



**TRANSLATION STRATEGIES OF PUN EXPRESSING HUMOR USED IN DEADPOOL COMICS
SERIES BY DANIEL WAY**

JOURNAL ARTICLE

**Submitted in partial fulfillment of the requirements for the
Degree of Sarjana Sastra (S.S.)**

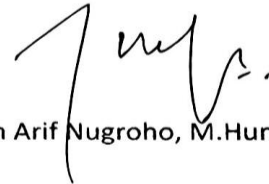
**By:
R. Andy Putro Prakoso
Raden Arif Nugroho**

**ENGLISH STUDY PROGRAM FACULTY OF HUMANITIES
DIAN NUSWANTORO UNIVERSITY
SEMARANG
2016**

PAGE OF APPROVAL

This journal has been approved by Board of Advisors, English Study Program, Faculty of Humanities, Dian Nuswantoro University on 2 August 2016.

Advisor,

A handwritten signature in black ink, appearing to read 'Raden Arif Nugroho'.

Raden Arif Nugroho, M.Hum.

TRANSLATION STRATEGIES OF PUN EXPRESSING HUMOR USED IN DEADPOOL COMICS SERIES BY DANIEL WAY

R. Andy PutroPrakoso, RadenAriefNugroho

Dian Nuswantoro University

ABSTRACT

This thesis is entitled Translation Strategies of Pun Expressing Humor Used in *Deadpool Comics Series* By Daniel Way. This study aims at analyzing the strategies used by the translator in the translation of *Deadpool Comics Series* By Daniel Way. The researcher used descriptive qualitative to analyze the data and used frameworks of pun expressing humor by Delabastita (1996) and translation strategies of pun by Delabastita (1993). Based on the analysis, the researcher found the most used category of pun expressing humor in the data is Homonymy with 38 (82.4%) words and phrases, followed by Homophony with 4 (8.8%) words and phrases, Homography with 2 (4.4%) words and phrases, and Paronymy with 2 (4.4%) words and phrases. The most used translation strategies is Pun to punoid strategy with 20 (43.5%) data, followed by Pun to non-pun with 8 (17.4%) data, Pun to non-pun under sub category diffuse paraphrase with 6 (13%) data, Direct copy with 5 (10.2%) data, Pun to pun with 3 (6.5%) data, Editorial technique with 2 (4.4%) data, Transference with 1 (2.2%) data, and Pun to non-pun under sub category selective non-pun with 1 (2.2%). It can be concluded that pun expressing humor used *Deadpool Comics Series* By Daniel Way describes the words and phrases of pun which have second or more meaning for making humor effect. The strategy used the most is Pun to punoid strategy because the translator perceived the original pun and tried to recreate its effect by using some other wordplay-related rhetorical devices, such as repetition, assonance, irony allusion, and mocking.

Keywords: Translation Strategies, Pun Expressing Humor, *Deadpool Comics Series* By Daniel Way

INTRODUCTION

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 transferring 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.

RESEARCH METHOD

Data and subject

The data were taken from Daniel Way's comic entitled *Deadpool*. The English comic published by Marvel Comics was released in November 2008-December 2012. The Indonesian or comic which has the same title was published by komikterjemahangratis.blogspot.co.id translated by Hindy R. Ibrahim and Team as the subject of the study.

Unit of Analysis

In this research, the researcher discussed about word or phrase containing punexpressing humor and its translation strategies usedfor each pun in *Deadpool Comic Series* by Daniel Way. The source language is English and the target language is Indonesian.

Techniques of Data Collection and analysis

Before analyzing the data, the researcher collected the data as the mediaof doing this research. Thus the researcher searched the data from source language and target language. The researcher searched the datafrom the internet. Chose and listed the appropriate data that were analyzed by the experts. In this research the researcher used *Deadpool Comic Series* by Daniel Way, a comic from Daniel way because the word and the phrase in the statement or in the conversation contain pun expressing humor. Downloading the data from <http://comix4free.com/2016/04/08/deadpool-ultimate-collection/> and the translated one from<http://komikterjemahangratis.blogspot.co.id/2013/09/deadpool.html>. Reading the English version of *Deadpool Comic Series* by Daniel Way and then the Indonesian one.Finding the punexpressing humor in the English version of *DeadpoolcomicsDeadpool Comic Series*by Daniel Way. The last one is the researcher identifying the translation strategies of pun expressing humor in the Indonesian version of *Deadpool Comic Series* by Daniel Way.

Example:

(Eps. 9, P. 03)

No	Source Language	Target Language	Category Of Pun
1.	Hoah, That Voice! <u>Boi-Yoing!</u>	Hoah Kalimat Itu <u>Membosankan.</u>	Paronymy.

No	Source Language	Target Language	Translation Strategies
1.	Hoah, That Voice! <u>Boi-Yoing!</u>	Hoah Kalimat Itu <u>Membosankan.</u>	Pun to non-pun.

After the data had been collected from *Deadpool Comic Series* by Daniel Way and Indonesian version translated by Hindy R. Ibrahim and Team, they were analyzed into 5 steps. First the researcher classifies the pun words and the phrases into their categories. Second is determining the meaning of pun expressing humor in *Deadpool Comic Series* by Daniel Way. Third is determining the translation strategies of pun expressing humor in *Deadpool Comic Series* by Daniel Way by using Delabastita's strategies. Fourth is the result of the analysis was interpreted. From the result of pun analysis, the types of pun items and the mostly used type of pun were explained. From the analysis of the translation strategies of pun expressing humor, the sources of evaluation were described and interpreted by the result of the analysis. Fifth is drawing conclusion from the result of the data analysis. The researcher also provided answer for each question in statement of the problem according to the result of the data analysis.

FINDINGS AND DISCUSSION

Findings

The following table shows the findings of the data analysis:

Table 4.1 Categorization of pun expressing humor

No	Categorization of pun expressing humor	Frequency	%
1	Homonymy	38	82.4%
2	Homophony	4	8.8%
3	Homography	2	4.4%
4	Paronymy	2	4.4%
Total		46	100%

Based on table 4.1, it can be seen that there are 46 words and phrases of pun expressing humor are found in *Deadpool Comics Series* By Daniel Way. The categorization of pun expressing humor is divided into 4 categories; Homonymy, Homophony, Homography, Paronymy.

Homonymy has the highest total with 38(82.4%) words and phrases of pun expressing humor. Homophony contains 4 with (8.8%) words and phrases of pun expressing humor. Homography contains with 2 (4.4%) words and phrases of pun expressing humor. The last category is Paronymy contains with 2 (4.4%) words and phrases of pun expressing humor.

Table 4.2 Translation strategies of pun expressing humor

No	Categorization of Translation strategies of pun expressing humor	Frequency	%
1	Homonymy		
	Pun to pun	3	6.5%
	Pun to non-pun	5	10.8%
	Pun to non-pun Diffuse Paraphrase	5	10.8%
	Pun to punoid	19	41.3%
	Direct copy	4	8.6%
	Transference	1	2.2%
	Editorial technique	1	2.2%
	Total	38	82.4%
2	Homophony		
	Pun to non-pun	2	4.4%
	Pun to non-pun Selective non-pun	1	2.2%
	Direct copy	1	2.2%
	Total	4	8.8%
3	Homography		
	Pun to non-pun Diffuse paraphrase	1	2.2%
	Pun to punoid	1	2.2%
	Total	2	4.4%
4	Paronymy		
	Pun to non-pun	1	2.2%
	Editorial technique	1	2.2%
	Total	2	4.4%
	Total Findings	46	100%

Based on table 4.2, it can be seen that the most used translation strategies of pun expressing humor in *Deadpool Comics Series* By Daniel Way is Pun to punoid. The translator tried to translate the source language of pun expressing humor but the reference is not acceptable in the target language. That is why the translator used Pun to punoid strategy in which the translator has perceived the original pun, and tried to recreate its effect by using some other wordplay-related rhetorical devices, such as repetition, assonance, irony allusion, and mocking with 19(41.3%) data. From nine strategies of translating the pun expressing humor, there are 8 strategies are used to translate pun expressing humor which are Pun to pun, Pun to non-pun, Pun to non-pun under sub categories selective non-pun and diffuse paraphrase, Pun to punoid, Direct copy, Transference, and the last is Editorial technique. From the category of pun expressing humor, Homonymy with Pun to punoid strategies is dominant in the data analysis.

Summary

The following table shows the Summary of the data analysis:
Table 4.3 Pun Expressing Humor in Source Language and Target Language

No	Pun Expressing Humor in Source Language and Target Language	Frequency	%
1	Homonymy		
	Humor pun into humor pun	15	32.6%
	Humor pun into non humor pun	12	26%
	Non humor pun into humor pun	-	-
	Non humor pun into pun non humor pun	11	23.8%
	Total	38	82.4%
2	Homophony		
	Humor pun into humor pun	-	-
	Humor pun into non humor pun	3	6.6%
	Non humor pun into humor pun	-	-
	Non humor pun into pun non humor pun	1	2.2%
	Total	4	8.8%
3	Homography		
	Humor pun into humor pun	-	-
	Humor pun into non humor	1	2.2%

	pun		
	Non humor pun into humor pun	1	2.2%
	Non humor pun into pun non humor pun	-	-
	Total	2	4.4%
4	Paronymy		
	Humor pun into humor pun	1	2.2%
	Humor pun into non humor pun	1	2.2%
	Non humor pun into humor pun	-	-
	Non humor pun into pun non humor pun	-	-
	Total	2	4.4%
Total Analysis		46	100%

Based on table 4.3, it can be seen that the most analyzed data of pun expressing humor in *Deadpool Comics Series* By Daniel Way is humor pun into humor pun are Homonymy of humor pun into humor pun with 15 (33%) data. Homonymy of humor pun into humor pun with Pun to punoid strategies is dominant in the data analysis, because the translator tries to translate the source language of pun expressing humor but the reference is not acceptable in the target language. That is why, the translator uses Pun to punoid strategy in which the translator has perceived the original pun, and tries to recreate its effect by using some other wordplay-related rhetorical devices, such as repetition, assonance, irony allusion, and mocking.

In the analysis to the finding, researcher give some example of the categorization of pun expressing humor and the translation strategies of pun expressing humor used in *Deadpool Comics Series* By Daniel Way.

Discussion

According to the findings above, the discussion shows the categorization of pun expressing humor and the translation strategies of pun expressing humor used in *Deadpool Comics Series* By Daniel Way.

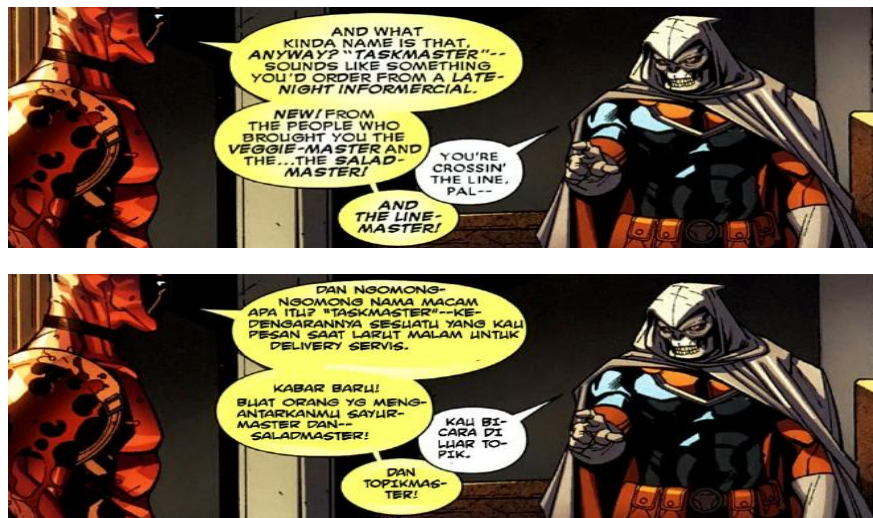
Homonymy

Homonymy (identical sounds and spelling). There are 21 data of pun expressing humor found which are categorized into Homonymy.

Pun to non-pun

Excerpt 1

Source Language	Target Language
<u>The Veggie-Master And The Salad-Master And The Line-Master.</u> (Eps. 9, P. 08)	<u>Sayur-Master Dan Saladmaster Dan Topikmaster!</u> (Eps. 9, P. 08)



The image above shows the situation when Deadpool mocks the Taskmaster. He mocks the Taskmaster because the word Taskmaster is funny. Which vigilante or hero will use that nickname? Only Taskmaster will use it. Then he comprises to “Veggie-Master and the Salad-Master and the Line-Master” which means food.

“Veggie-Master and the Salad-Master and the Line-Master” is a phrase of pun expressing humor that is categorized in Homonymy. It is classified into Homonymy because the phrase has two or more meaning. First meaning is literal meaning which is a master for food. Second meaning refers to food itself. “Veggie-master and the salad-master and the line-master” are translated into “sayur-master dan saladmaster dan topikmaster!” in Indonesian language. The researcher classifies the translation of pun expressing humor with Pun to non-pun strategy because it composes a preserved one or more senses of the original meaning of pun expressing humor.

According to the translated pun in target language, the translator does not concern about the pun expressing humor. It is a literal translation of pun creating humor.

Pun to punoid

Excerpt 2

Source Language	Target Language
<u>The Little Pansy.</u> (Eps. 6, P. 3)	<u>“Kemayu”</u> (Eps. 6, P. 3)



After Deadpool beats the Skrull aliens, Deadpool tries to beat first of his enemies again, the Tiger Shark. Luckily, he can beat Tiger Shark easily. Deadpool comes to be popular and gets interviewed by the television. One of his speeches is talking about his fight with Tiger Shark and he ridicules Tiger Shark with the phrase of “the little pansy”.

“The little pansy” is a pun expressing humor which is referred to mocking and it is categorized in Homonymy. It is classified into Homonymy because the phrase has two or more meanings. First meaning is male acting like female. Second meaning is “the little pansy” has a meaning “*bancikecil*” in the target language. “The little pansy” is translated into “*kemayu*” in Indonesian language.

The translator transfers the word “*bancikecil*” into “*kemayu*” to indicate Tiger Shark is girly and easy to be beaten. The researcher classifies the translation of pun expressing humor with Pun to punoid strategy because it composes wordplay-related effect of rhetorical devices. According to the translated pun in target language, the translator concerns about the pun expressing humor.

Direct copy

Excerpt 3

Source Language	Target Language
<u>De Niro.</u> (Eps. 14, P. 15)	<u>De Niro.</u> (Eps. 14, P. 15)



The situation from the image above shows that Deadpool is talking to the pirate who steals Deadpool’s pirate ship. Deadpool asks the pirate who steals his ship. One of

them answers Deadpool question. But when Deadpool sees the pirate, he sees an old person and he thinks that old person is unable to steal the ship. They make a conversation that the pirate asks Deadpool “Are You Talkin’ To Me..?” then Deadpool answers it with a mockery “No, De Niro, I’m Not” because the pirate is very old.

“De Niro” is a word of pun expressing humor that is categorized in Homonymy. It is classified into Homonymy because the word “De Niro” has two or more meaning. First meaning refers to a real actor “Robert De Niro” from Hollywood who looks old bearded person. Second meaning is the enemy’s name “De Niro”. “De Niro” is not translated in Indonesian language because it is a name of person in the real world.

The researcher classifies the translation of pun expressing humor with Direct copy strategy because the translation is directly transferred from source language in its original form to the target language. According to the translated pun in target language, the translator concerns about the pun expressing humor.

Transference

Excerpt 4

Source Language	Target Language
Heart Of Rock ‘N Roll? (Eps. 7, P. 8)	Hati Rock N Rollmu? (Eps. 7, P. 8)



The image above shows the situation when Deadpool has threatened Huey. Deadpoo finds out that Huey is an enemy. In the middle of conversation Huey looks scared, and Deadpool mocks and questions him. He tries to kill Huey because Huey has threatened the woman.

The phrase “Heart of Rock ‘N Roll?” is a pun expressing humor that is categorized in Homonymy. It is classified into Homonymy because the words “Heart of Rock ‘N Roll” has two or more meaning. First meaning is Rock and Roll music genre is a brave music and refers to the action of Huey that is so brave to threatening the woman. Second meaning is to mockery that Huey is a lame person. “Heart of Rock ‘N Roll?” is translated into “Hati Rock ‘N Rollmu” in Indonesian language.

The researcher classifies the translation of pun expressing humor with Transference strategy because the translation is directly transferred from source language and brings the original signifiers into the target language. According to the translated pun in target language, the translator concerns about the pun expressing humor.

Editorial technique

Excerpt 5

Source Language	Target Language
<u>Exit!</u> (Eps. 20, P. 20)	<u>Exit! (Pintu Belakang)</u> (Eps. 20, P. 20)



The image above shows the situation when Deadpool leaves the fight between Spiderman and The Hitman who come after him. The fight is at an abandoned building. He wants to leave because Deadpool knows The Hitman is stronger than Spiderman and Him. After knowing the power of The Hitman, before he leaves he makes statement "*Time for me to exit!*" That contains a pun expressing humor.

The word "*Exit!*" is a pun expressing humor which is categorized in Homonymy. It is classified into Homonymy because the word "*Exit!*" has two or more meaning. First meaning refers to the near door to go to outside of the building. Second meaning is to leave the crime scene. The word "*Exit!*" is not translated in Indonesian language but the translator makes notes in the picture. The note is "*Exit! = Pintu Belakang*".

The researcher classifies the translation of pun expressing humor with Editorial technique pun strategy because there is a note in the primary text for the translated phrase. According to the translated pun in target language, the translator concerns about the pun expressing humor.

Homophony

Homophony (identical sounds but different spellings). There are 4 data of pun expressing humor found which are categorized into Homonymy.

Excerpt 6

Source Language	Target Language
So... They're like Vampires. Zombie Vampires. <u>Zampires</u> . (Eps. 4, P. 12)	Jadi... Mereka seperti Vampir. Zombie Vampire. <u>Vampir</u> . (Eps. 4, P. 12)



The situation from the image above shows that Deadpool makes a statement and makes fun with the words of zombie and vampire. He goes to Zombie Land for rescuing Zeke's wife who is being held by Doctor DruesLovosno. He makes statement that blends the words and makes them become a pun expressing humor. The statements are "*So... they're like vampires. Zombie vampires. Zampires*".

"Zampires." is a word of pun expressing humor that is categorized in Homophony. "Zampires" is classified into pun of Homophony because it contains sounds of spelling like the word of "Zombie and Vampire". But the translator translates the pun of "Zampires" in Indonesian language into "Vampir" not "Zampir". It happens because the translator does not know about pun expressing humor of "Zampires".

The researcher classifies the translation of pun expressing humor with Pun to non-pun under Selective non-pun strategy because source language pun has been selected and translated more or less equivalently. According to the translated pun in target language, the translator concerns about the pun expressing humor.

Homography

Homography (different sounds but identical spelling). There is 2 data of pun expressing humor found which are categorized into Homography.

Excerpt 7

Source Language	Target Language
Ow! <u>My Coccyk!</u> (Eps. 10, P. 21)	Ow! "Anu"Ku. (Eps. 10, P. 21)



The situation above shows that Deadpool gets hit by the enemy in his pants. Inside of Deadpool pants is his penis. He makes statement “Ow! My coccyk!” and it is a pun expressing humor. He makes that statement because he is surprised with the enemy does to him. He uses “Ow! My coccyk!” instead of using “my cock”. “My coccyk” refers to “My cock” and has a meaning of penis. Deadpool uses “My coccyk” for humor. “Coccyk” is a word of pun expressing humor that is categorized in Homography. “Coccyk” means penis. “Coccyk” is translated into “anu” in Indonesian language.

The researcher classifies the translation of pun expressing humor with Pun to punoid strategy because it composes wordplay-related effect of rhetorical devices. According to the translated pun in target language, the translator concerns about the pun expressing humor.

Paronymy

Paronymy (there are slight differences in both spelling and sound). There are 2 data of pun expressing humor found which are categorized into Homography.

Excerpt 8

Source Language	Target Language
<u>Boi-Young!</u> (Eps. 9, P. 03)	<u>Membosankan.</u> (Eps. 9, P. 03)



The situation above shows that Deadpool gets intercepted by Black Widow. Black Widow is first of heroes that Norman Osborn orders to kill Deadpool. Black Widow mocks Deadpool with the word “Mercenary”. Deadpool hears that word and replies it with the word “Boi-Young”.

“Boi-Young” is a word of pun expressing humor that is categorized in Paronymy. The pun word of “Boi-Young” is translated into “membosankan”. “Boi-Young” refers to word of “boring” with the transcription is [ˈbɔɪːrɪŋ] and the meaning of “boring” based on <http://dictionary.cambridge.org> is “not interesting or exciting”. Deadpool uses the word of “Boi-Young” as humor and for mocking the enemy. The context when he speaks it when he hears the word of “Mercenary” from Black Widow.

The researcher classifies the translation of pun expressing humor with Pun to non-pun strategy because it composes a preserved one or more senses of the original meaning

of the pun expressing humor. According to the translated pun in target language, the translator concerns about the pun expressing humor.

Conclusion

After analyzing the data, the researcher draws the conclusion about pun expressing humor and the translation strategies of pun expressing humor in *Deadpool Comics Series* By Daniel Way and the translation was published by komikterjemahangratis.blogspot.co.id and translated by Hindy R. Ibrahim and Team.

The researcher concludes that the pun expressing humor in *Deadpool Comics Series* By Daniel Way can be classified into 4 categories: Homonymy, Homophony, Homography and Paronymy. The categories of pun expressing humor found in *Deadpool Comics Series* By Daniel Way are Homonymy with 38(82.4%) data, Homophony with 4 (8.8%) data, Homography with 2 (4.4%) data and Paronymy with 2(4.4%) data.

From the results above, it can be seen that Homonymy used in *Deadpool Comics Series* By Daniel Way describes the words and phrases of pun which have two or more meaning for making humor effect. The researcher also concludes the translation strategy of pun expressing humor found in *Deadpool Comics Series* By Daniel Way which are Pun to punoid with 20(43.5%) data, followed by Pun to non-pun with 8 (17.4%) data, Pun to non-pun under sub category diffuse paraphrase with 6 (13%) data, Direct copy with 5 (10.2%) data, Pun to pun with 3 (6.5%) data, Editorial technique with 2 (4.4%) data, Transference with 1 (2.2%) data, and Pun to non-pun under sub category selective non-pun with 1 (2.2%).

From the results above, it can be seen that the strategy used in *Deadpool Comics Series* By Daniel Way is Pun to punoid because the translator tries to translate the source language of pun expressing humor but the reference is not acceptable in the target language. That is why, the translator uses Pun to punoid strategy in which the translator has perceived the original pun and tries to recreate its effect by using some other wordplay-related rhetorical devices, such as repetition, assonance, irony allusion, and mocking. The researcher prefers to choose Pun to punoid strategy to translate pun expressing humor because the researcher hopes that the reader should be more understand the meaning of pun in the target language. Even though the translation works are not similar in textual dictionary but the reader could more understand the pun expressing humor with the strategy used by the translator.

References

- Baker, Mona. 1992. *In Other Words*. London: Routledge Inc.
- Baker, M (ed). 2001. *Routledge Encyclopedia of Translation Studies*. New York: Routledge.
- Baker, Mona, and Gabriela Saldanha. 1993. *Routledge Encyclopedia of Translation Studies*. Abingdon: Taylor & Francis Group
- Catford, John C. 1965. *A linguistic theory of translation: An essay in applied linguistics*. London: Oxford University Press.
- Charney, Maurice. (2005). "The Philosophy of Humor," in *Comedy: A Geographic and Historical Guide*, ed. Connecticut: Greenwood Press.

- Delabastita, D. (1993). *There Is A Double Tongue: An investigation into the translation of Shakespeare's wordplay, with special reference to Hamlet*. Amsterdam: Editions Rodopi.
- Delabastita, D. (1994). *Focus on the Pun: Wordplay as a Special Problem in Translation Studies*.
- Delabastita, Dirk. 1996. "Introduction." In *Wordplay and Translation: Essays on Punning and Translation*, Dirk Delabastita (ed.), 1–22. Special issue of *The Translator* 2 (2).
- Delabastita, Dirk. 2004. "Wordplay as a translation problem: a linguistic perspective." In *Übersetzung, translation, traduction*, Harald Kittel, Armin Paul Frank, Norbert Greiner, Theo Hermans, Werner Koller, José Lambert, Fritz Paul (eds.), 600–606. Berlin: Mouton de Gruyter.
- Eisner, Will. *Comics & Sequential Art*. Florida: Poorhouse Press, 1985.
- Kopfirstn, This view is of the Hardcover edition (2003) from Oxford University Press, USA, 2004.
- Larovici, E., R. Amel 1989. The Strategy of a Headline. *Semiotica* 77 (4), 441-459
- McCloud, Scott. *Understanding Comics: The Invisible Art*. New York: Harper Collins Inc, 1993.
- Newmark, Peter. 1981. *Approaches to translation*. Oxford: Pergamon Press.
- Newmark, P. 1988. *A Textbook of Translation*. London: Prentice Hall.
- Nida, E. A. (1964). *Toward a science of translating*. Leiden: E.J. Brill.
- Schröter, T. (2004): Of Holy Goats and the NYPD – A Study of Language-Based Screen Humour in Translation. In Hansen, G.; Malmkjær, K.; Gile, D. (eds.): *Claims, Changes and Challenges in Translation Studies: Selected Contributions from the EST Congress Copenhagen 2001*. Amsterdam & Philadelphia: John Benjamins, pp. 157-168.
- Van Mulken, M., R. van Enschot-van Dijk, H. Hoeken 2005. Puns, Relevance and Appreciation in Advertisements. *Journal of Pragmatics* [online] 37 (5), 707-721. (14 Nov. 2008)
- Venuti, Lawrence. 1995. *The Translator's Invisibility: A History of Translation*. London & New York: Routledge.
- Zhang, et al. (2014). *Restructuring a New Approach of Pun Translation Strategy*. Finland: Academy Publisher