CHAPTER 1

INTRODUCTION

1.1 Background of the Study

Translation is not only a process of changing words into a different language; however, it has to do with culture since language is an integral part of culture. Translation is generally transfering of form. When we speak or write of the form of a language, we are referring to the actual words, phrases, clauses, sentences, paragraphs, which are spoken or written. Translation plays an important role in transferring culture and literature. It is difficult to establish a correct translation from source language into target language since they have different system and structure. However, to conduct a translation is not an easy work to do for the translator.

A qualified translator who has good knowledge about the source language and the target language is needed to make it easier to be understood by reader generally or specifically. That is why a good strategy in translating is also needed by a qualified translator to achieve good results on his or her translation works. In this case the source of the data is comics, the source of language is English and the target language is Indonesian. A challenge of translator is to be able to understand ideas and thoughts, including the message showed by the source language and represent the target language to make a good translation work and process especially in comics.

Comics are "juxtaposed pictorial and other images in a deliberate sequence, intended to convey information and/or produce an aesthetic response in the viewer" (Mccloud, 1993:1). McCloud's terming of comics' attempts to give clarity and solidity to the inchoate "sequential art". In most, a sequence of images clearly exists to define a narrative, integrating text and interplay between the texts. Comics have the ability to present

complex material in readable text on words. The ideas of how the words playing the role and shared to the reader can be described as wordplay. Wordplay comprises "the creative use of language in the form of e.g. rhyme, alliteration, and play with grammar" (Schröter, 2004:159). An additional type of wordplay is the pun; Pun refers to "the various textual phenomena in which structural features of the language(s) used are exploited in order to bring about a communicatively significant confrontation of second (or more) linguistic structures with more or less similar forms and more or less different meanings" (Delabastita, 1996: 128). They are often used as a rhetorical device to create the humour feeling.

Humor is a general term that (in its usual sense) refers either to something intended to cause amusement or to whatever quality makes something amusing. The (intended) presence of humorous content explains what makes a literary or theatrical presentation a comedy; "humor is the quality that is the common element in farces, satires, absurdities, jokes, witticisms, and anything else that may be found to be amusing" (Maurice, 2005:1). Delabastita (1996:134) states, if translators reflect about the various textual functions that puns may perform in a text, they will find ways or strategies to translate them. From this statement we know that translating comics that consist of humor with wordplay or pun is not easy way to do. It needs some efforts to translate them with the translation strategies of pun expressing humor.

The form of the translation strategies of pun expressing humor used in comics will be focused on in this thesis. The translation strategies of pun of expressing humor in comics can be affecting the choice of text for translation as well as the translation process itself. When translating the source language, there will appear some potential problems. Puns are textual phenomena requiring a textual solution; "Pun creates linguistic problems of translatability because different languages have different

meaning form distribution" (Delabastita, 2004:60). Problems that often appear in the translation strategies of pun expressing humor are related to various types of pun. Delabastita notes that a structural and typological dissimilarity of source and target language increases the linguistic untranslatability of puns. This thesis analyzed pun expressing humor and the translation strategies of pun expressing humor used in *Deadpool Comics Series* by Daniel Way.

Deadpool is a fictional antihero Created by artist/writer Rob Liefeld and writer Fabian Nicieza, the character first appeared in *The New Mutants* #98 (cover-dated February 1991) in American comic books published by Marvel Comics. Deadpool is a former test subject of the Weapon X program, possessing a regenerative healing factor and an unstable compiling of other "Weapon X experiments. Deadpool comic series by Daniel Way has self-uniqueness than other creators, that Deadpool's brain can talk and they can make a conversation. The character, known for his talkative nature, has been nicknamed the "Merc with a Mouth". So, it makes the researcher want to know about Deadpool talkative speech and thought of pun expressing humor and the translation strategies of pun expressing humor are applied by the translator in *Deadpool Comics Series* By Daniel Way.

1.2   Statement of the Problems

The questions of this research are stated as follows:

1. What Types of pun for expressing humor are found in *Deadpool Comics Series* By Daniel Way.

2. What translation strategies of pun expressing humor applied are mostly found in *Deadpool Comics Series* By Daniel Way.

1.3   Objectives of the Study

The objectives of the research are stated as follows:

1. To describe the types of pun expressing humor found in *Deadpool Comics Series* By Daniel Way*.*

2. To describe the translation strategies of pun expressing humor applied in *Deadpool Comics Series* By Daniel Way*.*

1.4   Scope of the Study

This thesis focuses in analyzing the translation Strategies of pun expressing humor used in *Deadpool Comics* By Daniel Way*.* This research uses Delabastita (1996:128) for the theory of pun types and Delabastita (1993:191-218) for the theory of translation strategies of pun expressing humor.

1.5   Significance of the Study

The significances of this research are stated below:

1. For the writer, to enrich the writer's knowledge about the translation strategies of pun expressing humor theory.

2. For the readers, to provide more understanding of the translation strategies of pun expressing humor theory and to provide future reference.

3. For the Faculty of Humanities of Dian Nuswantoro University, to provide a reading material and reference.

1.6   Thesis Organization

This thesis consists of 5 chapters. The organization is stated below:

Chapter 1 presents introduction. This chapter contains background of the study, statement of the problem, objective of the study, scope of the study, significance of the study and thesis organization.

Chapter 2 presents review of related literature. This chapter contains theories to support this research. The theories used are translation, wordplay or pun, humor, translation strategies and comics.

Chapter 3 presents research method. This chapter contains research design, unit of analysis, source of the data, technique of data collection, and technique of data analysis.

Chapter 4 presents finding and discussion. This chapter contains analysis of analyzing the types of pun expressing humor are used in the comic and how the translation strategies of pun expressing humor are used in the comic found in the data and explanation of the result. Chapter 5 presents conclusion and suggestion.