

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter provides the conclusion and suggestion of this study. The writer presents a general conclusion of the translation of wordplay in The SpongeBob Squarepants movie's script. The conclusion refers to the research questions mentioned in the first chapter. The writer also gives a suggestion for further research of this study.

5.1 Conclusion

Based on the first question in research question; "What are categorizations of wordplay found in *The Spongebob Squarepants* TV movie's script?", the writer found six categories of wordplay from 55 data of wordplay. The result reveals that the highest category occurred in this movie is homonymy amounting 16 wordplay (29%), followed by paronymy amounting 12 wordplay (22%), homophony and intertextual wordplay amounting 9 wordplay for each (16% for each), homography amounting 7 wordplay (13%) and the lowest number of category of wordplay occurred is portmanteaux amounting 2 wordplay (4%). These results have showed that wordplay typologies mentioned in Delabastita (1996) are represented in The SpongeBob SquarePants movie's script.

Based on the second; “What strategies are employed in the translation of wordplay in *The Spongebob Squarepants* movie’s script?”, the writer found five strategies employed in subtitling wordplay in The SpongeBob SquarePants movie’s script from 55 wordpaly. They are translating source-text puns with non-puns amounting 39 cases (71%), followed by source-text puns is copied in target-text puns strategy amounting 6 cases (11%), translating puns as puns amounting 5 (9%), translating pun to zero (omission) amounting 3 cases (5%), and translating pun to related rhetorical amounting 2 cases (4%). The writer does not find any strategies of translating non-pun to pun and translating zero to pun.

These results shows the highest number of strategy employed in translating wordplay in The SponeBob Squarepants movie’s script is translating pun to non-pun and the lowest is translating pun to related rhetorical device. This happened because it is difficult to keep the wordplay becomes wordplay in target text. It may cause by different culture and system of language of source text and target text. Wordplay in source text is not always wordplay in target text. It makes the translator difficult to transfer the meaning and humor from source text into target text.

The strategies also occur in some particular category. It means that there are some strategies that suitable to employ for particular category. For example in intertextual category, mostly uses pun ST copied in pun ST. That may cause of intertextual wordplay refer to word or phrase that is available (songs, book, poster, etc) for

example the name of book or people. So, impossible to change it into target text language. Therefore, the translator only copies it.

5.2 Suggestion

After conducting this study, the writer suggest the reader particularly the students of English Department who interested in translation term to do more research pertaining to other field of interest. If the readers interest in subtitling strategy, subtitle of humor can be a field to further research. There are many terms and theory of humor that never been conducted before. The reader also can use the latest theory from above 2000s.