

**THE TRANSLATION OF ONOMATOPOEIA IN ARIEL DUYUNG'S
COMIC (*GOOD / BAD FORTUNE*)**

THESIS

Submitted as Partial Fulfillment of the Requirements to Obtain Strata

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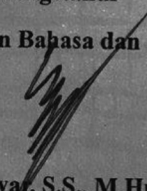
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COMIC (*GOOD / BAD FORTUNE*)**

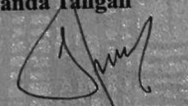
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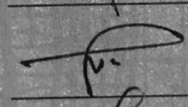
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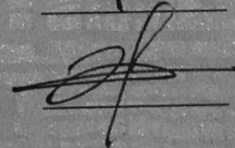
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The writer realizes that her paper actually has not been perfect yet, there are many mistakes in it contain. At the end, the writer just hopes that paper will be guidance for some literary study

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ABSTRACT

YURIA, HERSA (2023). **THE TRANSLATION OF ONOMATOPOEIA IN ARIEL DUYUNG'S COMIC (*GOOD / BAD FORTUNE*)**. Padang:English Department, Faculty of Language and Arts, Universitas Negeri Padang

One of language phenomenon is onomatopoeia, in which used to imitate sounds or noises that correspond to the meaning being conveyed. Onomatopoeia is very unique and it has variations in every language. The differences in onomatopoeia create issues in translation techniques. This study classified onomatopoeia according to Ulman's (1962) theory and translation technique according to the Molina and Albir (2000). Descriptive qualitative method is used in this research. Meanwhile the data of this research consist of two data. The first data are the onomatopoeia words found in entitled *Good/ Bad Fortune* comic original version and the second data is English translation version. As a result, there are 62 data altogether. There are 2 types of onomatopoeia: 29 primary and 33 secondary, and there are 4 types of onomatopoeia based on the source of sounds: 7 animal sounds, 23 human sounds, 1 natural sounds, and 31 inanimate objects. Furthermore, the translation techniques used to translate onomatopoeia include 6 techniques: 27 establish equivalents, 27 borrowing, 3 adaptation, 1 modulation, 3 discursive creation, and 1 substitution. Among the 18 translation techniques, only 6 can be utilized since the onomatopoeia outside dialogue balloons are not in the form of phrases.

Keywords :Translation, Onomatopoeia, Comic

ABSTRAK

Salah satu fenomena bahasa adalah onomatopoeia, dimana onomatopoeia digunakan untuk meniru suara atau bunyi yang sesuai dengan makna yang ingin disampaikan. Onomatopoeia sangat unik dan memiliki variasi dalam setiap bahasa. Perbedaan onomatope menimbulkan masalah dalam teknik penerjemahan. Onomatopoeia kajian ini diklasifikasikan menurut teori Ulman (1962) dan teknik penerjemahan menurut Molina dan Albir (2000). Metode kualitatif deskriptif digunakan dalam penelitian ini. Sedangkan data penelitian ini terdiri dari dua data. Data pertama adalah kata-kata onomatopoeia yang ditemukan dalam komik berjudul *Good/Bad Fortune* versi asli dan data kedua adalah versi terjemahan bahasa Inggris. Hasilnya, ada 62 data keseluruhan. Ada 2 jenis onomatopoeia yaitu 29 primary dan 33 secondary dan ada 4 jenis onomatopoeia berdasarkan sumber bunyi yaitu 7 suara hewan, 23 suara manusia, 1 suara alam dan 31 benda mati. Selanjutnya teknik penerjemahan yang digunakan untuk menerjemahkan onomatopoeia ada 6 teknik yaitu 27 establish equivalent, 27 borrowing, 3 adaptation, 1 modulation, 3 discursive creation, dan 1 substitution. Dari 18 teknik penerjemahan, hanya 6 teknik penerjemahan yang dapat digunakan karena onomatopoeia yang terdapat di luar dialog balon bukanlah onomatopoeia yang berbentuk frase.

Kata kunci : Translation, Onomatopoeia, Comic

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CHAPTER I

INTRODUCTION

A. Background of the Problem

Language plays a crucial role in human interaction as it serves as a medium of communication to convey messages or intentions from the speaker to the listener. Language opens up doors for people to exchange knowledge and gain new insights in this global era. According to Siregar (2005), language is a mechanism for humans to communicate ideas, feelings, and wishes in a relationship using symbols of verbal speech. The use of language for social communication builds relationships and also helps in the transmission of information.

One of the language phenomena is onomatopoeia in which words used imitate or suggest the sound of thing or action describe. For instance, the word "*chirp*" describes an animal (bird) that produces such a sound. *Boing* or *bounce* refers to the sound made when anything bounces, springs, etc. These sound imitation words' symbols provide instructions or suggestions for the concepts they stand in for creating an unnatural connection between the two. It is dependent to the speaker and their consent. According to Zolfagharian & Ameri (2015), onomatopoeia is an expressive and emotional language that imitates natural sounds and appears in all languages.

No doubt there were many studies about onomatopoeia since it occurs differently in every language in the world. (Thomas & Clara, 2004) cited examples onomatopoeia in different languages such as the sound of drinking, which is transcribed as “*gulp gulp*” in English, “*gokun-gokun*” or “*gabu-gabu*” in Japanese, “*glu glu glu*” in Spanish, and “*gluck gluck*” in German. Other onomatopoeia, such as water drops, are “*drip*” in English and “*ddug-ddug*” in Korean. Widiyantari et al. (2018) in comic *Minion Banana* also cited the words “*grok*” represent the sound of snore in Indonesian onomatopoeia and “*snore*” in English. Thus, onomatopoeia can be defined as the imitation of sounds made by spoken language or natural sounds which vary according to language

Therefore, it is essential to analyze the onomatopoeia and the translation version from source language to target language particularly when evaluating onomatopoeia in literary works, the analysis should establish if the onomatopoeia accurately represents the sounds represented in the target language and whether it effectively conveys the same meaning and emotion to the readers. The onomatopoeia utilized must also be evaluated to see if it is acceptable for the intended age range and cultural setting. In fact, there can be major challenges in translating due to the variation of onomatopoeia between languages, Sell (2011). As they frequently lack an unambiguous equivalent in the target languages, translating onomatopoeic words can be difficult. According to Newmark (1998), Translation is the process of transmitting a text's meaning to a different language in the author's intended way. When it comes to onomatopoeia, the author's purpose was undoubtedly to express particular sounds that may have different

forms and spellings in the target language but had the same propositional meaning from target text to source text. Baker, (1992) noted in her book on the difference in expressive meaning in translation, the translation might take a different form in expressing the message, but the source-language term might had the same meaning.

Good/Bad Fortune is a webtoon comic written by an Indonesian author called Ariel Duyung which told the story of a young boy who brings bad luck and his encounter with a young girl who brings good luck. This comic has been translated from Indonesian into many languages by 344 contributors in the wiki version platform, and it has reached 112.3 million readers with 9,84 rate. Comics had become increasingly popular as a tool for language learning due to their captivating visual images and interesting stories. Regarding the onomatopoeic word, in *Good/Bad Fortune* comic, they appear almost in every drawing to strengthen the story. However, the onomatopoeia only appears in outside of the balloon and did not appear in inside text balloon. For instance the sound of lizard in Indonesia is "ck ck ck" then it is translated into English "tsk tsk tsk". This phenomenon triggered writer to dig more the Indonesian onomatopoeia and analyze the translation technique in the fan translation version of comic.

Despite the growing popularity of onomatopoeia in comics, most researches focus solely on analyzing foreign language types of onomatopoeia, Pavita (2019) *In The Diary Of A Wimpy Kid*, found the sound of eating in English is "Crunch" which also a verb (Meriam Webster Online Dictionary) and then it is translated

into Indonesian as “*kriuk*” which is supposedly the imitating sound of eating in Indonesian. Flyxe (2002), has been conducted on the Swedish translation of Japanese onomatopoeia in order to understand why some onomatopoeic words are frequently left untranslated. Furthermore in stylistic approach, study that has been done by Kinasih, (2018) explaining how onomatopoeia helps the readers or audience understand the comprehend the stories in *walt Disney 5 minutes princess stories* book. Another study is phonological study of onomatopoeia, there are some of onomatopoeic words that have final K features such as *quack quack*, *oink oink* and *tic tac* (Laili & Putri, 2021). Lastly the research entitled “ *The Onomatopoeia Blends: Morphological and Graphic Overlapping* by (Manokaran & Nian, 2022) highlight the morphological and graphic overlapping in onomatopoeia blends.

Leaving a gap in research, it is evident that there is a lack of studies on translating onomatopoeia, particularly from Bahasa Indonesia to English. Therefore this research used Indonesian comic as an object since the Indonesian onomatopoeia or culture that represent in the comic need to be aware by the foreign readers. This research aims to identify the type of onomatopoeia using Ulman (1962) theory and translation techniques with Molina and Albir (2002) translation technique used in translating onomatopoeia between languages. The results of this study will provide valuable insights into the complexities of translating onomatopoeia and contribute to the field of translation studies.

B. Identification of the Problems

Numerous researchers have used various methods to look at onomatopoeia in various literary works, as was described in the problem background above. A phonological, morphological, and stylistic method could be used to study onomatopoeia. In terms of its phonological characteristics in phonology, its word construction in morphology, and its employment as a stylistic technique in stylistics, onomatopoeia might be examined. However, it seemed that the translation technique to investigating onomatopoeia had not received much attention, particularly in more complex literary genres. Because of this, the author was interested in undertaking a study with two main goals: finding the type for onomatopoeic words and identifying the translation technique used.

C. Limitation of the Research

In this research, the writer aimed to identify different types of onomatopoeia in Bahasa Indonesia comics and identified the translation technique used in fans translation version of the comic using relevant linguistic theories to analyze the data such as Ulman theory (1962) for onomatopoeia classification and Molina and Albir (2000) to identify the translation technique used. However, the study is limited to only a few episodes of the comic in season 1-2 due to the untranslated works for half season in season 3 and they were picked randomly. Since this research only focus to classify the types onomatopoeia and translation technique, the study did not consider the quality or acceptability of translations in

terms of maintaining scientific accuracy through the translators and lack of theory about translating onomatopoeia words.

D. Formulation of the Problems

The following some possible formulations for the research's issues, what are the type of Indonesian onomatopoeia and what kind of technique use in translating the Indonesian onomatopoeia into English?

E. Research Question

Based on the formulation above, the research questions could be stated as follow:

1. What are the type of onomatopoeic expressions found in the original Indonesian version of the *Good/Bad Fortune* comic and its fan translation in English?
2. What translation techniques are used in translating the onomatopoeic expressions of the *Good/Bad Fortune* comic?

F. Purpose of the Research

The purpose of the research are:

1. To identify the type of Onomatopoeia in *Good/Bad Fortune* comic

2. To find out the onomatopoeia translation techniques utilized in the translation version of Good/Bad Fortune comic

G. Significance of the Research

This study is significant for a number of reasons. First, it adds to the subject of translation studies by providing an understanding of how difficult it is to translate onomatopoeia across different languages. Second, this study is significant for language learners who use comics as a medium for language learning such as expanding vocabulary. The findings of this study will help them understand the translation techniques used and how they affect the understanding of onomatopoeic expressions. Last, this study is significant in promoting cross-cultural understanding and appreciation of different languages and their unique features such as Indonesian onomatopoeia that need to be aware by foreign reader so that it also helps the translator or comic author more consistent by using and translating onomatopoeia in literary works.

H. Definition of the Key term

1. Translation (Onomatopoeia)

The process of rendering onomatopoeic words from one language to another in the context of the Good/Bad Fortune comic.

2. Translation Technique

The strategies employed by translators to render the source text into the target language. These techniques can vary depending on the specific challenges posed by the source text and the desired outcome in the target text.

3. Onomatopoeia

The imitation of natural noises using speech sounds, as depicted in the Good/Bad Fortune comic.

4. Source of sound

There are 4 classification based on source of sound which are, Calls of animal (A), produced by Human (H), Natural sound (N) , Inanimate object (I)

5. Good/Bad fortune Comic

Good/ bad fortune comic refers to a genre of online comic or webtoon that center around positive events, fortunate occurrences, or uplifting stories.