

CHAPTER 5

CONCLUSION AND SUGGESTION

5.1 Conclusion

Based on the findings and discussion, there are some points that can be concluded from this research.

1. The first objective of this research is to identify the types of wordplay in the SpongeBob movies. There are six types of wordplay identified in the SpongeBob movies. They are homonymy, homography, paronymy, idiom, and morphology development. From the total 25 data of wordplays found in the movies, morphological development has the highest rank with ten out of total 25 data and the highest percentage 40%, followed with paronymy with seven data or 28%. Homonymy has two data or 8%, and idiom with four data or 16%. Therefore, homography and syntactic structure only has one datum or 4%. Morphological development is the most frequently occurring phenomenon of wordplay in the SpongeBob movies. The characters use words that are easy to get a prefix, suffix, or other processes. As a result, the choice to use wordplay by means of morphological development can be so many. On the contrary, homography and syntactic structure is the least frequently occurring in the movies.
2. In the regard of the second objective, there are total four techniques used by the translator to translate the wordplay in Spongebobs movies into Bahasa Indonesia. These techniques include wordplay to wordplay, wordplay to non-wordplay, wordplay to zero, and Wordplay in target text similar with Wordplay in source text. Wordplay to nonwordplay is the most frequently

used technique with 12 data occurrences. TT same as TS, wordplay to wordplay, and wordplay to zero only appear 10, 2, 1 times respectively.

3. In the respect of the third objective, it can be concluded that 68% of the translation of wordplay in Spongebob movies is partially equivalent, 24% non-equivalent, and only 8% fully equivalent. This indicates that almost all the translation of wordplay in Spongebob movies into Bahasa Indonesia cannot maintain both the wordplay and the meaning of the source text expressions at the same time.

5.2 Suggestions

Wordplay now is widely used in daily language. Whether serious or comical, the use of wordplay has become a phenomenon. Thus, it is important to give special subject of wordplay at university so that the students may have good comprehension about wordplays and can recognize and interpret the wordplays correctly.

This research is far from being perfect. From two movies that are used in this researcher, only 25 data that are found. From that data, the researcher found only five types of wordplay out of eight types. As a result, the results of the analysis are limited. It is suggested that other researchers use different movie so that the results of analysis can be wide coverage.