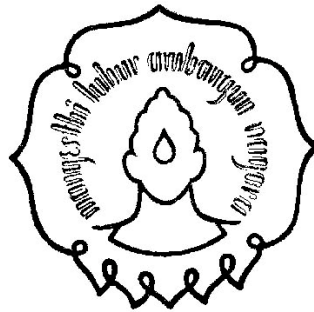


**AN ANALYSIS ON TRANSLATION TECHNIQUES AND QUALITY OF  
WORDPLAY FOUND IN THE FILM *BRING IT ON***



**THESIS**

**Submitted as a Partial Fullfilment of the Requirement for *Sarjana* Degree at  
English Department of Faculty of Cultural Sciences  
Sebelas Maret University**

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**2016**

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## **PRONOUNCEMENT**

I pronounce truthfully that the thesis entitled *An Analysis on Translation Techniques and Quality of Wordplay Found in the Film Bring It On* is originally made by the researcher. It is neither a plagiarism or made by others. The things related to other people's works are written in quotation and included within bibliography.

Surakarta, December 2015

The researcher

Indah Wulandari

## MOTTO

“Life is too short to worry about stupid things.

Have fun.

Regret nothing,

and don't let people bring you down.”

-Unknown-

## **DEDICATION**

This thesis is dedicated to:

My beloved Mom and Dad

My sisters and brother

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*Alhamdulillahirabbil 'alamin*, all the praise to Allah SWT who has given me blessing, guidance, everything throughout my entire life that I am able to finish this thesis. I realize that I would not be able to complete this thesis without support and assistance from people who had helped me. I would like to express my gratitude to:

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## TABLE OF CONTENTS

THE APPROVAL OF THE CONSULTANT .....	ii
THE APPROVAL OF THE BOARD OF EXAMINERS .....	iii
PRONOUNCEMENT .....	iv
MOTTO .....	v
DEDICATION .....	vi
ACKNOWLEDGEMENT .....	vii
TABLE OF CONTENTS .....	xi
LIST OF TABLES .....	xii
LIST OF PICTURES.....	xiii
ABSTRACT.....	xiv
CHAPTER I. INTRODUCTION.....	1
A. Research Background.....	1
B. Problem Statements.....	5
C. Research Objectives.....	5
D. Research Limitation.....	6
E. Research Benefits.....	6
F. Thesis Organization.....	7
CHAPTER II. LITERATURE REVIEW.....	8
A. Definition of Translation.....	8

B. Wordplay.....	9
1. Homonymy.....	11
2. Homophony.....	11
3. Homograph.....	11
4. Paronymy.....	12
5. Polysemy.....	12
6. Nicknaming Pun.....	13
7. Initialism.....	13
8. Malapropism.....	14
9. Portmanteau.....	14
C. Problems in Translating Wordplay.....	15
D. Translation Techniques.....	16
1. Pun Translated to Pun.....	16
2. Pun Translated to Non-pun.....	17
3. Pun Translated to Related Rhetorical Device.....	17
4. Pun Translated to Zero.....	18
5. Pun TT is Similar to Pun TT.....	18
6. Non-pun Translated to Pun.....	18
7. Zero Translated to Pun.....	18
8. Editorial Techniques.....	18
E. Translation Quality Assesment.....	19
1. Accuracy.....	19
2. Acceptability.....	19

3. Readability.....	20
F. <i>Bring It On</i> Film.....	21
G. Review of Related Study.....	22
CHAPTER III. RESEARCH METHODOLOGY.....	23
A. Type of Research.....	23
B. Data and Data Source.....	24
C. Sampling Technique.....	24
D. Method of Data Collection.....	25
E. Technique of Data Analysis.....	30
F. Research Procedure.....	32
CHAPTER IV. DATA ANALYSIS.....	35
A. Kinds of Wordplay.....	35
B. Translation Techniques.....	49
C. Translation Quality Assessment.....	68
CHAPTER V. CONCLUSION AND SUGGESTION.....	113
BIBLIOGRAPHY.....	121
APPENDIXES	

## LIST OF TABLES

Table 3. 1 Instrument for Assessing Accuracy.....	26
Table 3. 2. Instrument for Assessing Acceptable.....	27
Table 3. 3. Instrument for Assessing Readability.....	29
Table 4. 1. Instrument for Assessing Accuracy.....	69
Table 4. 2. Instrument for Assessing Acceptability.....	80
Table 4. 3. Instrument for Assessing Readability.....	91
Table 4. 4 The Impact of Translation Techniques to Accuracy, Acceptability, and Readability.....	105

## LIST OF PICTURES

Picture 4. 1. Missy's Unhappy Face.....	36
Picture 4. 2. Cliff's Expression When He Says That Missy Is Not the Cheering Type.....	37
Picture 4. 3. Britney's Ass Prevents Kiresha's Sight.....	43
Picture 4. 4. Leti's Shoes.....	63
Picture 4. 5. Cliff's Silly Face When Correcting the Way the Teacher Misreads His Name.....	94

## ABSTRACT

**Indah Wulandari, C0311022. An Analysis on Translation Techniques and Quality of Wordplay Found in the Film *Bring It On*. Undergraduate Thesis: English Department. Faculty of Cultural Sciences. Sebelas Maret University. Surakarta. 2016.**

The purposes of this study are; to find out kinds of wordplay found in the film *Bring It On*, to describe translation techniques used to translate the wordplay, and to describe the impact of translation techniques used to the accuracy, acceptability, and readability of the translation.

This study is a descriptive qualitative research, which means that the researcher does not propose a hypothesis and the data is in the form of qualitative data. The study uses inductive analysis and case study research. All 64 data are wordplay taken from the film *Bring It On*. This study uses questionnaire to assess the accuracy and acceptability. Observation and interview are used to assess the readability.

The analysis result shows that there are seven kinds of wordplay found, namely paronymy (28 data), initialism (13 data), nicknaming (8 data), homonymy (7 data), malapropism (4 data), polysemy (3 data), and portmanteau (1 datum). The translation techniques analysis result presents that there are five techniques used, i. e. pun translated to pun (4 data), pun translated to non pun (38 data), pun translated to zero pun (1 datum), pun in ST is similar to pun in TT (20 data), and editorial technique (1 datum).

From the thorough translation quality assessment, it can be concluded that most of the translation is accurate. Although most of the translation is accurate, the acceptability and readability assessment present that most of them are unacceptable and unreadable.

Keywords: *wordplay, wordplay translation.*