AN ANALYSIS OF ONOMATOPOEIA TRANSLATION IN THE BILINGUAL COMICS WOW!: ALADDIN’S MAGIC LAMP, CINDERELLA AND THE UGLY DUCKLING

Amalia Rizki Siwi¹
Ardianna Nuraeni, S.S, M.Hum.²

ABSTRACT


The purposes of this research are (1) to find the meaning types of onomatopoeias found in the bilingual comics Wow!: Aladdin’s Magic Lamp, Cinderella and The Ugly Duckling and to describe how the onomatopoeias translated into Bahasa Indonesia in the bilingual comic Wow!, (2) to describe the accuracy of the translation of onomatopoeia, and (3) to explain the naturalness of the translation of onomatopoeia for target readers.

This research is a descriptive qualitative research. The researcher uses purposive sampling technique in this research. The data of this research are all onomatopoeias in the bilingual comics Wow!: Aladdin’s Magic Lamp, Cinderella and The Ugly Duckling and their Indonesian translation and information collected through questionnaires given to three raters. The total data in the comics are 91 data.

It is found that there are six types of onomatopoeia available in the bilingual comics Wow!: Aladdin’s Magic Lamp, Cinderella and The Ugly Duckling. They are (1) onomatopoeia carrying phonemimetic meaning (30 data/ 33%); (2) onomatopoeia carrying phonemimetic meaning (40 data/ 44%), (3) onomatopoeia carrying psychomimetic meaning (2 data/ 2%), (4) onomatopoeia carrying phonemimetic and psychomimetic meaning (12 data/ 13%), (5) onomatopoeia carrying phonemimetic meaning (4 data/ 4%), and (6) onomatopoeia carrying phonemimetic and phonemimetic meaning (3 data/ 3%).

The analysis on the translation techniques shows that there are five techniques applied by the translator in translating onomatopoeia in the bilingual comics Wow!: Aladdin’s Magic Lamp, Cinderella and The Ugly Duckling. The techniques are (1) translation using onomatopoeia of similar meaning and form (53 data/ 58%), (2) translation using onomatopoeia similar meaning but different form (18 data/ 20%), (3) translation by omission (1 datum/ 1%), (4) translation using non-onomatopoeic word with similar meaning (4 data/ 4%) and (5) translation using a word with different meaning (15 data/ 17%).

The analysis on the accuracy of onomatopoeia translation in the bilingual comics Wow!: Aladdin’s Magic Lamp, Cinderella and The Ugly Duckling shows that 75 data (82%) are considered as accurate translation, 4 data (44%) are considered as less accurate translation and 12 data (13%) are considered as inaccurate translation.

The analysis on the acceptability of onomatopoeia translation in the bilingual comics Wow!: Aladdin’s Magic Lamp, Cinderella and The Ugly Duckling shows that 79 data (87%) are concluded as acceptable translation, 4 data (4%) are concluded as less acceptable translation and 8 data (9%) are concluded as unacceptable translation.

The different form of onomatopoeia does not affect accuracy as long as phonemimetic or phonemimetic onomatopoeia is not translated into psychomimetic onomatopoeia and vice versa. Onomatopoeias which are translated into non-onomatopoeic word can be accurate if they are not functioned as sound-word. Most of the data which become less accurate translation can still deliver some meaning but lose the other meaning due to some factors like losing expressive meaning and mistakenly choosing hyponym. All of the data considered inaccurate are data applying translation with different meaning and one applying omission. The factors causing inaccuracy are mistake in choosing hyponym, the failure in identifying context, omission and new-coined word.

Data belonging to acceptable translation are words that are registered in dictionary and commonly used in literatures and daily

¹ Mahasiswa Jurusan Sastra Inggris dengan NIM C0309005
² Dosen Pembimbing
speaking. The less acceptability is caused by the usage of uncommon terms and loan words. The inacceptability is motivated by omission, application of foreign words and neologism.