

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

A. Conclusions

There are some things that can be concluded based on the findings and discussions. The following points below will show the conclusion of the findings and discussions.

1. With regard to the first objective, there are seven types of wordplay found in this research. They are homonymy, homophony, paronymy, polysemy wordplay, idiomatic wordplay, syntactic wordplay and morphological wordplay. Out of the total 39 data, the highest rank of the types of wordplay is found in the idiomatic wordplay with 20 data, while homonymy and homophony have the lowest rank among all with one data only on each types. Looking on the findings of idiomatic wordplay, one of the possible reasons as to why the idiomatic wordplay can be the most frequent types of wordplay in The Lego Movie is that some of the idiomatic wordplays are built to raise a humorous effect. Wordplay based on the idiomatic wordplay can be in the form words, phrases or sentences that have an individual meaning. As a result, there would be many reason to use wordplay by means of idiomatic wordplay. On the other hand, the choice to use wordplay by means of homonymy and homophony are quite limited because in order to built a humorous effect, it is difficult to use the

homonymy or homophony because these kinds of wordplays might be difficult to be understood for the audience.

2. Related to the second objective, there are total four techniques used by the translator to translate wordplay in *The Lego Movie* into Bahasa Indonesia subtitling. These techniques include WP → WP, WP → non WP, WP ST = WP TT, and editorial techniques. The most frequent technique used in the translation of *The Lego Movie* is WP → NON WP. The occurrence of this technique is 26 data out of 39 total data. Moreover, the rest of the techniques are WP → WP, WP ST = WP TT and editorial technique and each of the technique appear seven, four and two times respectively. This finding can be an indication that the translation of wordplay in *The Lego Movie* is still very much focused on the literal meaning of the wordplay, not on how to recreate the wordplay in the target text. However, looking at different perspective, the technique WP → NON WP is the easiest technique to use by the translator because even the translator does not recreate the wordplay in the source text, the audience can still understand the message of the speaker in the subtitling text.
3. With regard to the third objective, it can be concluded that 36 data are equivalent in the translation of wordplay in *The Lego Movie*. Out of these total 36 data, 10 data are fully equivalent and 26 are partially equivalent. Therefore, three data are non-equivalent and there is no unrealized data was found in the research. This indicates that almost all the translation of wordplay in *The Lego Movie* into Bahasa Indonesia subtitling text cannot

maintain both the wordplay and the meaning of the source text expressions at the same time.

B. Suggestions

Based on the conclusion of the research, there are three suggestions that can be put forward in this research as follows.

1. To Translators in General

The results of the research showed that there are only nine data using WP → WP translation technique of wordplay in The Lego Movie. As seen in this fact, translators should realize that recreating wordplay in the source text is not easy at all, especially in the case of subtitling which is limited by space and time. Furthermore, in order to give a solution to this problem, this research suggests some advices for the translator. The first is that the translators should have sufficient knowledge about the source text language, culture bond, and even the history of the language in order to detect the occurrence of the wordplay. Secondly, this research suggests that being a translator of movies that contain wordplays, a translator should have an ability in recreating wordplay from source text to target text. Creativity is needed since translating wordplay from source text into wordplay in target text is not easy. Therefore, problem solvings are highly needed.

2. To the Students of Translation Studies

As seen in research findings, there is one thing that can be a suggestion to other students in translation studies. It is suggested that students of translation

studies can also choose the topic of wordplay when they want to conduct a research on the field of translation, but with different objects. The reason is because the study of wordplay is still rarely conducted, especially in subtitling translation. Therefore, the study of this topic will broaden the academic space in the field of translation studies.

3. To Other Researchers

This research still has many weaknesses. One of the proper weaknesses of this research that can be found is the data in this movie is only 39. As a result, there are only four techniques found out of the eight techniques in the findings. Thus, discussions about all techniques cannot be identified because other four techniques are not available in the finding, which means the analysis is limited. It is suggested that other researchers who wanted to do research about wordplay to find movies that have more wordplays so that the results of analysis can be wide coverage.