

# **VIOLATION OF GRICE’S MAXIMS IN THE GARFIELD “HANGS OUT” COMIC: COMPARISON BETWEEN SOURCE TEXT (ST) AND TARGET TEXT (TT)**

**Nila Arthanti**

*English Department, Dian Nuswantoro University*

## **ABSTRACT**

*The research is entitled “Violation of Grice’s Maxim in the Garfield “Hangs Out” Comic: Comparison between Source Text (ST) and Target Text (TT)” is aimed at finding out the Grice’s maxim violation in the source text (ST) and its translation (TT). The writer studied Garfield “Hangs Out” Comic’s utterances as the unit of analysis and the method used in this research is qualitative method by collecting and studying the data which are taken from many source and using the relevant theory related to the research.*

*The result of this research showed that from the data analysis, in studying the utterances of Garfield “Hang Out” comic by focusing on the Grice’s maxim violation, it can be seen that the number of violation maxim in the source text is 52 turns (100%). There are violation of maxim quality is 11 turns (21,15%), violation of maxim quantity is 10 turns (19,23%), violation of maxim relation is 17 turns (32,69%), and violation of maxim manner is 14 turns (26,93%). However the number of Grice’s maxim violation which is not found in the target text are violation of maxim quality is 8 turns (18,20%) and violation of maxim quantity is 5 turns (11,36%).*

*There are differences between violation of Grice’s maxims in source text and target text because in the translation process, the translator has to use the suitable words for children and omit the verbal abuse which is not appropriate to Indonesian culture without ignoring the actual meaning of the source language.*

**Key words:** *Comic, Culture, Grice’s Maxim Violation, Pragmatic, Translation*

*Penelitian ini berjudul “Pelanggaran Maxim dari Grice di Komik Garfield “Hangs Out” : Perbandingan antara Bahasa Sumber (ST) dan Bahasa Target (TT) yang bertujuan untuk menemukan pelanggaran maxim dari Grice di bahasa sumber dan terjemahannya. Penulis mempelajari ujaran-ujaran dalam komik Garfield “Hangs Out” sebagai unit analisis dan metode yang digunakan dalam penelitian ini adalah metode kualitatif dengan cara mengumpulkan dan mempelajari data-data yang diambil dari berbagai sumber serta menggunakan teori yang berhubungan dengan topik.*

*Hasil dari penelitian menunjukkan bahwa dalam meneliti ujaran-ujaran dalam komik Garfield “Hangs Out” yang berpusat pada pelanggaran maxim dari Grice dapat dilihat di bahasa sumber ditemukan 52 kutipan (100%) yaitu*

*pelanggaran maxim kualitas (Quality) 11 kutipan (21, 15%), pelanggaran maxim kuantitas (Quantity) 10 kutipan (19, 23%), pelanggaran maxim hubungan (Relation) 17 kutipan (32, 69%), dan pelanggaran maxim cara (Manner) 14 kutipan (26, 93%), namun tidak ditemukan pelanggaran maxim dari Grice di bahasa target yaitu pelanggaran maxim kualitas (Quality) 8 kutipan (18, 20%) dan pelanggaran maxim kuantitas (Quantity) 5 kutipan (11, 36%).*

*Terjadinya perbedaan pelanggaran maxim dari Grice di bahasa sumber dan bahasa target dikarenakan di dalam proses penerjemahan, penerjemah dituntut untuk menggunakan bahasa yang sesuai untuk anak-anak dan menghilangkan umpatan-umpatan yang tidak sesuai dengan budaya di Indonesia tanpa mengabaikan arti sebenarnya dari bahasa sumber.*

**Kata kunci:** *Budaya, Komik, Pelanggaran maxim dari Grice, Penerjemahan, Pragmatik.*

## **INTRODUCTION**

Human communicates using language. As a means of communication, language plays an important role in our lives because language is the expression of human communication through knowledge, belief, and behavior which can be experienced, explained, and shared. The communication occurs between two people or more in doing the activities as listening, speaking, writing and reading.

Nowadays, in this modern era one of the important languages used by mostly modern countries is English. Budiharso (2004: 4) states that English is the major language which is used by people in some sectors. It is used to obtain successful jobs, entertainments, promotions, academic function, and business interactions. Therefore, English is taught as the first foreign language as one of the important subjects from elementary to university level.

Basically any people can learn English because people can use two languages both oral and written. It is why people are called bilingual. People can learn two languages at home, at school, or in the community. Moreover to do it well, people need lots of practice with others because without practice, it may be difficult for them to understand or talk to people in both languages.

There are many ways to learn English well, such as using comics. People can read the comic both in English and Indonesian. Comic books are cheap entertainments that trash the minds. Nowadays, we can find many comics made into bilingual. The bilingual comics can help to lay the foundation an effective bilingual person who is literate in both English and Indonesian.

In other side, one of the great things about read the bilingual comics is that it can teach you a lot of things, whether it is about deep things or facts that you did not know. Moreover, sometimes within bilingual comics founded difficult words which is people do not know yet, so to make the readers understand easily, of course there is need a translation process to change the source language into target language.

On the other hand, it is never substituted word for word but invariably the translation of whole contexts. Comic represent not only the typical constraints of

language (idiolect, double meanings, idioms, etc) but also space limitations. As we all know, comics provide information not only through words but they are also linked to an image and the translator should confine translation to the space they have. Mostly the original author does not do their work thinking about how it will be translated but about ensuring that the bubbles have the exact right size to fit the text.

The translator also does not have some of the same workaround that can be used in other texts, such as explanatory notes, footnotes, etc. Therefore, in order to provide a more or less acceptable translation that is as close as possible to the original and also related to the culture, especially when the translator in translation process needs to choose the words for children. The translator have to remove any merely words and accessory content which is the same that happens with subtitling, for example, which also has strict space limits.

Unfortunately, this translation process will be occasions when important text will be eliminated. However there is no possible way in the target language to translate the original idea in the limited space available. This problem makes the translator who knows that the reader will not receive the full information quite frustrating because this is something that has to be understood as a part of the work.

Many conversations are found within comics, by uttering word by word or even uttering sentence by sentence. The conversation involves people as a speaker and hearer. Speaker might say what the purpose of his/her utterance to hearer and the hearer gives some responses to what the speaker said. It means that sometimes in communication, the conversation runs well or does not at all. This may be due to the speaker himself that cannot explain his utterance clearly enough or a listener does not seriously respond the speaker by giving him any kind of speech act. There are many reasons why a conversation is not going well.

Because of this problem, the conversation within comics have to regard to the principles or rules so the conversation become cooperative, affective and clear for having the goals of communication. The principles needed are related to Cooperative principle of Grice or called Grice's maxim.

In this research, the researcher chooses Garfield "Hangs Out" Comic because within conversation of Garfield "Hangs out" Comic, it was found many utterances which are uncooperative, ineffective, ambiguous meaning. Generally, comics are made for children, moreover sometime in the translation process need to reduce or change the words of western culture which is not appropriate to Indonesia culture.

In this research, the researcher compares the source text into target text and see how equivalent into it is to the original intent. It is important, because in this research the term equivalence is used simply for comparing source text (ST) and its translation/ target text (TT). Equivalence is relative, as it influenced by linguistic and cultural factors. In turn, translation analysis and theorists in translation studies will also need to consider the theory of Grice's maxims to see how the source text (ST) applied (or not) and occurs the violation of Grice's maxims for purposing of producing effect in the translation.

In this research, the researcher observes the violation of Grice's maxims in

the source text (ST) and compares the violation of Grice's maxim in the target text (TT). The researcher wants to know, whether the violation of Grice's maxim in the source language (ST), also happens in the target text (TT).

## **RESEARCH METHOD**

### **Research Design**

The method used in this research is qualitative method, by collecting and studying the data. This method is used to describe the violation of Grice's maxims in the source text (ST) and target text (TT) of Garfield "Hangs Out" Comic. To describe and explain the analysis itself, the writer used qualitative method because the researcher based on Creswell (1994:1) "in Research Design Qualitative and Quantitative Approach, qualitative method is defined as inquiry process of understanding a social human problem based on building a complex, holistic picture, that is formed with word, reporting detailed view of informants, and conducted in natural setting.

### **Data**

The data of this research is taken from utterances both in source text (ST) and target text (TT) of the Garfield "Hangs Out" Comic. The author of the Garfield "Hangs Out" comic is Jim Davis, publisher is Random House (under Ballantine Books), Universal occasionally Andrews McMeel Publishing. Indonesian publishing by Nexx media Inc. In October 2012.

### **Subject**

The subject of the conversation under study is Garfield. Garfield is the main character in this comic because he mostly appears in the series of event in the comic. The researcher also found many utterances by Garfield which contain the Grice's Maxim that is interesting to analyze.

### **Unit of Analysis**

The unit of analysis of this research is every sentence in the Garfield "Hangs Out" Comic both in source text (ST) and target text (TT).

### **Data Collection**

The data was collected by using documentation in the form of Garfield "Hangs Out" Comic. In the first step the researcher searched several comics in books shops and then found bilingual comics such as Donald Duck, Mickey Mouse and Garfield. After that read the comics one by one while looking for the sentence which are can be analyzed by Grice's maxim, the last step is choosing the comic.

### **Data Processing and Analysis**

In analyzing the data, the researcher in the first step is reading the comic both source text (ST) and target text (TT), and then identifying the violation of Grice's maxims in the source text (ST) utterances. After that comparing the

violation of Grice's maxims into target text (TT) utterances, and the last step is drawing the conclusions.

## FINDING AND DISCUSSION

### Finding.

In the data description, the writer tabulated the finding data as below:

Table 1. Grice's Maxim Violation in the Source Text and in the Target Text.

Grice's Maxim	Source Text		Target Text	
	Number of Turn	Percentage	Number of Turn	Percentage
Maxim of quality	11	21,15%	8	18,20%
Maxim of quantity	10	19,23%	5	11,36%
Maxim of relation	17	32,69%	17	38,63%
Maxim of manner	14	26,93%	14	31,81%
Total	52	100%	44	100%

From table 1 above, it can be seen there are 52 turns which violate the Grice's maxim. However when the researcher analyzed the source text, it is found 13 turns in the target text which do not violate the Grice's maxim. This occurs because the source text used verbal abuse which is not appropriate to be used in the target text and it is not suitable for Indonesian culture. If the verbal abuse in the source text is translated into target text and it is used in the comic, it will give a bad influence to the children because children unconsciously will use the verbal abuse in their daily life.

### Discussion

#### **Grice's maxim violations in the source text which are not found in the target text.**

There are two kinds of Grice's maxim violations in the source text which are not found in the target text. There are violations of maxim of quality and maxim of quantity. These occur because of the translation process. The translator has to reduce or does not use the word which is not appropriate in Indonesian culture. The source of this research is comic. Most comics are presented for children. That is why in the translation process, the translator needs to pay attention to choose the word in target text without obeying the rules of translation process (only change the form, not the meaning), so target text must be closer to the original (source text).

### **Violation of maxim of quality**

Excerpt 1 (Data Number 3)

Source Text :

*Jhon : Garfield, what happened?*

*Garfield: **What a suck thing**, I yawned and looked my jaw.(page 5, 3th column)*

Target Text :

*John : Garfield, ada apa?*

*Garfield : Aku tadi menguap dan rahangku terkunci.*

In the source text, when John asks Garfield, Garfield answers honestly. He says the truth about his condition that he yawns and looks his jaw, but when Garfield says *what a suck thing*, it indicates that Garfield has violated maxim of quality because Garfield gives insufficient information and not based on the sufficient evidence.

In the target text, when John asks Garfield, Garfield answers John's question honestly and as required. It means there is no Grice's maxim violation because Garfield gives the information as required and says the truth. This occur because the translator does not translate the words *what a suck things* into target text. *What a suck thing* is verbal abuse in source text which is not appropriate to be used in the comic because comic is made for children and based on our culture it is not suitable to be translated it into target text. If *what a suck thing* is translated into target text, it will give a bad influence to the children because children will use that verbal abuse in their daily life unconsciously. Of course, this habit is not suitable to be used in our country because Indonesian culture has a high respect to the politeness value.

### **Violation of maxim of quantity**

Excerpt 2 (Data Number 13)

Source Text :

*Garfield : Hey Arlene bay bee, wanna iton the fence and howl? (page 40, 1st column)*

*Arlene : No way, **blow it out your fire hydrant blimpo.***

Target Text :

*Garfield : Hei Arlene sayang, mau duduk-duduk dipagar dan ngobrol?*

*Arlene: Tidak*

In the source text, when Garfield asks Arlene, Arlene tries to ignore Garfield by giving unclear explanation. She just adds some useless information when she says *no way, blow it out your fire hydrant blimpo*. It indicates that Arlene has violated the maxim of quantity because Arlene does not want to be cooperative in the context of Garfield question.

In the target text, when Garfield asks Arlene, Arlene tries to ignore the Garfield and does not want to be cooperative with Garfield, but she gives an answer as required. It indicates that Arlene has not violated the maxim of quantity because Arlene quietly deceives and intentionally gives information as required, not too much or too little. There is no Grice's maxim violation occur because in the translation process the translator does not translate the words *blow it out your fire hydrant blimpo*. The words *blow it out your fire hydrant blimpo* are useless information which shows that Arlene did not like Garfield, so it is not suitable if it is translated into target text and written it down within comic.

### **Grice's Maxim Violation Both in the Source Text and in the Target Text.**

Observing the Grice's maxim violation both in the source and in the target text, it is found 4 Grice's maxim violations. They are violation of maxim of quality, violation of maxim of quantity, violation of maxim of relation and violation of maxim of manner. The four violations are possible to occur to each maxim if it infringed the following indicator : the speaker is intentionally generate a misleading implicature, the speaker deliberately supplies insufficient information, uttering something insincerely, irrelevant or ambiguous, infringing the maxims, unwilling to cooperate, the speaker knows that the listener would know the deep meaning of his utterance and the hearer is faced with minor problem to understand the deep meaning of the speaker's utterance.

#### **Violation of maxim of quality**

Excerpt14 (Data Number 38)

Source text:

*John: Great day for a camping trip, right boys? (page 94)*

*Boys: Good idea, **let's all get carsick.***

Target text:

*John: Hari yang indah untuk berkemah, benar anak-anak?*

*Boys: Iya. **Mari mabuk darat bersama-sama.***

Violation of maxim quality happens both in the source text and in the target text. In the source text when John asks Boys, the boys gives untrue answer because they says *good idea* about the camping, but after that they says *let's get*

*car sick*. It indicates that boys had violated the maxim of quality because they did not give the truth condition and opinion about the camping. In the target text also happens the violation of maxim quality because when the boys answers the John's question *iya*, but after that they says *mari mabuk darat bersama- sama*. Actually if the boys do not agree and like the camping, they could say that camping is not good idea.

### **Violation of maxim of quantity**

Excerpt 16 (Data Number 1)

Source text:

*Garfield: What do you get when you cross a dog with a nine gorilla foot?( page 3)*

*Dog: You get a gorilla that drinks out of any toilet he pleases, an amazing feat of ventriloquism.*

Target text:

*Garfield: Apa hasil kawin silang anjing dengan gorilla?*

*Dog: Seekor gorilla yang bisa minum dari toilet manapun, sebuah aksi ventriloquis yang menakjubkan*

Violation of maxim quantity happens both in the source text and target text. In the source text, when Garfield asks Dog *what do you get when you cross a dog with a nine gorilla foot*, Dog says *you get a gorilla that drinks out of any toilet he pleases, an amazing feat of ventriloquism*. Dog answers more informative than required. Dog answers too much and it indicates that dog has violated the maxim of quantity. In the target text, the violation of maxim quantity also happens when Garfield asks Dog *apa hasil kawin silang anjing dengan gorilla*, Dog gives too much information by saying *seekor gorilla yang bisa minum dari toilet manapun, sebuah aksi ventriloquis yang menakjubkan*.

Violation of maxim of relation

### **Excerpt 18 (Data Number 2)**

Source text:

*John: Hey Garfield, how about going for a ride? (page 7)*

*Garfield: Great! Piggiback pooper.*

Target text:

*John: Hey Garfield, jalan-jalan yuk?*

*Garfield: Asyik, digendong.*



Violation of maxim relation happens both in the source text and in the target text. In the source text, when John ask Garfield. Garfield gives an answer which is irrelevant and inappropriate response to John's question. It indicates that Garfield has violated the maxim of relation because Garfield answer is not relevant to the topic, because when John asks *how about going for a ride?* Garfield does not answer to the point to the question but he said *great, piggiback pooper*. In the target text, when John asks *hey Garfield jalan-jalan yuk?* Garfield answers *asyik digendong*. His answers is not suitable for the John's question, it makes John confused. It indicates that Garfield has violated maxim of relation. Actually it is better if Garfield just says "yes" or "no".

### **Violation of maxim of manner**

Excerpt 20 (Data Number 10)

Source text:

*John: Garfield, you made me breakfast? What is it? (page 32)*

*Garfield: I'll give you a hint.*

Target text:

*John: Garfield, kau membuatkanku sarapan? Apa ya ini?*

*Garfield: Kuberi kau petunjuk.*

Violation of maxim manner happens both in the source text and in the target text. In the source text, when John asks *Garfield, you made me breakfast? What is it?*. Garfield gives an answer unclear and has ambiguous meaning between "yes he made John's breakfast" or "not" by saying *I'll give you a hint*. It indicates that Garfield has violated the maxim of manner because he made John confused by giving unclear answer. In the target text, the violation of maxim manner also happens when Garfield says *kuberi kau petunjuk*. It makes John does not understand well its meaning. It will be better when John asks *Garfield kau membuatkanku sarapan? Apa ya ini?*. Garfield directly gives the answer to the point by saying "yes" and tells what breakfast is.

### **CONCLUSION**

From the data analysis, in studying the utterances of Garfield "Hang Out" comic by focusing on the Grice's maxim violation, it can be seen that the number of violation maxim in the source text is 52 turns (100%). The violation of maxim quality is 11 turns (21,15%), violation of maxim quantity is 10 turns (19,23%), violation of maxim relation is 17 turns (32,69%), and violation of maxim manner is 14 turns (26,93%). But when the researcher analyzed the source text, there are 13 turns found in the target text which does not violate the Grice's maxim violation. It can be seen that number of Grice's maxim violation which is not

found in the target text. The violation of maxim quality is 8 turns (18,20%) and violation of maxim quantity is 5 turns (11,36%).

There are differences between maxim violation in source text and target text because there are several reasons. First reason is because of cultural factor. As we know Indonesian culture is definitely different from western culture. In Indonesian culture, politeness value becomes a priority so in the translation process, the translator has to use the suitable words which is appropriate to Indonesian culture without ignoring the actual meaning of the source language. Second, the data source of this research is comic. Usually comic is made for children, and in generally, we know that children are fast learners. They are easy to remember about something new including words and language. Moreover in the translation process, considering our culture and the target of the source, sometimes the translator has to omit the verbal abuse such as *what a suck thing, foolish cat, what annoying people, don't be ridiculous, what the hell it's not perfect, shut up sucker* etc which are usually used by western people no matter how old they are. If the translator translates the verbal abuse and write it down within comic, it will give a bad influence to our children as a nation generation. The children will remember that verbal abuse and unconsciously use it in their daily life until they grow up. Of course, this habit is definitely not appropriate to children and our culture.

## **BIBLIOGRAPHY**

- Baker, Mona, 1992, *In Other Words: A Coursebook on Translation*, London: Roulledge
- Baker, Mona, (ed).1998 *Encyclopedia of Translation Studies*, London: Roulledge
- Baker, Mona. 2001. *Routledge Eyclopedia of Translation Studies*. New York: Roulledge
- Bell, Roger T. 1991. *Translation and Translating*. California: Longman.
- Brian Paltridge. *Making Sense of Disscourse Analysis*.
- Catford, J.C. 1969. *Linguistic Theory of Translation*. Oxford: Oxford University Press
- George Yule. *Pragmatics*.Oxford Introduction to language Study Series Editor H.G.Widdowson
- Gutt, Ernst-August, 1991, *Translation and Relevance: Cognition and Context*, Oxford: Basil Blackwell
- Grice, H.P, 1975, *Logic and Conversation*, in P.Cole and J.L Morgan (eds) *Syntax and semantics*, vol.3: *Speech Acts*, New York, Academic Press, 41-58

- Hoed, Hoedoro Benny. 2000. *Penerjemahan dan Kebudayaan*. Jakarta: Pustaka
- Jim Davis, 2012. *Garfiled Hangs Out*. Jakarta: Nexx Media Inc.
- JoanCutting. *Pragmatics and Discourse 2<sup>nd</sup> edition*. Routledge English Language Introduction.
- Levinson, S. 1995. *Pragmatics*. Cambridge University Press.
- Nababan, Rudolf M. 2008. *Teori Menerjemah Bahasa Inggris*. Yogyakarta: Pustaka pelajar
- Newmark, Peter. 1988. *A Textbook of Translation*. London: Prentice Hall
- Machali, Rochayah, The University of New South Wales, Australia. *Gricean Maxims as Analytical Tool in Translation Studies: Questions of Adequacy*.
- Machali, Rochayah, 1998 *Pedoman bagi Penerjemah*, JakartaL Grasindo
- Machali, Rochayah, 1999 Shift in Discourse Perspective and the Question of Translation Equivalence, *JOTT (Journal of Textlinguistics and Translation)*, Vol.No 12/1999, pp. 30-46 Munday, 2001, *Introducing Translation Studies*, London: Rouledge
- Simatupang, Maurits D.S. 2000 *Pengantar Teori Terjemahan*. Jakarta: Universitas Indonesia

Web resources:

<http://en.wikipedia.org/wiki/comic>, retrieve on April 7<sup>th</sup> 2013.

<http://google.com/comic>, ratrieve on April 7<sup>th</sup> 2013.