

CHAPTER 3

RESEARCH METHOD

This chapter consists of research design, unit of analysis, source of data, technique of data collections, and technique of data analysis.

1.1 Research Design

This research used descriptive qualitative method. Moleong (1995:6) states that qualitative research is descriptive; it means that the data is analyzed and the findings in the form of a description, not a number. The researcher used descriptive qualitative to describe the translation strategies of slang language in *The Walking Dead* comic both in English and Indonesian version.

1.2 Unit of Analysis

The unit of analysis of the study is every word or phrase containing slang language and its translation used in the comic entitled *The Walking Dead volume 1: Days Gone Bye*. The source language is English and the target language is Indonesian.

1.3 Source of Data

The data were taken from Robert Kirkman's comic ongoing entitled *The Walking Dead*. The English comic published by Image comics was released in October 2003 up to present time. The Indonesian or translated comic which has the same title published by Komikid.net.

1.4 Techniques of Data Collection

The data of this research were collected by using the following steps:

1. Searching for the data from the internet.
2. Choosing the data of *The Walking Dead* comic.
3. Downloading the data from <http://thewalkingdeadcomicsfreedownload.blogspot.co.id/> and the translated one from <http://komikid.com/manga/the-walking-dead>.
4. Reading the English version of *The Walking Dead volume 1 Days Gone Bye* comic and then the Indonesian one.
5. Finding the slang language in the English version of *The Walking Dead volume 1 Days Gone Bye* comic.
6. Identifying the slang translation in the Indonesian version of *The Walking Dead volume 1 Days Gone Bye* comic.

1.5 Techniques of Data Analysis

After the data were collected, data analysis can be conducted as follows:

1. Classifying and analyzing the slang words and the phrases into their categories.

Example:

SL Prisoner: "I **ain't** goin' back! I'll die first!!"

TL Prisoner: "lebih baik matidari padakembali ke penjara!"

The slang phrase of *ain't* is categorized in Proper Slang: general of slang words.

2. Analyzing the meaning of slang translation on *The Walking Dead volume 1 Days Gone Bye* comic by using Butkuvien and Petrulion (2010) translation strategies.

Example:

SL Prisoner: "I **ain't** goin' back! I'll die first!!"

TL Prisoner: "lebih baik matidari padakembali ke penjara!"

The slang word of *ain't* in the source language is not translated in target language. It can be classified as stylistic compensation strategy because there is a loss in translation.

3. Interpreting and drawing conclusions.