

CHAPTER FOUR

CONCLUSION

In this chapter, I would like to draw the conclusion about the translation of language play in the children book entitled *The BFG* by Roald Dahl. I analyze only five data which contain of the language play and relates with the morphology and semantic features. It is because the morphological process in the language play of this novel is the most outstanding process and has many variations which can make my analysis more various. Besides, the semantic features in the language play of this novel is used to give the certain effects such as creating humor, making pleasant sound and making the story more imaginative.

After analyzing the data, I conclude that in the creation of language play in the English version, morphological process is more applied than semantic features. In the English version, the mostly used morphological process is blending which can be found in data 1, 2, and 4. The other data use affixation process, which can be found in data 2 and 3; and orthography which is found in data 3. There are only two data that use Semantic features which are a near homophone and a pseudo-homophone in data 2 and morpheme metathesis in data 5.

On the other hand, the language play in the Indonesian translation mostly is playing with Semantic features. We can see in the Indonesian translation, the mostly used semantic feature is near homophones which can be found in data 1, 2, 3, 4. Another semantic feature is pseudo-homophone which can be found in data 1 and 2. Furthermore, the rest of the data use morphological processes which are blending in data 2, reduplication in data 3, and an affixation in data 5.

Concerning the translation of language play, in most of the data the translator keeps both the sense and the form of the language play as can be seen in data 1 and 5 although in data 3, the translator only keeps part of the sense and form. Judging from the numbers, I conclude that the translator is successful to keep both the form and the sense of the English language play. However, there are two data in which the translator keeps only the form of language play and not the sense because it is very difficult to translate the meaning of the language play in Indonesian because of there is incongruity words. Actually, the translator has to choose whether she has to keep the sense or the form. On the other hand, the translator chooses to keep the form rather than the sense of language play to maintain the exits of the language play in Indonesian translation. And in data 3, the translator keeps only the sense of language play and not the form because the translator wants to make easier for the reader to catch the meaning itself without making incongruity words.

After analyzing the language play, I find that mostly, the effect of using language play in the English version is to form the opinion that the giant likes to exaggerate things when speaking which is found in data 1, 2, 3, and 4. Another effect of using language play is to describe that the giant is uneducated which is found in data 4, 5 and the last is to make a pleasant sound for the readers which is found in data 2 and 3. While the effect of using language play in the Indonesian

version is to describe that the giant is uneducated and it can be seen in all the data. Besides, there is an additional effect which is to make a pleasant sound for the readers which can be seen in data 1 and 2.

In my opinion, the author of this novel makes use many of language play in his book with the purpose to give a clearer description of the giant's characteristics to the readers. As giants have a much bigger size than humans, there are the uses of blended words with similar meaning in the language play. I conclude this is to show that the giant's characteristics that their bodies are bigger and double of human so he likes to exaggerate things when speaking through the use of blending and reduplication. Furthermore, the giant is uneducated so he does many mistakes when speaking. This characteristic is created by using wrong affixation, morpheme metathesis, and near homophone. Besides, the author tries to create a good atmosphere by making a pleasant sound in the language play so the readers will enjoy reading the book. The author creates that effect by using an alliteration, an assonance that are created from using a near homophone, a pseudo-homophone and an orthography. By using language play, the different worlds between humans and giants are made clear.

Besides to make pleasant sound for the reader and convey the giant's characteristics, the other effect of the language play is to create humor for the readers. It happens when we read the language play in the book; we will find that the words actually not exist in the vocabulary. Being acquainted with the language, we can know what the words refer to, or what the words should be. Therefore, it makes us as the readers laugh because there is incongruity in the use of words which the author used to create language play.

I know that there are other aspects of linguistic features which can be used to analyze the language play in this book beside the morphological and

semantic features. There are some phonological and syntactic features shown in the book which can be further analyzed. Therefore, I would like to suggest to the others if they want to do further research, I suggest to analyze the language play by using the phonological process and syntactic features.

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