a word, a group of sounds, a series of letters – and making it do things it does not normally do. We are in effect, bending and breaking the rules of the language" (Crystal 1). This manipulation of language makes translation more difficult as the translator must pay attention not only to the meaning of the text but also its linguistic form.

I am interested in finding out how language play in one language is translated into another language. Therefore, the topic of my thesis is Translation of language play from the English novel into the Indonesian novel. I choose a novel, specifically those for children, because children novels are usually more imaginative not only in the story but also the characters. Therefore, sometimes authors create language play to make the imagination seem real, the story more amusing or make humor.

In my thesis, I take the data from a children's novel entitled *The BFG* by Roald Dahl. I use this novel because Roald Dahl is a very famous author from England and many of his works are translated into the Indonesian language. *The BFG* is about giants who kidnap children in the night and eat them. But there is one giant whose name is the BFG, who does not eat the children. Instead, he blows dream for them every night. Hence, he is called BFG. BFG stands for Big Friendly Giant. One night, he kidnaps a little girl named Sophie because she sees him. From that time, they become friends. However, giants do not use language like human, so their conversations are a little bit strange. I find that language play happens in the conversation between the girl and the BFG. In this paper, I am going to focus on the use of language play both in the English and Indonesian

versions. So I will analyze how the translator translates the language play. Furthermore, I will find whether how the translator can keep both of the sense and the form or neither the sense nor the form or either sense or form.

The theory that I use in my research are theory of language play by David Crystal. I will also use linguistic theories which are related to my analysis. The most linguistic theories that I used are are theories of morphology. I decide to focus on morphology because the morphological process is the most outstanding process used in the book. I use the theory of morphology by Deterding & Poedjosoedarmo and O'Grady which relates to affixation, blending, and also compounding. Besides morphology, I also use the theory of semantics that deals with homophone, near-homophone, pseudo homophone and morpheme metathesis. To analyze the language play in the Indonesian translation, I use the theory of the Indonesian morphology and semantics. Furthermore, I use the theory of translation by Hatim & Munday and Newmark to analyze the translation of language play found in the data.

I believe the topic is significant to discuss because it can enrich the readers' knowledge about language play, linguistic processes, and how they are translated. I hope that my thesis can help the people who intend to be translators in learning some methods and examples about the translation of the language play from English into Indonesian.

Word count: 770

## **Statement of the Problem**

In the thesis I would like to discuss the following problems:

1. What are the linguistic processes used in the language play in both the English and Indonesian versions of *The BFG*?
2. Which does the translator keep in translating the language play; the sense, form, both of the sense and the form or neither of them?
3. How does the translation give a different effect of the language play compared to the effect of the language play in the English version?

## **Purpose of the Study**

In the thesis I would like to show:

1. The linguistic processes that used in creating the language play in both the English and Indonesian version of *The BFG*.
2. How the translator keeps both of the sense and the form or else only the sense or the form in translating the language play.
3. How the translation give a different effect of language play compared to the effect of the language play in the English version.

## **Methods of Research**

In analyzing the data, I first read the novel entitled *The BFG*. Then I collected the words containing language play as the data. After that, I read the Indonesia translation of the novel and then compared the translation of language play with the English ones. I classified them into tables containing the type of language play both in English and Indonesian. After that, I selected and classified the data into several categories. Then I analyzed them, focusing on the linguistic area.

## **Organization of Thesis**

This thesis consists of four chapters. It begins with Chapter One which is the Introduction consisting of the Background of the Study, Statement of the Problem, Purpose of the Study, Methods of Research, and Organization of the Thesis.

Next is Chapter Two, the Theoretical Framework, which explains the theories used in this thesis. It is followed by Chapter Three, which contains the analysis of the language plays in the novel entitled *The BFG* and the analysis of the translation from English into Indonesian language.

The last is Chapter Four, which contains the Conclusion, providing my personal comments and opinions of my findings. At the end of the thesis, there are the Bibliography and the Appendix.