METAFUNCTION ANALYSIS OF DONAL DUCK’S COMIC AND ITS TRANSLATION

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Abstract
Translating comic is different from other different text. Most of the text that is used in the comic is dialogue or spoken language that usually can be found in the subtitle of the film. Analyzing the accurateness of the translation text can be analyzed by using Metafunction approach. In translating text into target text, not all meaning is transferring into target text. It can influence the message that is brought by the source text into target text. Although explicitly the meaning is transferring to target language, in Metafunction approach it can be analyzed that not all the meaning is transferred into target text. This becomes the reason of taking this case as an object of this research.

The aims of this research are to know the meaning realization in ideational analysis approach. The method of this research uses descriptive qualitative since the data and the analysis are in the form of sentence and description. The data will be taken from Donald Duck’s Comic and its translation version. The techniques that will be used in this research is content analysis. This research also applies crieterion-based sampling that is used only to get theoretically generalization.

Since this research is hoped to give significant contribution to student of English Teaching and Learning in learning metafunction analysis, the function of this research is to explain impact of Metafunction shifting toward the equivalence of translation in target text. Thus this research not only can be learning material for analyzing metafunction in specific text, but also in learning translation.

Keywords: Metafunction, Quality Assessment of Translation, Comic

Introduction
Translating comic is different from other different text. Most of the text that is used in the comic is dialogue or spoken language that usually can be found in the subtitle of the film. Description text in the comic is fewer and it is helped by strip picture. It is caused translating comic need dialogue or subtitle translation competence. Analyzing the accurateness of the translation text can be analyzed by using Metafunction approach. In this research, text that used in the comic will be analyzed by using Metafunction of Halliday approach.

In translating text into target text, not all meaning is transferring into target text. It can influence the message that is brought by the source text into target text. Although explicitly the meaning is transferring to target language, in Metafunction approach it can be analyzed that not all the meaning is transferred into target text. This becomes the reason of taking this case as an object of this research. This research is conducted to identify the meaning realization in ideational analysis approach of Donald Duck’s comic and its translation.

Methodology
The method of this research uses descriptive qualitative since the data and the analysis are in the form of sentence and description. Meanwhile, the use of number in qualitative research is possible since it is only used as the complement and aimed to facilitate the analysis. This research applies Metafunction of Systemic Functional Linguistics by
Halliday to find the metafunction meaning. In addition the meaning shift in translation version, translation theory is used.

In this research, Text 1 will be taken from the original Donald Duck’s Comic which later is called as Text 1 (T1). Meanwhile, since the comic has been translated into Bahasa Indonesia as Donal Bebek, the translated comic is called as Text 2 (T2). The data used in research are all clauses in the Text 1 and Text 2.

Technique of data collection is the way the researcher gains the data. The technique that will be used in this research is content analysis. The sources of data come from different sources, the original version, and the translation version. The researcher read and writes the data that is needed from the comics that is chosen. After write all the data in the comic, the researcher choose whether the text will be data or cannot be used as data. There are stages of data analysis that will be used in this research. They are domain analysis, taxonomy analysis, component analysis and cultural theme analysis.

In this research, the data is collected from Donald Duck’s Comic. There are some steps in collecting the data.

1. Reading the original comic of the Donald Duck’s Comic is the first step of collecting data.
2. The translation version Komik Donal Bebek read to be compared with the original one. In this process, the English comic is the source text which is, later, called the Source Expression (SE) and also called Text 1 (T1). On the other hand, the Bahasa Indonesia comic is the target text, which is, later, called the Target Expression (TE) and also called Text 2 (T2).
3. The two comic of the T1 and T2 place into the table of analysis in pairs. The texts are in the form of clause of units (sentences).
4. After that the data are classified and analyzed using ideational display into a table the result the shift between the T1 and T2.
5. Draw the conclusion from the data analysis.

Finding and Discussion
This structure realizes experiential meaning which include 3 constituents, i.e. participant, process, and circumstance.

1. Participant
   In this comic, there are some participants that is mentioned and showed in giving information. In both of the text, the dominant participant is Donald Duck itself, since this comic is mostly talked about himself. Besides, there are also some other participants who support the dominant participant, they are Gyro, Huey, Dewey, and Louie, and also some people who was helped by Donald to find their losing thing. The name of the participants between T1 and T2 are different. For example, Gyro in T1 is written as Lung in T2, then Huey, Dewey, and Louie in T1 is stated as Kwak, Kwik, and Kwek. The adaptation technique is used by the translator in translating the participants of this comic.

2. Process
   The next constituent in ideational meaning is process. Process in ideational showed the main event in experiential. The most dominant process that is appearing in this comic is material process. Material process is purely physical process in doing something or process of happening. The material process that can be found for example drove, lost, find, look, deducted, etc. Since the comic told about the Donald’s activity toward Gyro’s new invention, it can be found lot of material process than other process, for example in the scene
where Donald said to his nephews that he drove his car from Gyro’s workshop. As we know, the activity drove is an activity to move or travel on land in a motor vehicle, especially as the person controlling the vehicle’s movement. It means that Donald is doing physical activity.

The other process that is found is behavioral process, in which the participant is doing mental and physical activity simultaneously. It can be found in the scene where Donald is looking for his car key that is admitted as lost. In the activity looking for, there are two activities that is happened in once, the mental activity in which the participant use his eyes as his sense, and use physical activity in which participant is moving around in looking something.

3. Circumstance
The circumstance that appears mostly is circumstance of location. This circumstance is show location which consists of location of place and location of time. It can be analyzed in preposition phrase or adverbal group, to answer where and when, and the can be used as direction too. For example “I drove to Gyro’s Workshop yesterday”, it can be found two circumstances. Both of the circumstances are circumstance of location. The “gyro’s workshop” is admitted as circumstance of place, while “yesterday” is admitted as circumstance of time. Both of those circumstances are called as circumstance of location.

There are some shifts that are happened during translating the comic. For example in the following text:

<table>
<thead>
<tr>
<th>What</th>
<th>Do</th>
<th>You</th>
<th>Think</th>
<th>I am ?</th>
<th>Interpersonal analysis</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wh-question Mood</td>
<td>Finite</td>
<td>Subject</td>
<td>Predicator</td>
<td>Residue</td>
<td>Circumstance</td>
</tr>
<tr>
<td>Interpersonal theme</td>
<td>Behaver</td>
<td>Process:</td>
<td>behavior:</td>
<td>Circumstance:</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>mental</td>
<td></td>
<td>Role</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rheme</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Theme</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Kamu</th>
<th>Pikir</th>
<th>Aku</th>
<th>Apa?</th>
<th>Interpersonal analysis</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subject</td>
<td>Predicator</td>
<td>Object</td>
<td>Complement</td>
<td></td>
</tr>
<tr>
<td>Behaver</td>
<td>Process:</td>
<td>Phenomenon</td>
<td>Circumstance:</td>
<td>Ideational analysis</td>
</tr>
<tr>
<td></td>
<td>behavior:</td>
<td></td>
<td>Role</td>
<td></td>
</tr>
<tr>
<td>Topical marked theme</td>
<td>mental</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Theme</td>
<td>Rheme</td>
<td></td>
<td></td>
<td>Textual analysis</td>
</tr>
</tbody>
</table>

From the clause that is stated above, it can be said that there were some meaning shift that is occurred. In the ideational meaning analysis, both of the clauses are mental behavioral process. Although the position of the behaver, process of mental behavior, phenomenon, and circumstance of role are different, the constituent are still same between T1 and T2. The message that is transferred from T1 into T2 is accurately. Actually, the form of T2 is not appropriate with grammatical rules in Bahasa Indonesia. It is marked as acceptability since it is spoken language that is written. Then for readability, it has high level of readability. Overall the quality of this clause is marked as
accurate, accept, and readable since the T2 is easy to understand. It is better than the translator maintains the source structure but the result they cannot find the message or the message cannot be achieved in the target language.

Conclusions
From the finding and discussion above, it can be conclude that through ideational meaning, the Donald Duck Comic is mostly using material process and behavioral process. it is supported with the whole story that mostly the dominant participant, Donald Duck, is doing physical activity. Besides, Donald also doing activity which mixed between material activity which is use physical activity and combined with mental process which is used senses in doing activity. The participant who did material and behavioral process is use circumstance of location which is consists of circumstance of place and time. The using of this circumstance is for completing participants’ activity or process.

References


