

**A TRANSLATION ANALYSIS OF PROPER
NAMES IN THE CHILDREN FANTASY NOVEL
“HOW TO TRAIN YOUR DRAGON”**



THESIS

Submitted as a Partial Fulfillment of the Requirements for
Sarjana Sastra Degree of English Department
Faculty of Letters and Fine Arts
Sebelas Maret University

by:

CHINDYTIA

C0306002

**ENGLISH DEPARTMENT
FACULTY OF LETTERS AND FINE ARTS
SEBELAS MARET UNIVERSITY
SURAKARTA**

2012

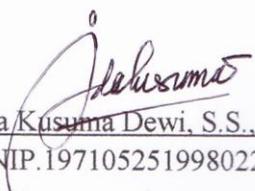
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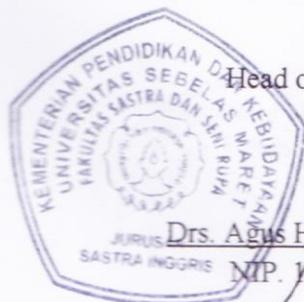
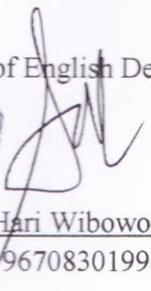
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Written by:
CHINDYTIA
C0306002

Approved to be examined before the Board of Examiners
Faculty of Letters and Fine Arts
Sebelas Maret University

Thesis Supervisor


Ida Kusuma Dewi, S.S., M.A.
NIP. 197105251998022001

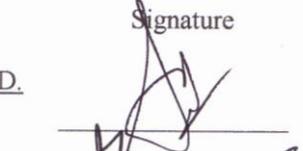
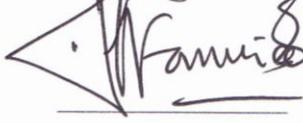
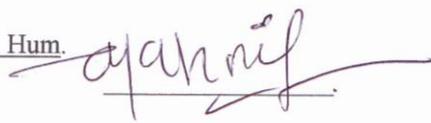

Head of English Department

Drs. Agus Hari Wibowo, M.A., Ph. D.
NIP. 196708301993021001

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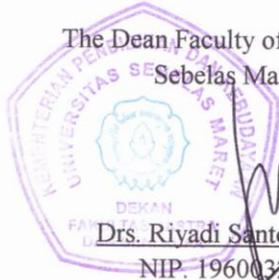
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Faculty of Letters and Fine Arts
Sebelas Maret University
On May, 24th 2012

Position	Name	Signature
Chairman	<u>Drs. Agus Hari Wibowo, M.A., Ph. D.</u> NIP. 196708301993021001	
Secretary	<u>Karunia Purna K, S.S., M. Si.</u> NIP. 19821124200912200	
First Examiner	<u>Ida Kusuma Dewi, S.S., M.A.</u> NIP.197105251998022001	
Second Examiner	<u>Dyah Ayu Nila Khrisna, S.S., M. Hum.</u> NIP. 19830211006042001	

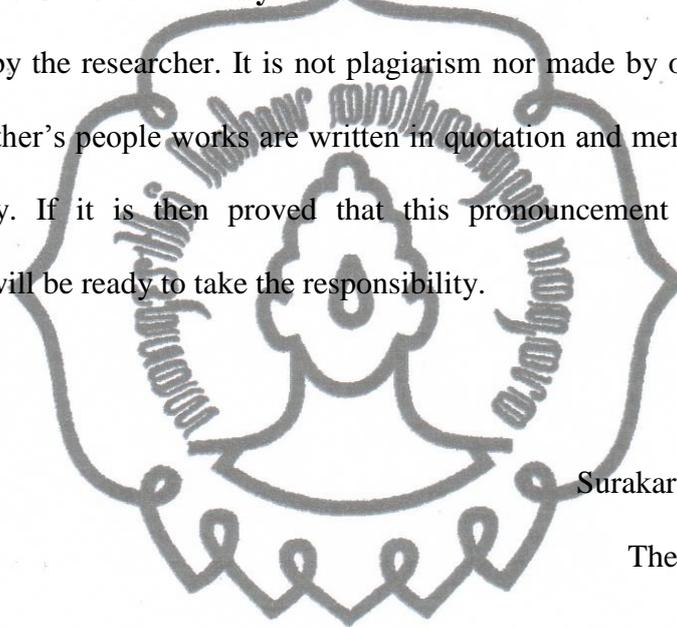
The Dean Faculty of Letters and Fine Arts
Sebelas Maret University


Drs. Riyadi Santoso, M. Ed., Ph. D.
NIP. 196003281986011001

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PRONOUNCEMENT**Name : Chindytia****NIM : C0306002**

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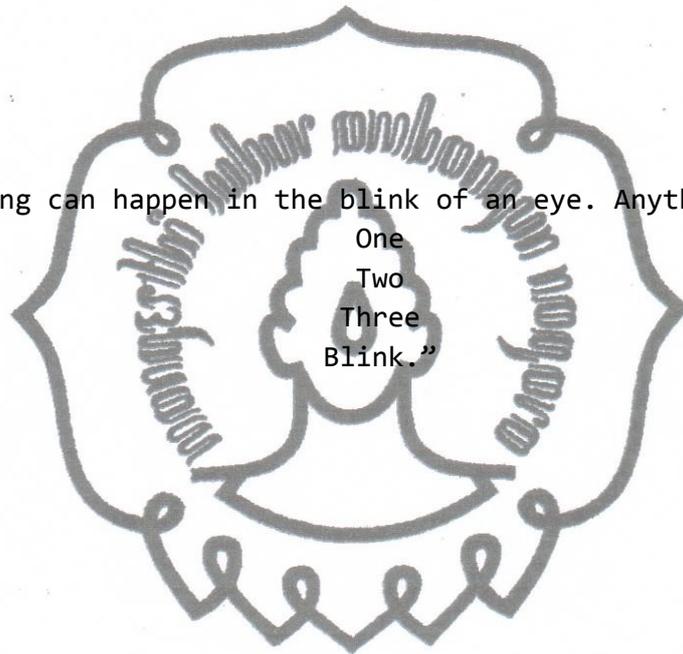
The Researcher

Chindytia

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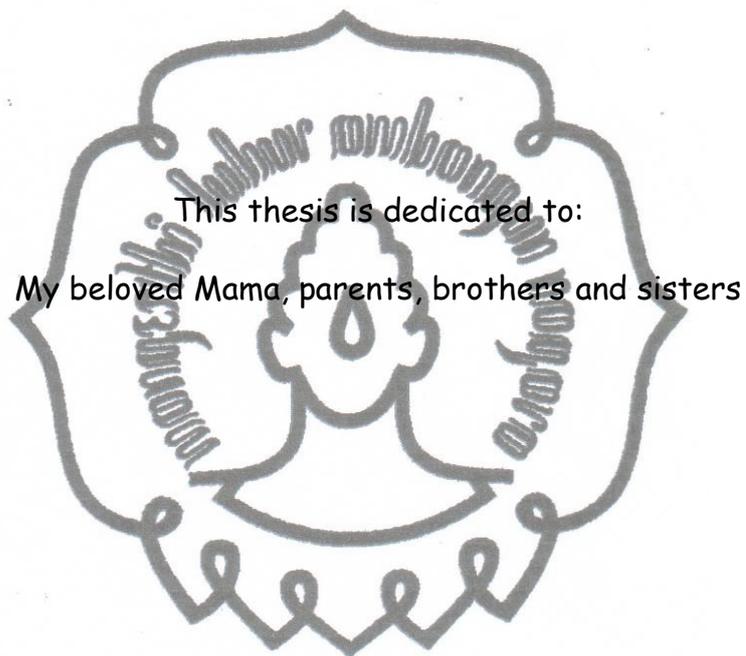
“Anything can happen in the blink of an eye. Anything at all.

One
Two
Three
Blink.”



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DEDICATION



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ACKNOWLEDGMENT

All praises to Allah, the Almighty, for giving me strength, guidance, and patience in completing this thesis. So many supports and helps are given to me hence this thesis can be finished well. Therefore I would like to say my deepest gratitude to:

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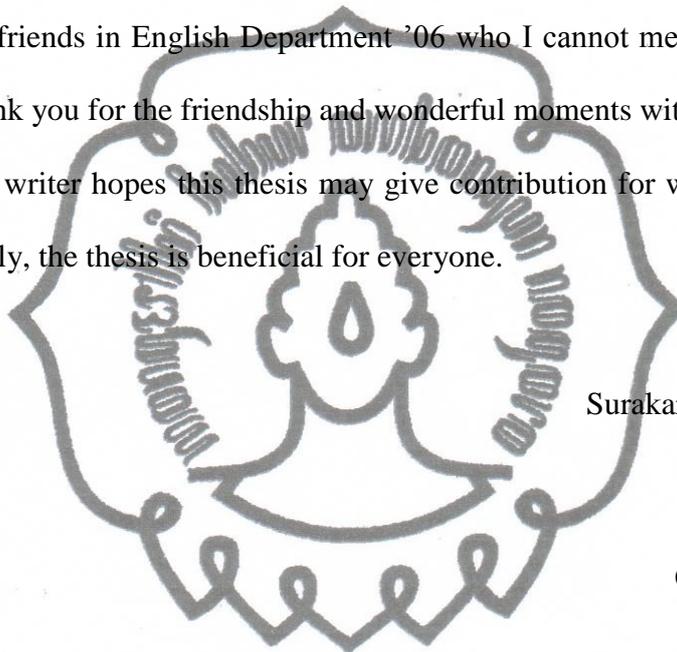
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Surakarta, 8 April 2012

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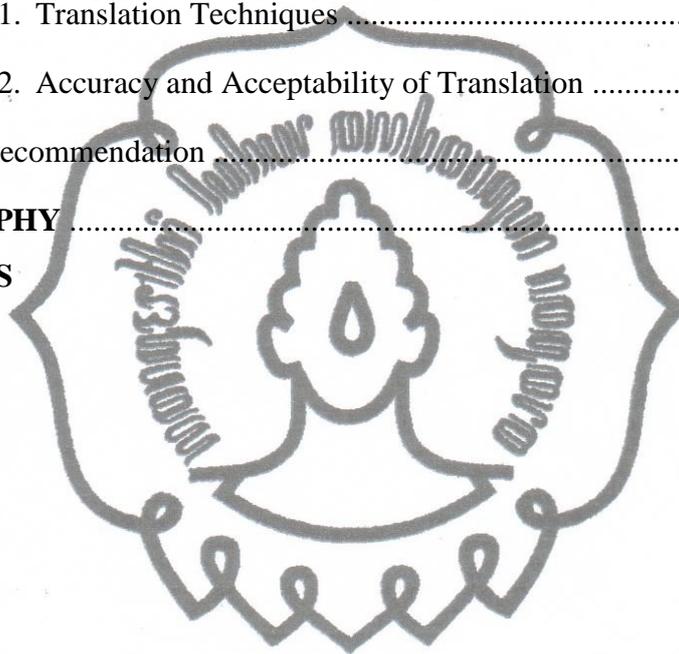
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ABSTRACT

Chindytia. 2012. A Translation Analysis of Proper Names in the Children Fantasy Novel *How to Train Your Dragon*. Undergraduate Thesis. Surakarta: English Department. Faculty of Letters and Fine Art, Sebelas Maret University.

The purposes of this research are to describe the techniques used by the translator in translating proper names in the children fantasy novel *How to Train Your Dragon* and to know the quality of the translations in terms of accuracy and acceptability.

It is a descriptive-qualitative research which uses two kinds of data. The first data are from the English version of the novel *How to Train Your Dragon* and its translation *Bagaimana Cara Melatih Naga*. The second data are from a questionnaire fulfilled by three raters. This research used purposive-sampling technique to select the data. Two methods were used to collect the data; content analysis was obtained to collect the first data from source and target text and interview and the close and open-ended questionnaire was obtained to gather data of accuracy and acceptability.

The findings of the research are as follow; there are eleven techniques to translate proper names in *How to Train Your Dragon* into Indonesian. They are rendition (38.46%), combination of copy and rendition (14.87%), and addition (13.85%), combination of copy and addition (8.72%), copy (7.69%), transcription (5.13%), substitution (4.62%), conventionality (3.08%), deletion (1.54%), recreation (1.03%), and transposition (1.03%). There are 154 data (78.97%) considered as accurate translation, 37 data (18.97%) considered as less acceptable translation, and 4 data (2.05%) considered as inaccurate translation. Rendition technique contributes the high level of accuracy, while recreation technique contributes the low level of accuracy. There are also 162 data (83.07%) considered as acceptable translation, 31 data (15.90%) considered as less acceptable translation, and 2 data (1.03%) considered as unacceptable translation. Rendition technique also contributes the high level of acceptability, while copy and substitution technique contribute the low level of acceptability.

CHAPTER I

INTRODUCTION

A. Research Background

Some translators consider that proper names do not need to be translated into target text. That statement is arising because there are many proper names that do not have meaning and equivalence words in the target language. As stated by Vendler (1975), “since proper names lack of meaning, they are not translated but simply carry over to foreign language during translation” (as cited in Vermes, 2001: 1). Proper names are only treated as labels or titles which are attached to things, person, or place. Therefore, translators simply transfer or carry over the proper names from source text into target text during translation process.

On the contrary, Nord (2003) states:

In the real world, proper names may be non-descriptive, but they are obviously not non-informative: If we are familiar with the culture in question, a proper name can tell us whether the referent is a female or male person (Alice – Bill), maybe even about their age (some people name their new-born child after a pop star or a character of a film that happens to be en vogue) or their geographical origin within the same language community.

She argues that although proper names do not have literal meaning, when translators can recognize the culture of proper names, they would convey the information within the names.

Translating proper names are not easy as it seems and as simple as it predicted. People consider names as a label of things that have no meaning. The names have intrinsic meaning that shows characters of the things. Due to that fact,

translating proper names can not be underestimated especially in children's fiction story. Proper names in such fiction text have important role leading the readers in understanding the plot/storyline. Fiction text, such as a children fantasy book, has many imagination characters that have unique names. For instance, personal names usually have a relation with the physical appearances or personal traits. Thus the names become the identity for each character. The proper names also indicate the geographical names, institutions names, dates, title and etc. The easiest way to point out the proper names in book is the use of capital letter in the first letter of word as stated by Richards (1985: 68) defines "proper names as names of a particular person, place or thing and are spelled with a capital letter" (as cited in Ordudary, 2007).

Some problems appear in translating proper names in a book *How to Train Your Dragon*. For example, the personal name **Baggy-bum the Beerbelly** that is translated into **Baggy-bum the Beerbelly—Baggybum si Perut Gentong**. That name indicates physical appearances and it is accompanied by an image of character in the book. If there is an image that represents the character, translator may not face difficulty to translate the personal names. However, most of writers do not include images to their book except it is kind of a fairytale story for children. The name **Baggy-bum the Beerbelly** might give a problem related to the culture of target readers. The non-existence of image of proper name might be problematic to the translator to fully understand the meaning of the proper name.

From the name **Baggy-bum the Beerbelly**, it can be indicated that he is a fat man who has big stomach that is seen from the baggy pants he wore. Even

though there is not any image to describe the physical appearances of **Baggy-bum the Beerbelly**, the literal meaning of the name can be used to identify the characteristic of **Baggy-bum the Beerbelly**. **Baggy-bum the Beerbelly** however, cannot be translated literally into target text because some of the words have critical value in target readers' culture, such as **Beerbelly** which consists of two words *Beer* and *belly*. *Beer* in target readers' culture is a prohibited drink because of its content. Thus the word *Beer* cannot be translated into target text literally.

ST: Snotlout was the son of **Baggy-bum the Beerbelly**, Stoick the Vast's younger brother (pg.21)

TT: Snotlout adalah anak **Baggy-bum the Beerbelly**—**Baggybum si Perut Gentong**, adik laki-laki Stoick Agung.

The translation **si Perut Gentong** comes from the meaning of **Baggy** which has a meaning *Longgar* or *Besar* in Indonesian, then **Belly** means *Perut*. It is also possible that translator decides to use the word **Gentong** because of the representative of the word *Barrel* which means “a large round container, usually made of wood or metal, with flat ends and, usually, curved sides, and used for storing beer, wine etc” (Oxford Advanced Learner's Dictionary, 2000: 93). *Barrel* and *Gentong* have similar physical appearance that is a big and round shape.

The word **Baggy-bum the Beerbelly** is half translated and half transferred into target language text. Seeing from the accuracy, that proper name is translated accurately because the meaning of the proper name is transferred correctly. However in term of acceptability that is related to target reader's culture, the word **Gentong** is less acceptable because the word **Gentong** is a Javanese word. And

the target readers of this book are children and teenagers with differences culture background, so that the word **Gentong** might not be familiar for those who do not know Javanese culture.

The other example is a proper name that indicates personal traits and has different culture values. **Dogsbreath the Duhbrain** is a personal name which indicates the personal trait of the character. **Dogsbreath the Duhbrain** is Snotlout's friend fellow bully. Together with Snotlout, he bullies Hiccup and Fishlegs badly. As the meaning of the name, **Dogsbreath the Duhbrain** is not smart and he usually acts as what Snotlout asked him. Personal traits of the character cannot be described using an image like physical appearances. However, proper names that indicate personal traits are usually followed by the description of the character's acts within the story. The character's behavior in the story will be synchronized with the name. The proper name above has a strong effect to Indonesian's culture when it is translated literally. The word *Dog* has critical values when it is related to religion and language use in target readers' culture. Most of translator will not translate the name or they would try to find another word to replace it in target readers' language, in this case is Indonesian. Then in this book, **Dogsbreath** is not translated and just transferred originally. The word *Duh* in **Duhbrain** is "an informal expression that is commonly used to comment on a foolish or stupid action in English" (<http://www.ldoceonline.com/dictionary/duh>). Because of the relation of word *Duh* and *foolish condition*, then translator decides to translate **Duhbrain** into **Otak Udang** which means stupid or dumb.

ST: "I'M in charge, not the Useless. And anybody who objects gets a knuckle sandwich from **Dogsbreath the Duhbrain**." (pg.3)

TT: "Aku yang memimpin, dan bukan si Tak Berguna ini. Dan siapa pun yang nggak setuju akan mendapat roti isi bogem dari **Dogsbreath si Otak Udang**".

Translation of proper name above is accurate, because the personal trait of the character is delivered correctly in target text. Due to the sensitive meaning of the word **Dogsbreath** in the target reader's culture, translator does not translate the name. Translator prefers to transfer it originally into target language text. In the term of acceptability, translator does appropriate decision to translate it into **Otak Udang**, because the phrase of **Otak Udang** is commonly used as a nickname for someone who does not have a smart brain in target reader's language. **Dogsbreath si Otak Udang** can be accepted well by target readers.

Proper name can indicate the personal trait of its character which does not have any equivalent words in target language and further explanation in the story. **Nadder** is one of dragons that mentioned in the book. In the book, **Nadder** is described as a dragon that has quick and explosive tempered, aggressive, and dangerous. Similar to the **Dogsbreath the Duhbrain**, **Nadder** is a proper name that has relation with personal trait of its character. The word **Nadder** had been through word-transformation from Old English word. In Middle English, **Nadder** is from *an addre*, and alteration of *a naddre*, a snake, and in Old English *ndre*, snake. According to www.thefreedictionary.com, *Adder*, is an example of

specialization in meaning, no longer refers to just any serpent or snake, as it once did, but now denotes only specific kinds of snakes.

ST: The big **Nadder** stared sightlessly ahead, frozen like a dragon statue.

(pg.26)

TT: **Naga Cerewet** besar itu segera menatap lurus ke depan, kaku seperti patung naga.

It can be concluded that **Nadder** is a name for a specific snake and it does not have literal meaning both in source and target text. However, translator decided to translate it into **Naga Cerewet** which might come from the word *Natter* which means *Cerewet*. The translation of **Naga Cerewet** does not synchronize with the explanation of personal traits and attitudes of **Nadder** that was elaborated in the story.

The above phenomena show that translating proper names should not be underestimated. Through the meaning of the name, sometimes we can seize the important information about the characters and storyline that the writer wants to inform. The translator of text containing proper names has to consider not only the equivalent factor but also the culture values of target readers. All those factors will affect the quality of translation.

According to above short analysis, the researcher decides to choose a Cressida Cowell's fiction book entitled *How to Train Your Dragon* as an object because there are many proper names with each problems of translation and qualified to be analyzed. *How to Train Your Dragon* is the first book in the series by Cressida Cowell's fantasy books. The book is about the adventures of Hiccup

Horrendous Haddock III, the 11 year old son of Stoick the Vast, a Viking chief. On the Island of Berk, a group of young boys from the Hairy Hooligans are instructed by Gobber the Belch to perform their first military operation—to catch their own dragon. Those who are not able to catch and train a dragon are exiled from the tribe, and those who accomplish the mission are initiated into the tribe as full members.

The fiction names created by the writer are original and some of them do not have any equivalent words in target language text. Translator has to find appropriate words accurately and acceptable to avoid misleading message. Because of that issue, researcher is interested to analyze the techniques that appear in translating proper names and the quality of its translation.

B. Research Limitation

The research is limited on the translation techniques applied to proper names in Cressida Cowell's book entitled *How to Train your Dragon* and its translation quality in terms of its accuracy and acceptability. The source of data is taken from the novel *How to Train your Dragon*, the English and Indonesian translation. Moreover the data are limited to proper names that appear in the novel.

C. Problem Statements

Based on the research background, the researcher proposes the following problem statements:

- a. What techniques are used by translator to translate proper names in Cressida Cowell's book entitled *How to Train Your Dragon*?
- b. How do the techniques affect the quality of the translation of proper names in Cressida Cowell's book entitled *How to Train Your Dragon*, in terms of its accuracy and acceptability?

D. Research Objectives

The objectives of this research are as follows:

- a. To describe the techniques used by translator to translate proper names in Cressida Cowell's book entitled *How to Train Your Dragon*.
- b. To describe the effect of the techniques used on the quality of the translation of proper names in Cressida Cowell's book entitled *How to Train Your Dragon*, in terms of its accuracy and acceptability.

E. Research Benefits

The researcher expects this research will be beneficial for:

1. Students

The result of this research can give advantages in the case of additional information, references, and the comparable research for those who

want to study about translating proper names and the techniques to translate it.

2. Lecturers

The result of this research can be used as additional information in lecturers' translation, especially in the field of translating proper names in fiction. It also can be such examples in writing a thesis.

3. Translators

The result of this research is expected to be additional information as well as references and it can help translator to make right decision in using a proper technique in translating proper names or other case of translating.

4. Other Researcher

This research is expected to give motivation to other researchers to develop further research about translating proper names.

F. Thesis Organization

Chapter I is INTRODUCTION. It consists of research background, research limitation, research problem, research objectives, research benefits and thesis organization.

Chapter II is LITERATURE REVIEW. It delivers definition of proper names, translation technique, and quality assessment.

Chapter III is RESEARCH METHODOLOGY. It consists of research type and design, data and source of data, sampling technique, method of data collection, technique of data analysis, and research procedure.

Chapter IV is DATA ANALYSIS AND DISCUSSION. It consists of introduction, research findings, and discussion.

Chapter V is CONCLUSION AND RECOMMENDATION.



CHAPTER II

LITERATURE REVIEW

This chapter will discuss about theories related to the research. The theories will function as the base knowledge in analyzing the data of the research.

A. Definition of Translation

There are various statements about definition of translation coming from translation scholars. The first is the definition of translation by Roger T. Bell (1991: 5) who states that: "Translation is the expression in another language (or target language) of what has been expressed in another, source language, preserving semantic and stylistic equivalence". Translation is used to express a message of language, oral and spoken, between two or three different languages both semantically and stylistically equivalence.

"Translation is the replacement of a representation of a text in one language by a representation of an equivalent text in a second language" (Bell, 1991: 6). According to Bell's statement, translation has a strong relation with equivalence of target language. In this case the equivalence text has a relation with semantic and stylistic of language. The equivalence can also become a problem for a translator to find the closest meaning of the words or sentences.

According to Catford (1965: 20), "Translation may be defined as the replacement of textual material in one language (SL) by equivalent textual material in another language (TL)". The definition of translation from Catford also has a relation to equivalence text. In the fact, textual material cannot be

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translated into a whole equivalence text in TL. Moreover, when the equivalence replacement does not exist in TL, a translator usually does a simple transference such as using loan word from SL into TL.

Nida and Taber also emphasize in an equivalence of text. They state that “Translating consists in reproducing in the receptor language the closest natural equivalent of the source language message, first in term of meaning and secondly in term of style” (as cited in Widyamartaya, 1989: 11). From that definition, it can be concluded that translation is not only emphasized in meaning but also in the style of language.

B. Problems in Translation

In translation process, there are many problems that appear and have to be solved by translator. Translation process involves two different languages that have its characteristic in term of culture, structure, pronunciation, spelling, and else. Due to those conditions, problems of translation should not be underestimated by translator.

Equivalence is one of the problems appears in translation process. Finding equivalence in translation process is significant issues for translator. In finding the equivalence they can convey the message correctly.

The differences of language system between one to other language, make non-equivalence words exist and cause a translation problem. Amin Kariminia and Javad Heidary (2009) in their review about equivalence in translation, state that: “Equivalence, inevitably, is involved in any theory of translation which can be understood by the comparison of various texts cross linguistically”.

The other translation scholars also give assumptions or explanation about the role of equivalence in translation. For example Chestermen (1989: 99) notes that “equivalence is obviously a central concept in translation theory” while Bassnett (1991) devotes a section to ‘problems of equivalence’ on the chapter entitled of ‘central issues’ of translation studies” (as cited in Munday, 2001: 49).

According to Mona Baker (1992), she distinguishes equivalence into four conditions as follow:

- a. Equivalence that can appear at word level and above word level, when translating from one language into another.
- b. Grammatical equivalence, when referring to the diversity of grammatical categories across languages.
- c. Textual equivalence, when referring to the equivalence between a SL text and a TL text in terms of information and cohesion.
- d. Pragmatic equivalence, when referring to implicatures and strategies of avoidance during the translation process (as cited in Vanessa Leonardi, 2000).

In their translation journal, Dr. Esmail Zare-Behtash and Sepideh Firoozkoohi (2000) say that “translating culture-specific items in literary translations seems to be one of the most challenging tasks to be performed by a translator”. Translating culture-values items is not simple task for translators, because both source language text and target language text may consist of difference terms of culture items. The equivalence problem can also occur in

translating of culture-values items when there are not any equivalent words between source text and target text.

C. Definition of Proper Names

According to Harper Collins Dictionary, name or proper name is “a word or term by which a person or thing is commonly and distinctively known” (<http://dictionary.reference.com/browse/proper+name?s>). In other words, proper name is used as a title for thing or person that represents what it looks like. For example the personal names can show about the gender of person, *John* is a name usually uses for a male and *Bella* is a female name.

In some cultures, there is the convention that fictional proper names can serve as “Culture markers,” i.e., they implicitly indicate to which culture the character belongs (Nord, 2003: 184). That statement indicates that through names, it can be known where the names come from. Names have cultural values which will become an identity. In Indonesian literature, for example, if a man called *Edward* or *Harry* appears in Indonesian plot story, he will be directly assumed as English people. On the contrary, if a man called *Andy* in Indonesian plot story, he cannot be automatically assumed as native Indonesian, because a name *Andy* is also commonly used by Indonesian and foreign people. This problem in translation can be solved by adding a description to the character that will adjust with target language culture.

Nissilä (1962) defines names in the following way: "names serve to identify persons by singling them out from other persons" (as cited in Mizani, 1998). Name as a title is an identity of person or things that will distinguish them

from another. Name will build a character that belongs to the name itself and it makes differences with another.

According to Tymoczko (1999: 225) who states that, “the referential function of names presupposes a certain “recognizability” and “memorability”, that is to say, names must in “some way be memorable so as to serve their function as indicators of unique objects” (as cited in Fernandes 2004: 146). In other words, target reader will memorize the names by recognizing its uniqueness which different with other names.

Other scholar who makes similar point of the uniqueness of proper name is Närhi (1996) who denotes the two most important criteria for proper names which are their uniqueness and that they function as the identification marks of individuals (as cited in Mizani, 2008).

Marmaridou (1991) states that names in literary works are often used to convey a message to the reader (as cited in Fernandes, 2006: 46). The information that is conveyed by names in children’s fantasy literature is described by Fernandes in his article. Fernandes (2006: 46-48) states that “names can function to convey semantic, social semiotic and sound symbolic meaning(s) directly from the writer to the reader in relation to, for instance, a character, place, or object being referred to in the narrative”. Three types of meaning are explained further below:

1. Semantic Meaning

Name describes a certain quality of particular narrative element and/or creates some comic effects which are usually found in the allegorical tradition,

where, a character's personality is summed up by their name (Fernandes, 2006: 46). For instance, personal name is often used as indication that it may contain clues about the destiny of character or the way the storyline might develop. In Artemis Fowl, Eoin Colfer's series, Fowl has same pronunciation with the word foul/haul/, which leads expectation from the character of Fowl, an anti-hero and a master-mind of crime.

2. Semiotic Meaning

Name acts as signs and generates ancient or more recent historical associations (Archimedes, Wolfgang Amadeus Mozart), indicates gender (Hermione is female and Harry is male), social class (Sir Nicolas De-Mimsy-Porpington), nationality (Padma and Parvati Patil are Indian), religious identity (Felix and Gabriel are biblical names), intertextuality (Sherlock Holmes), mythology (Centaur, Banshee, Unicorn), and else (Fernandes, 2006: 46).

3. Sound Symbolic Meaning

Sound symbolic meaning can be divided into two types:

a. Imitative sound symbolic meaning is related to the use of onomatopoeia and represents a sound that can be heard (Fernandes, 2006: 47-48). For example Breehy-hinny-brinny-hoohy-hah, a horse in the Chronicles of Narnia series, which imitates the whining of a horse. Mrs. Norris, a cat in Harry Potter series, which imitates the angry hiss and growl of a cat.

b. Phonesthetic meaning has to do with the use of sound symbolic elements called phonesthemes; a sound, a sound cluster, or a sound type directly associated with a meaning (Fernandes, 2006: 47-48). For example, initial cluster
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/gl/, occurring in glisten, glow, glare, glim, glitter, glimpse, are words that usually associated with “light” and “shinning”. Then the initial cluster /sl/, in the words such as slime, slug, slobbery, slog, are connected with “unpleasantness”.

Types of proper name are defined by Newmark (1988: 214-216). He divides proper names into three classifications. They are people’s name, name of objects, and geographical terms. People’s name is a name that is attached to a person and it contains with first and surname. Name of objects is as a proper name contains trademarks, brands, and proprieties. Then geographical term is a name that is attached to a thing and it has geographical features and usually appears in atlas.

Seeing by the data collected by the researcher and Newmark’s types of proper names, the researcher classifies the collected data by three classifications. The first classification is personal name. Similar to the definition of people’s name, personal name is a name belongs to someone or a person. Further definition is stated by Strawson (1971): “An ordinary personal name is, roughly, a word, used to refer to sth/sb, the use of which is not dictated by any descriptive meaning the word may have” (as cited in Mizani: 2008). In this personal name classification, it consists of name of person, name of creatures, and nickname and title. Name of person is a name that is attached to human characters in the novel, for examples Snotlout Snotface and Hiccup. Then name of creature is a name that is attached to creature or animal or pets in the novel, for examples Toothless and Horrorcow are names of dragons. Nickname is “a familiar, pet, or derisory name given to a person or place (Collins English Dictionary, 2003: 515). Nickname and

title in this classification are a name that is used to call the characters other than their real names. Some of the nicknames are a mocking name for the characters. The second classification is geographical name belongs to a thing that has geographical features, such as country, river, mountain, etc. In this classification consists of names of places, both real and fiction places that are mentioned in the novel. The third classification is name of objects. The objects in this classification are many kinds of things, other than personal and geographical name, that have a name. Name of objects in this classification contains names of time, festivals, trademarks, brands, properties, etc.

D. Translation Techniques of Proper Names

There is confusion about terminology of translation technique around translators. Some of translators would call translation technique as translation procedure. The terminology of translation procedure is started by Vinay and Darbelnet as stated by Molina and Albir (2002): “Vinay and Darbelnet’s pioneer work *Stylistique comparée du français et de l’anglais (SCFA)* (1958) was the first classification of translation techniques that had a clear methodological purpose”. The term they used was ‘*procédés techniques de la traduction*’.

Molina and Albir (2002) states: “translation techniques ... describe the actual steps taken by the translators in each textual micro-unit and obtain clear data about the general methodological option chosen”. And Newmark (1988: 81) defines “[...] translation procedures are used for sentences and the smaller units of language”. Those statements have similar point considering the subject study

between translation techniques by Molina Albir and translation procedures by Newmark. Micro or smaller units of language become the main point in dealing with translation technique and translation procedure. Moreover Molina and Albir also give definition and characteristic of translation technique. Molina and Albir (2002): “Translation techniques as procedures to analyse and classify how translation equivalence works. They have five basic characteristics:

- 1) They affect the result of the translation
- 2) They are classified by comparison with the original
- 3) They affect micro-units of text
- 4) They are by nature discursive and contextual
- 5) They are functional”

According to above statements, it can be sum up that translation procedure also can be called translation technique. The difference about the terminology should not affect the result of translation, because the scope of study between those two are similar.

Many translators consider that names have no semantic meaning in language. In other words, they usually only transfer the original form of names instead of translated it. Translator will borrow the original word of source language into target language. However, some translators argue that names have to be transferred in equivalence word in target language, because some of names represent the description of the characters in the story, especially in fiction story. In fictional story, proper names often do not represent the factual characters in a real world. For example in the children story book, various names are created from the imagination of the writer that cannot be found in the reality.

Some translation scholars propose some techniques in translating proper name. As stated by Newmark (1988: 215) “the best method is first to translate the word that underlies the SL proper name into the TL. And then to naturalize the translated word back into a new SL proper name- but normally only when the character's name is not yet current amongst an educated TL readership”.

In children fantasy literature, there are many unique proper names. Writers always have a power to create imaginable names and some of those names do not have any literal meaning. Newmark describes those kinds of names as unfindable name; he defines that “unfindable name is a word that cannot be found in a reference book or be identified by an informant” (1988: 182). For this case, he proposes a transference technique as his statement: “If the 'unfindable' word is found as a little-known proper name- a person or a geographical feature- it is normally transferred (or transliterated) with the addition of some generic information” (Newmark, 1988: 182).

Hervey and Higgins (1992: 29) propose some techniques to translate proper names:

- a. Exotism: the name is taken over unchanged from ST to the TT. It is similar to literal translation but there is no cultural transposition.
- b. Transliteration: the name is adapted to conform to the phonic/graphic conventions of the TL.
- c. Cultural transplantation: SL names are replaced by indigenous TL names that are not their cultural equivalents, but have similar cultural connotations”

As it is known that some scholars have given some techniques for translator dealing with the proper names, but they do not specify the techniques for proper names especially in children's literature, as stated by Nord (2003: 184): "[...] there are no rules for the translation of proper names". Therefore the researcher decides to use translation techniques proposed by Lincoln Fernandes. He proposes some guidelines in translating proper names, especially on children's fantasy literature, who says that "names have a fundamental role in creating comic effects and portraying characters' personality traits, which will often guide the reader throughout the plot of the story" (Fernandes, 2006: 44). In his research Fernandes used terms procedures as a way to treat proper names in the process of translation. As explained above, procedure and technique of translation are same things with different term, but not in the subject study. Thus ten techniques in translation of proper names by Fernandes are:

1. Rendition

This technique is used when the name is transparent or an ST name whose meaning transparent in the TT, remaining to its form. Rendition can be also called direct translation (Standowicz, 2009).

Example 1:

Source Text:

A real **Sea Dragon** is fifty times as big as that little creature.

Target Text:

Seekor **Naga Laut** SUNGGUHAN berukuran lima puluh kali lebih besar daripada makhluk kecil itu.

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Example 2:

Source Text:

Take a look at **Wild Dragon Cliff** itself.

Target Text:

Lihatlah sendiri **Tebing Naga Liar**.

Two above examples show that when the proper names in the ST are enmeshed in the TL, then the meaning is rendered in the TL. Creature names **Sea Dragon** is directly translated into Indonesian **Naga Laut**. The second example is a place name **Wild Dragon Cliff** which is translated into **Tebing Naga Liar**. Rendition usually occurs when there is an equivalent word of the source text names.

2. Copy

Fernandes confirms that his technique is similar to Vinay and Darbelnet's concept of "borrowing" as the simplest type of translation. As stated by Fernandes (2006: 51) "In this procedure, the names are reproduced in the translated text exactly as they appear in the source text [...]."

Example 1:

Source Text:

There'd be nothing left of even a fatso like you, **Wartihog-**

Target Text:

Tidak akan ada yang tersisa, bahkan dari anak gendut sepertimu,

Wartihog-

Example 2:

Source Text:

At one point **Clueless** missed his footing and fell -- luckily onto Dogs-breath, who caught him by the back of the trousers and heaved him back on to the rock again, before he brought the whole lot of them down.

Target Text:

Di satu tempat, **Clueless** kehilangan pijakan dan jatuh-untungnya menimpa Dogsbreath, yang menangkap bagian belakang celananya dan mengayunkannya kembali ke bebatuan, sebelum Clueless menjatuhkan mereka semua ke bawah.

The above examples show that the proper names in the ST (**Wartihog** and **Clueless**) are kept in the TT without any changes. Therefore the technique used by translator to translate the two names above is copy.

3. Transcription

This technique attempts to transcribe a name in the closest-sounding letters of a different target alphabet and occurs when a name is transliterated or adapted at the level of morphology, phonology, grammar to conform the target language system (Fernandes, 2006: 51). In this technique the translator may add and changes the position of letters.

Example:

Source Text:

"It's a Sea-dragonus **Giganticus Maximus**, and a particularly big one, I'd say.

Target Text

"Dia adalah Naga Lautus **Gigantismus Maksimus**, dan menurutku agak lebih besar dari biasanya.

4. Substitution

Fernandes (2006: 52) states that "in this type of procedure, a formally and/or semantically unrelated name is a substitute in the target text for any existent name in the source text." It can be said that the TL name and the SL name have their own referential worlds, but are not related to each other in terms of form and/or semantic significance.

Source Text:

He'd never even seen the boy: It might have been **Harvey**: Or **Harold**.

Target Text:

Jamais vira o menino. Talvez fosse **Ernesto**. Ou **Eduardo**.

(As cited in Fernandes, 2006: 52)

The above example is taken from the novel Harry Potter. The names in ST (**Harvey** and **Harold**) are replaced with unrelated names in TT both in terms of form or semantic significance. **Ernesto** and **Eduardo** are names that commonly

used in Spain. Therefore the technique used by translator to translate the names is called substitution.

5. Recreation

Fernandes (2006: 52) states that “this type of procedure consists of recreating an invented name in the SL text into the TL text, thus trying to reproduce similar effects of this newly-created referent in another target cultural setting.” He also notes that in recreation technique, the lexical item does not exist in the SL or in the TL. For an example is taken from Fernandes (2006: 52):

Example:

Source Text:

Well, the **Quaffle** – that's the biggish red one – is the one that scores goals.

Target Text:

Bem, a **goles**, a bola vermelha meio grande, é a que faz os gols.

Quaffle is a one of ball's name in Harry Potter novel. It is used to play Quiddich. **Quaffle** does not have literal meaning both in ST and TT, so that translator used word **goles** to represent the name in TT that means **goal** in ST. Therefore technique used by translator is called recreation.

6. Deletion

According to Fernandes (2006: 53), in deletion (Ø) technique, there involves removing a source-text name or part of it in the target text and the names have little importance role to the development of the narrative, and are not relevant enough for the effort of comprehension required for their readers.

Example:

Source Text:

"SILENCE!" roared **Gobber the Belch**.

Target Text:

"DIAM!" teriak **Gobber**.

7. Addition

Fernandes (2006: 53) considers this technique as the one in which extra information is added to the original name, making it more understandable or appealing to its target readers. Sometimes it is used to solve or avoid ambiguities in translating a particular name.

Example 1:

Source Text:

Ten boys, including **Hiccup**, were hoping to become full members of the Tribe by passing the Dragon Initiation Program.

Target Text:

Sepuluh orang anak-anak, termasuk **Hiccup (baca: Hik-kap, dia mendapat nama cegukan karena dia memang sering cegukan)**, sedang berharap untuk bisa menjadi anggota penuh suku itu.

Example 2:

Source Text:

"Oh, not Hic-cup," groaned **Dogsbreath the Duhbrain** and most of the other boys.

Target Text:

"Oh, jangan Hiiicc-cuuuup," kata **Dogsbreath the Duhbrain** (**Dogsbreath punya napas yang memabukkan dan otaknya mungkin sebesar otak udang, karena itu dia dinamai begitu**) dan kebanyakan anak-anak lain.

8. Transposition

Vinay and Darbelnet (1995: 36) state that "this procedure is defined as the replacement of one word class with another without changing the meaning of the original message" (as cited in Fernandes, 2006: 54). Chesterman (1997: 95) also gives contribution about the description of transposition technique, as stated in his statement, "this procedure also involves structural changes, but it is often useful to isolate the word-class change as being of interest in itself" (as cited in Fernandes, 2006: 54).

Example:

Source Text:

There was a huge clapping for **Snotface Snotlout** and his dragon, Fireworm, rivalled only by the mighty cheering for Thuggory the Meathead and his dragon, Killer.

Target Text:

Terdengar tepukan tangan yang sangat meriah untuk **Snotlout Snotface** dan naganya, Fireworm, yang hanya ditandingi oleh seruan yang sama meriahnya untuk Thuggory dari meathead dan naganya, Killer.

9. Phonological Replacement

Fernandes (2006: 54) defines this as a technique in which a TT name attempts to mimic phonological features of a ST name by replacing a ST name with a TT name which is phonemically/graphologically similar to it.

Example:

Source Text:

‘Heard you talking about poor **Myrtle**,’ said peeves, his eyes dancing. ‘Rude you was about poor Myrtle.’

Target Text:

Ouvi você falando da coitada da **Murta** – disse Pirraça, os olhos dançando. – Que grosseria com a coitada.

10. Conventionality

“This final procedure occurs when a TL name is conventionally accepted as the translation of a particular SL name” (Fernandes, 2006: 55). It is commonly used with names of historical/literary figures and geographical locations.

Example:

Source Text:

“You just do all the thinking you need, **boyo**,” said Thuggory.

Target Text:

“Pokoknya, berpikir saja semaumu, **Sobat**,” kata Thuggory.

Boyo is not originally English word, but it is commonly used to address a male buddy in negative connotation. And **boyo** does not have literal meaning both

in ST and TT. Thus it is conventionally translated into **sobat** in TT which has same references with the definition of **boyo**.

E. Translation Quality Assessment

Goodspeed (1945: 8) echoes the same sentiment with respect to Bible translating by declaring that:

The best translation is not one that keeps forever before the reader's mind the fact that this is a translation, not an original English composition, but one that makes the reader forget that it is a translation at all and makes him feel that he is looking into the ancient writer's mind, as he would into that of a contemporary (as cited in Venuti, 2000: 132-133).

According to above statement, the best translation is a translation that is felt natural and nothing like a translation at all. The definition above is supported by the statement proposed J.B. Phillips (1953: 53) as quoted in Venuti (2000) who confirms the same viewpoint when he declares that: "The test of a real translation is that it should not read like translation at all."

Even though translators would like to make translation as natural as possible, but the important message in source text cannot be ignored. Translation cannot be called accurate when the message that should be transferred to target readers is being underestimated. According to Nida (1964), translation should require 4 categories to be called a good translation, they are (1) making sense, (2) conveying the spirit and manner of the original, (3) having a natural and easy form of expression, and (4) producing a similar response, it is obvious that at certain points the conflict between content and form (or meaning and manner) will be acute, and that one or the other must give way (as cited in Venuti, 2000: 134).

Translation quality assessment, also called translation criticism is an evaluation of TT by comparing to ST. There are some measurements that will indicate analysis the quality of translation as a translation product. Some experts have defined some criteria dealing with the quality of translation.

Nida (1964) identifies two different kinds of equivalents; formal equivalence and dynamic equivalence that direct to criteria of translation quality measurements.

Formal equivalence focuses attention on the message itself, in both form and content. This translation is concerned in correspondences as sentence to sentence and concept to concept. As the result the message in the target language should match as closely as possible with the different elements in the source language. This translation will lead to determine standards of accuracy and correctness.

A translation of dynamic equivalence aims at complete naturalness of expression, and tries to relate the target readers' behaviour relevant within the context of target readers' culture.

According to Nababan (2003: 86), translation quality assessment is focused on the three main things: the accuracy of transferring message, the accuracy of expressing the message into the target language and the language naturalness of the translation.

It can be said that to determine the quality of translation, three aspects should be considered; they are the degree of accuracy, acceptability and readability. Accuracy is related to the correctness and incorrectness dealing with

the transferring message from source text to target text. Whether the translation is natural for target readers and appropriate in target readers' culture or not is affected the acceptability of translation. The last aspect is readability that is related to the comprehensible of message; its form and content that is easy to be understood by target readers.

F. About The Noyel

How to Train Your Dragon is children fantasy novel written by British author Cressida Cowell. *How to Train Your Dragon* is a series book and there are currently nine books in the main series. *How to Train Your Dragon* was first published in 2003 by Hodder Children's Books. This book includes some pictures as representative of some characters of the story. The story of novel is about the adventures of Hiccup Horrendous Haddock III, the ten-year-old son of a Viking chief, who must capture a dragon for a rite of passage. Set on the Isle of Berk, a group of ten youths of the Hooligan tribe are being led by "Gobber the Belch" to perform their first military operation; to catch their own dragon. Those who are not able to catch and train a dragon are exiled from the tribe. This military operation has to be done by every Hooligan. (http://en.wikipedia.org/wiki/How_to_Train_Your_Dragon).

CHAPTER III

RESEARCH METHODOLOGY

A. Research Type and Design

Descriptive research can be defined as observation or research that is used to obtain information concerning the current status of the phenomena. Creswell (2002: 58) states that:

Qualitative research is an inquiry approach useful for exploring and understanding a central phenomenon. To learn about this phenomenon, the inquirer asks participants broad, general questions, collects the detailed views of participants in the form of words or images, and analyzes the information for description and themes. From this data, the researcher interprets the meaning of the information drawing on personal reflections and past research. The structure of the final report is flexible, and it displays the researcher's biases and thoughts.

Referring to that statement, Creswell has explained clearly about the scope of qualitative research, the object data, the method, and the result of research. In the qualitative research, the types of data are in the form of words or images instead of numbers.

Patton (2002:14) states: "qualitative methods typically produce a wealth of detail information about a much smaller number of people and cases". It means the quality of this type of research cannot be examined by the quantity of data but by the quality of data.

Since this research uses data in the form of words and concerns in the quality of data, this research employs descriptive-qualitative research.

This research is conducted to identify the techniques used by translator in translating proper names in the novel *How to Train Your Dragon* and its effect on the translation's accuracy and acceptability.

B. Data and Source of Data

Data are collection of information that consists of fact and it is used as material subject of research. There are two kinds of data in the research. The first data are taken from the novel *How to Train Your Dragon* in English version and its Indonesian translation with same title *How to Train Your Dragon, Bagaimana Cara Melatih Nagamu*. The second data are taken from the questionnaires given to informants that consist of the score of quality of translation.

The sources of data are the origin information or place that data are taken. The researcher employs an English novel written by Cressida Cowell entitled *How to Train Your Dragon* and its Indonesian translation translated by Mutia Dharma with same title *How to Train Your Dragon, Bagaimana Cara Melatih Nagamu* as source of data. The researcher only took data in the form of proper names that appear in the novel. The second data are taken from informants which is in this research are three raters.

C. Sampling Technique

Natasha Mack et al (2005: 5) states that: "Even if it were possible, it is not necessary to collect data from everyone in a community in order to get valid findings. In qualitative research, only a sample (that is, a subset) of a population is selected for any given study". *commit to user*

This research uses purposive sampling technique which sample of data are taken based on some criteria which relevant with research question or problem. It is based on statement stated by Natasha Mack et al (2005: 5), “Purposive sampling, one of the most common sampling strategies, groups, participants according to preselected criteria relevant to a particular research question”. In this case, the data needed are only the proper names appeared in the novel *How to Train Your Dragon*. The informants, in this case is raters, are also chosen based on some criteria in order to get the best result. Some criteria are as follows:

1. Raters should master both English and Indonesian language
2. Raters should have knowledge in translation theory and procedure
3. Raters should be majoring in English
4. Raters are willing to participate in the research

D. Method of Data Collection

Content analysis is a method that is used to collect the primary data of the research. As mentioned above, the data are the proper names in English and its Indonesian translation taken from the novel *How to Train Your Dragon*. First the researcher read both English and Indonesian version of the novel *How to Train Your Dragon*. Then collecting the proper names appears in the novel, classifying proper names into several categories and analyzing the proper names.

The second data are collected using interview and questionnaires. Interview is conducted by the researcher to clarify and confirm the score and

opinions or comments the raters gave for each data in the questionnaires. Interview in this research is used as follow-up with the questionnaires as stated by Mc.Namara (1996), “Interviews are particularly useful for getting the story behind a participant’s experiences. The interviewer can pursue in-depth information around the topic. Interviews may be useful as follow-up to certain respondents to questionnaires, e.g., to further investigate their responses (as cited in Valenzuela, n.d.). This research uses informal, conversational interview which the questions are based on the data in the questionnaires. In gaining the score of the accuracy and acceptability of the translation, the researcher uses the close and open-ended questionnaire in the research. The first step is the application of open format question in which is informant is given an opportunity to express their opinion. In this case, informants should rate or give a score to each question that are given to them. The second step is application of open-ended format questions as explained by Foddy (1993: 127): “... while open-ended questions allow the respondent to express an opinion without being influenced by the researcher” (as cited in Ursa Reja et al, 2003). Informants allow giving comment or farther explanation related to the questions which can be important information for the study. The score and comments that are given by informants will generate the analysis into the next step, which is the quality of translation.

Table 3.1 The Scale for Scoring Accuracy

Scale	Definition
3	Accurate, if the translation of proper name in target text (the bold one) in the target text language has same meaning with its translation in source text language. <i>commit to user</i>

2	Less accurate, if the translation of proper name (the bold one) has slightly different meaning because there is some meaning of proper name in source text language that is missing or there is an additional meaning.
1	Inaccurate, if the translation of proper name (the bold one) in target text language has different meaning with its translation in source text language or proper name is not translated at all.

Table 3.2 The Scale for Scoring Acceptability

Scale	Definition
3	Acceptable, if the translation of proper name (the bold one) is natural and it is commonly used in Indonesian. The translation does not feel like a translation at all.
2	Less acceptable, if the translation of proper name (the bold one) is unfamiliar and it is rarely used in Indonesian.
1	Unacceptable, if the translation of proper name (the bold one) sounds strange and feels like a translation. The translation is never used in Indonesian.

E. Technique of Data Analysis

The researcher analyses the data by means of comparison. It is started by collecting the data from the source of data. The sources of data are from the original version novel and its translation and the informants.

Then the researcher focuses on analyzing the data collected. Researcher compares the English proper names and its Indonesian translation to describe the techniques used by translator. Due to finding the translation's accuracy and acceptability, the data collected will be arranged into questionnaire and given to informants.

The last step is drawing conclusion. From the result of analyzing the data collected, the researcher then draws conclusion and proposes some suggestions and implications.

F. Research Procedure

The researcher conducted the research through a procedure below:

1. Reading briefly of the novel *How to Train Your Dragon* as the object of this research
2. Collecting data from the sources of data
 - The collected data are in form of sentence that consists of the English proper names and its Indonesian translation in the novel *How to Train Your Dragon*.
 - The sentence that had been collected will be made into questionnaires for the informants.
3. Listing and classifying proper names based on the proper names criteria.
4. Encoding the data

For example:

001/HTYD/BCMN

SL: Long ago, on the wild and windy **isle of Berk**, a smallish Viking with a longish name stood up to his ankles in snow.

TL: Dahulu kala, di **Pulau Berk** yang liar dan berangin, ada seorang anak laki-laki bangsa Viking yang agak kecil dengan nama yang agak panjang.

001 = the number of data

HTYD = the source language novel, *How to Train Your Dragon*

BCMN = the target language novel, *Bagaimana Cara Melatih Nagamu*

The proper names were printed in bold way. Every data only consist one proper name, so if there were more than one proper name found, they were separated and put in the next data.

5. Analyzing the data

- Analyzing the data to discover the techniques applied by translator.
- Collecting and calculating the scores from the informants to get the mean from the data.
- Describing the effects of the techniques in terms of accuracy and acceptability.

8. Drawing conclusion and proposing suggestions.

CHAPTER IV

DATA ANALYSIS AND DISCUSSION

This chapter presents the analysis of the data. It contains four subchapters; they are the classification of proper names, the analysis of the translation techniques, the analysis of the accuracy and acceptability of translation, and the discussion of the effect of translation techniques.

A. **Classification of Proper Names**

This subchapter consists of the classification of proper names found in the novel *How to Train Your Dragon*.

Newmark (1988: 214-216) divides proper names into three classifications. They are people's name, name of objects, and geographical terms. Seeing from the proper names found in the novel *How to Train Your Dragon* that in line with Newmark's classifications of proper name, thus the researcher classified proper names into three classifications; they are personal names, geographical names, and names of object. Each classification is discussed more detail in the following part.

1. **Personal Name**

As stated in chapter II, personal name is a name that belongs to somebody or something (Strawson, 1971). Personal name in this book is fictitious characters that do not have any references in real living person.

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There are 115 (58.97%) personal names in the novel *How to Train Your Dragon*. The names are divided into three subgroups; they are names of person, names of creatures, and nicknames and title.

a. Names of Person

Names of person in this novel are names of human characters. Some of the names indicate their characters or roles in the story. There are names that indicate the physical appearances, personal traits, and just mere of labels.

i) Names of person that indicate physical appearances

Name that indicates the physical appearances of the character is name that represents what the character looks like in the story. There are 5 personal names that indicate physical appearances. Two of them are discussed below:

037/HTYD/BCMN

ST: Snotlout was the son of **Baggy-bum the Beerbelly**, Stoick the Vast's younger brother.

TT: Snotlout adalah anak **Baggybum the Beerbelly-Baggybum si Perut Gentong**, adik laki-laki Stoick Agung.

Baggy-bum the Beerbelly is Stoick's brother, and therefore Hiccup's uncle. He is an only minor character in the story. From the name **Baggy-bum the Beerbelly**, it can be indicated that he is a fat man who has big stomach that is seen from the baggy pants he wore. Even though there is not any image to describe the physical appearances of **Baggy-bum the Beerbelly**, the literal meaning of the name indicates the physical appearances of **Baggy-bum the Beerbelly**.

022/HTYD/BCMN

commit to user

ST: There'd be nothing left of even a fatso like you, **Wartihog-**

TT: Tidak akan ada yang tersisa, bahkan dari anak gendut sepertimu,

Wartihog-

Wartihog is an eleven year old boy - the youngest in the Hairy Hooligan Tribe. However, the boy already has bubbling adolescent pimples and a personal odor problem. **Wartihog** appears in some parts of the story. Those two words *wart* and *hog* represent the physical appearances of **Wartihog** in the book. The writer also has illustrated **Wartihog** in her book which can be seen in the illustration on the opening page of the novel. The image of **Wartihog** is a boy with pimples on his face and he is a fat boy, even his friends often call him "fatso". *Wart* means "a small hard raised part on someone's skin" (<http://www.ldoceonline.com/dictionary/>) and *hog* is a pig, especially one that is kept and made fat for eating" (Oxford Advanced Learner's Dictionary, 2000: 646). The other meaning of Warthog is "a wild African pig with heavy tusks, wartlike lumps on the face, and a mane of coarse hair" (Collins English Dictionary, 2003: 892). In other words, the literal meaning of the name matches with the illustration given by the writer.

ii) Name of person that indicates personal traits of characters.

The name in fiction also can be used to identify the personal traits of the characters. There are 4 names that indicate personal traits. One of them is discussed below:

033/HTYD/BCM N

ST: And anybody who objects gets a knuckle sandwich from **Dogsbreath the Duhbrain.**"

commit to user

TT: Dan siapa pun yang nggak setuju akan mendapat roti isi bogem dari **Dogsbreath si Otak Udang.**”

Dogsbreath the Duhbrain is Snotlout’s friend fellow bully. Together with Snotlout, he bullies Hiccup and Fishlegs badly. As the meaning of the name, **Dogsbreath the Duhbrain** is not smart and he usually acts as what Snotlout asked him. **Duhbrain** is the part of name that indicates that **Dogsbreath** is not a smart. The word *Duh* in **Duhbrain** is an informal expression that is commonly used to comment on a foolish or stupid action in English (<http://www.ldoceonline.com/dictionary/duh>). **Dogsbreath** is not smart and only using his physical strength rather than his brain, therefore he always becomes Snotlout’s fellow bully. Personal traits of the character cannot be described using an image like physical appearances. However, proper names that indicate personal traits usually are followed by the description of the character’s acts within the story. The foolish thing about **Dogsbreath**’ ability is described on page 15, chapter 2 of the novel: *Dogsbreath was as tall as his father and could do amusing things like farting to the tune of the Berk national anthem.* The character’s behaviors in the story will be synchronized with the name.

iii) Name that is only as a label

Name as a label is a name that does not have any descriptive meaning.

There are 7 names that are only as a label. One of them is discussed below:

158/HTYD/BCM N

ST: ... **Agatha**'s dress -- which was the only thing Gobber could find to wear in the house.

TT: ... dan pakaian sepupu perempuannya, **Agatha**-satu-satunya hal yang bisa Gobber temukan di dalam rumah untuk dipakai.

Agatha is Gobber's cousin. She does not actually appear in the story. The name is only mentioned when Gobber's clothes are ripped by the Dragon, and Gobber can only find **Agatha's** clothes to wear. The name **Agatha** is a kind of non-descriptive name. It does not have any special meaning.

All data of names of person in the book can be seen in the following table:

Table 4.1 Names of Person

No	Data Number	ST	Page
1.	003/HTYD/BCM	Hiccup Horrendous Haddock the Third the Hope and Heir to the Tribe of the Hairy Hooligans	2
2.	006/HTYD/BCM	Gobber the Belch	2
3.	008/HTYD/BCM	Dogsbreath the Duhbrain	2
4.	010/HTYD/BCM	Snotface Snotlout	4
5.	011/HTYD/BCM	Fishlegs	4
6.	012/HTYD/BCM	Gobber the Belch	4
7.	022/HTYD/BCM	Wartihog	7
8.	025/HTYD/BCM	Speedi-fist	10
9.	026/HTYD/BCM	Stoick the Vast	10
10.	033/HTYD/BCM	Dogsbreath the Duhbrain	16
11.	034/HTYD/BCM	Cluesless	17
12.	037/HTYD/BCM	Baggy-bum the Beerbelly	20
13.	040/HTYD/BCM	Loki	23
14.	051/HTYD/BCM	Professor Yobbish	36
15.	054/HTYD/BCM	the Hairy Scary Librarian	36
16.	060/HTYD/BCM	Old Wrinkly	41
17.	070/HTYD/BCM	Ermintrude	50
18.	075/HTYD/BCM	Squidface the Terrible	58
19.	078/HTYD/BCM	Valhallarama	61
20.	079/HTYD/BCM	Old Wrinkly	61
21.	095/HTYD/BCM	Woden's name	82
22.	109/HTYD/BCM	Whimpering Wodens	99
23.	125/HTYD/BCM	Goggletoad	106
24.	127/HTYD/BCM	Thuggory	108
25.	128/HTYD/BCM	Chief Mogadon the Meathead's	108
26.	134/HTYD/BCM	Snotface Snotlout	113
27.	140/HTYD/BCM	Terrible Tuffnut	121

No.	Data Number	ST	Page
28.	142/HTYD/BCM	Hairy Scary Librarian	121
29.	146/HTYD/BCM	Badbreath the Gruff	129
30.	147/HTYD/BCM	Squidface the Terrible	130
31.	148/HTYD/BCM	Loudmouth the Gouty	130
32.	156/HTYD/BCM	the mighty Thor	138
33.	158/HTYD/BCM	Agatha	142
34.	176/HTYD/BCM	Dogsbreath the Duhbrain	166

b. Names of Creature

Names of creature in the book are names of animal which mostly are kind of dragons. In the story, dragons are a pet for Viking people. Several names of creature in the story also indicate the relation between name and physical appearances. There are 6 names of creature that indicate the physical appearances.

Two of them are discussed below:

096/HTYD/BCM

ST: Fishlegs had named his dragon **Horrorcow**.

TT: Fishlegs menamakan naganya **Horrorcow-Sapi Betina Penuh Horor**.

Horrorcow is Fishlegs' dragon. **Horrorcow** is a type of Basic Brown Dragon. The name **Horrorcow** indicates the physical appearances of the **Horrorcow**. It is a dragon which looks like a cow. In the book, the physical appearance of **Horrorcow** is described clearly, as it can be read on page 83, chapter 8:

Fishlegs had named his dragon Horrorcow. The "horror" bit was to make the poor creature at least sound a bit frightening. The "cow" bit was because for a dragon she really was remarkably like a cow. She was a large, peaceful, brown creature, to with an easygoing nature. Fishlegs

suspected she might even be vegetarian (How to Train Your Dragon, page 83).

089/HTYD/BCM

ST: "A unique and . . . er . . . violent species called **the Toothless Daydream**, distant relations of the Monstrous Nightmare, but far more ruthless and so rare they are practically extinct."

TT: "Seekor spesies unik dan ... eeh ... buas yang disebut **Naga Lamunan Ompong**, saudara jauh Naga Monster Mimpi Buruk, tapi jauh lebih buas dan begitu jarang sehingga mereka hampir punah.

Toothless Daydream is Hiccup's dragon. **Toothless** is type of Common or Garden Dragon. The name **Toothless** indicates the physical appearance of the dragon. **Toothless** is a dragon that does not have teeth at all. It is also confirmed with the sentence in the book on page 47, chapter 4. Hiccup gets **Toothless** at the Dragon-Catching Day event. Snotlout is mocking Hiccup when he sees the dragon that Hiccup has caught. The situation is:

What are you going to call yours, Hiccup? Sweetums? Sugarlips? Babyface?" Hiccup's dragon took this particular moment to give a huge yawn, opening his tiny mouth wide to reveal a flickering, forked tongue, very pink gums, and ABSOLUTELY NO TEETH AT ALL.

All names of creatures in the book can be seen in the following table:

Table 4.2 Names of Creatures

No	Data Number	ST	Page
1.	024/HTYD/BCM	Monstrous Nightmare	10
2.	028/HTYD/BCM	the Basic Browns	10
3.	030/HTYD/BCM	The Common or Garden	11
4.	035/HTYD/BCM	Glowworms	20
5.	036/HTYD/BCM	Flamehuffers	20
6.	039/HTYD/BCM	Gronckle	21
7.	041/HTYD/BCM	Nadders	25
8.	047/HTYD/BCM	LUGWORMS	35

No.	Data Number	ST	Page
9.	063/HTYD/BCM	West Highland Terrier	44
10.	065/HTYD/BCM	Deadly Nadder	44
11.	066/HTYD/BCM	FIREWORM	47
12.	080/HTYD/BCM	Sea Dragon	68
13.	084/HTYD/BCM	Killer Whale	62
14.	086/HTYD/BCM	Fiddlesticks	73
15.	087/HTYD/BCM	Newtsbreath	74
16.	088/HTYD/BCM	Hookfang	74
17.	089/HTYD/BCM	the Toothless Daydream	76
18.	090/HTYD/BCM	Daydream	77
19.	091/HTYD/BCM	King Daggerfangs	77
20.	092/HTYD/BCM	The Royal Daydreams	77
21.	096/HTYD/BCM	Horrorcow	83
22.	098/HTYD/BCM	Seaslug	87
23.	100/HTYD/BCM	the Toothless Wonder	88
24.	106/HTYD/BCM	Black-backed Gull	89
25.	114/HTYD/BCM	Toothfull	101
26.	129/HTYD/BCM	mongrel Nightmares	108
27.	130/HTYD/BCM	the great Ripperclaw	108
28.	135/HTYD/BCM	Killer	113
29.	137/HTYD/BCM	Alligatiger	118
30.	138/HTYD/BCM	Brightclaw	119
31.	145/HTYD/BCM	Tyrannosaurus Rex	128
32.	151/HTYD/BCM	Sea-dragonus Giganticus Maximus	133
33.	153/HTYD/BCM	Big Blue Whale	135
34.	154/HTYD/BCM	Serpent	137
35.	165/HTYD/BCM	the Green Death	153
36.	175/HTYD/BCM	The Purple Death	162
37.	180/HTYD/BCM	Seadragonus Pusillanimus Minimus	172
38.	185/HTYD/BCM	Purple Horror	177
39.	194/HTYD/BCM	Phoenix	206

c. Nicknames and titles

Nicknames and titles in this subgroup contain nicknames given for the characters and title following the names of characters. Nicknames and titles can be seen in the following table:

Table 4.3 Nicknames and Titles

No	Data Number	ST	Reference	Page
1.	004/HTYD/BCMNI	Hiccup	Hiccup	2
2.	009/HTYD/BCMNI	Sir	A title used to speak to the older people	2
3.	013/HTYD/BCMNI	the CHIEF	Stoick the Vast	5
4.	015/HTYD/BCMNI	Viking Hero	title for novices to prove theirself as Viking	5
5.	017/HTYD/BCMNI	suffering scallops	Insulting name said by Hiccup	5
6.	023/HTYD/BCMNI	Warrior of the Tribe	Title for great warrior of Viking	9
7.	029/HTYD/BCMNI	MISERABLE TADPOLES	Insulting nickname for novices given by Gobber the Belch	10
8.	038/HTYD/BCMNI	Chief of the Hairy Hooligan Tribe	Title for the Chief of Hairy Hooligan Tribe	20
9.	044/HTYD/BCMNI	HOPELESS BARNACLES	Nickname for novices given by Gobber the Belch	34
10.	045/HTYD/BCMNI	USELESS MOLLUSKS	Nickname for novices given by Gobber the Belch	34
11.	046/HTYD/BCMNI	Future Leader	Title for future chief of the tribe	34
12.	049/HTYD/BCMNI	the Sons of Thor	Title for Viking people	35
13.	061/HTYD/BCMNI	Chief Stoick	Title of Stoick the Vast	42
14.	062/HTYD/BCMNI	Hero of the Future	Title for Hiccup	42
15.	067/HTYD/BCMNI	Sweetums	Toothless	47
16.	068/HTYD/BCMNI	Sugarlips	Toothless	47
17.	069/HTYD/BCMNI	Babyface	Toothless	47
18.	071/HTYD/BCMNI	PROFESSOR YOBBIISH BA, MA Hons, Cantab. Etc.	Professor Yobbish's titles	53
19.	081/HTYD/BCMNI	Military Leader	Title for military leader of the tribe	64
20.	082/HTYD/BCMNI	Professor of Meathead University	Title of Professor Yobbish	64
21.	099/HTYD/BCMNI	HUNTING LEGEND	Title for the greatest dragon	88

No.	Data Number	ST	Reference	Page
22.	101/HTYD/BCM	Bullies	Insulting nickname for Fireworm said by Toothless	88
23.	102/HTYD/BCM	Yellowbellies	Insulting nickname for Fireworm said by Toothless	88
24.	113/HTYD/BCM	HICCUP THE USEFUL	Nickname for Hiccup	101
25.	136/HTYD/BCM	S-s-sloppy. Snob	Insulting nickname for Fireworm said by Toothless	117
26.	141/HTYD/BCM	Vicious Twins	Nickname for Terrible Tuffnut	121
27.	143/HTYD/BCM	the great Beast	Nickname for an ancient Sea Dragon	127
28.	159/HTYD/BCM	Stoick the Vast, O Hear His Name and Tremble, Ugh, Ugh	Titles for Stoick the Vast	142
29.	160/HTYD/BCM	Beast from Hell	Other name for The Green Death	144
30.	161/HTYD/BCM	Gnat Destroyer	Other name for The Green Death	146
31.	162/HTYD/BCM	Humans	Refer to Viking people	149
32.	163/HTYD/BCM	Invincible Monster	Other name for The Green Death	150
33.	164/HTYD/BCM	Little Supper	Nickname for Hiccup said by The Green Death	152
34.	166/HTYD/BCM	Plankton Brain	Insulting nickname for Mogadon the Meathead said by Stoick the Vast	157
35.	167/HTYD/BCM	Novices	Hairy Hooligan's boys who follow Initiation Test	157
36.	168/HTYD/BCM	winkle-hearted, seaweed-brained, limpet-eating PIG	Insulting nickname for Snotlout said by Thuggory	158
37.	170/HTYD/BCM	Boyo	Nickname said by Thuggory when he called Hiccup	160
38.	178/HTYD/BCM	Snotfeatures	Other nickname for Snotlout Snotface	168

No.	Data Number	ST	Reference	Page
39.	181/HTYD/BCM	the Terror of the Seas	Other nickname for Stoick the Vast	172
40.	182/HTYD/BCM	little seaslug	Insulting nickname for The Green Death said by Hiccup	174
41.	183/HTYD/BCM	puny worm	Insulting nickname for The Green Death said by Fireworm	174
42.	195/HTYD/BCM	Masters of the Dragon	Refer to Hooligans and Meatheads Tribe	209

2. Geographical Name

Geographical name is a name that is attached to particular area or place and it contains geographical features (Newmark, 1988: 216). There are 25 geographical names, which cover 12.82% of all data.

Names of place in the book are fictitious names that are created by the writer. The places are imaginary and it cannot be seen in the real world. However, there are two exception names of places; they are **Earth** and **Republic of Rome**. Those two names are names that are attached to real places. All names of place in the book can be seen in the following table:

Table 4.4 Geographical Names

No	Data Number	ST	Page
1.	001/HTYD/BCM	Isle of Berk	2
2.	014/HTYD/BCM	Republic Of Rome	5
3.	018/HTYD/BCM	Earth	5
4.	020/HTYD/BCM	Wild Dragon Cliff	6
5.	021/HTYD/BCM	the Dragon Nursery	6
6.	031/HTYD/BCM	Valhalla	12
7.	042/HTYD/BCM	Madman's Gully	31
8.	052/HTYD/BCM	the Great Hall	36
9.	053/HTYD/BCM	Meathead Public Library	36
10.	072/HTYD/BCM	the Isle of Doom	56
11.	085/HTYD/BCM	Dragon Mountain	68
12.	093/HTYD/BCM	Dragon Heaven	82

No.	Data Number	ST	Page
13.	105/HTYD/BCM	Long Beach	89
14.	116/HTYD/BCM	Inner Ocean	103
15.	117/HTYD/BCM	Black Heart Bay	103
16.	119/HTYD/BCM	Marooner's Rock	104
17.	133/HTYD/BCM	Mainland	112
18.	157/HTYD/BCM	Hooligan Harbour	140
19.	172/HTYD/BCM	Highest Point	161
20.	174/HTYD/BCM	Unlandable Cove	162
21.	177/HTYD/BCM	Gull's Nesting Place	167
22.	179/HTYD/BCM	Porpoise Point	168
23.	184/HTYD/BCM	Death's Head Headland	177
24.	186/HTYD/BCM	Wrecker's Reef	178
25.	187/HTYD/BCM	Headland's cliffs	178

3. Names of Objects

Name of objects is as a proper name contains trademarks, brands, or proprieties (Newmark, 1988: 215). There are 55 names in the names of objects classification, which cover 28.21%. This group consists of names of events, tribes, months, awards, book titles, and things other than personal names and geographical names.

Names of events in the book refer to the series of events held by Hairy Hooligan Tribe to welcome novices and their dragons. The event starts with the competition to catch a dragon, showing the ability of the dragon, and the final event is the **Thor's-day Thursday Festival**. At the final events, there are many competitions participated by the members of Hairy Hooligan Tribe and Meathead Tribe. Names of events in the book are also fictitious created by the writer.

Calendar system that is used in the book is same with ICS (International Calendar System). Therefore the names of month and day in the book are not fictitious names, such as **February, March, June, Thursday** and so on.

There are two tribes mentioned in the book, they are **Hairy Hooligan Tribe** and **Meathead Tribe**. In the part of the story, **Hairy Hooligan Tribe** is also called **the Hooligan Tribe** and a **Hooligan of the Berk**. The name **Berk** refers to the Berk Island where Hooligan Tribe is lived. The other tribe, **Meathead Tribe**, also has different names in the story; they are the **Meatheads** and **Merciless Meathead**.

There are books and newsletters that are published by Viking. The titles of the books are **How to Train Your Dragon**, **The Golden Rule of Dragon-Training**, and **Looking after Your Killer Whale and Sharks and Other Great Pets**. Those three books are written by Professor Yobbish, the famous writer of Viking. Those books are only fictitious books that do not have any references to the real books. The names of newsletters published by Viking are **The Meathead Monthly** and **The Viking Times**. Similar to the titles of books, the newsletters in the story also are fictitious names of newsletters.

Hooligan and Meathead also have a government. The people in the government are called **The Elders of the Tribe**, **Council of the Elders**, and **Council of War**. There are also some rules of law; they are **Unofficial Viking Law** and **Dragon Law**.

The complete data of proper names that include in the names of objects group can be seen in the table below:

Table 4.5 Names of Objects

No	Data Number	ST	Page
1.	002/HTYD/BCM N	Viking	2
2.	005/HTYD/BCM N	the Dragon Initiation Program	2
3.	007/HTYD/BCM N	Initiation	2

No.	Data Number	ST	Page
4.	016/HTYD/BCM	the Hooligan Tribe	5
5.	019/HTYD/BCM	the Hairy Hooligan Tribe	5
6.	027/HTYD/BCM	Bashyball	10
7.	032/HTYD/BCM	the Berk national anthem	15
8.	043/HTYD/BCM	Dragonese	29
9.	048/HTYD/BCM	the Dragon Test	35
10.	050/HTYD/BCM	How to Train Your Dragon	35
11.	055/HTYD/BCM	Initiation Day	36
12.	056/HTYD/BCM	the Thor's-day Thursday Celebrations	36
13.	057/HTYD/BCM	a Hooligan of Berk	36
14.	058/HTYD/BCM	Thursday	38
15.	059/HTYD/BCM	Dragon-Catching Day	40
16.	064/HTYD/BCM	Sleep Coma	44
17.	073/HTYD/BCM	The Golden Rule of Dragon-Training	57
18.	074/HTYD/BCM	Looking After Your Killer Whale and Sharks and Other Great Pets	56
19.	076/HTYD/BCM	The Meathead Monthly	58
20.	077/HTYD/BCM	The Viking Times	58
21.	083/HTYD/BCM	Roman Legion	67
22.	094/HTYD/BCM	February	82
23.	097/HTYD/BCM	March	85
24.	103/HTYD/BCM	April	89
25.	104/HTYD/BCM	May	89
26.	107/HTYD/BCM	Unofficial Viking Law	94
27.	108/HTYD/BCM	Most Promising Dragon	96
28.	110/HTYD/BCM	the Final Initiation Test	101
29.	111/HTYD/BCM	piddly little Test	101
30.	112/HTYD/BCM	The Thor'sday Thursday Festival	101
31.	115/HTYD/BCM	the Meatheads	103
32.	118/HTYD/BCM	the Over-60s	104
33.	120/HTYD/BCM	June	105
34.	121/HTYD/BCM	The Young Heroes Final Initiation Test	105
35.	122/HTYD/BCM	Dirty Danes and pirate princesses	105
36.	123/HTYD/BCM	How Many Gulls' Egg You Eat in One Minute?	105
37.	124/HTYD/BCM	Axe-fighting Display	105
38.	126/HTYD/BCM	Ugliest Baby Contest	106
39.	131/HTYD/BCM	Merciless Meatheads	110
40.	132/HTYD/BCM	Hero of Heroes and Most Promising Dragon	110
41.	139/HTYD/BCM	the Elders of the Tribes	121
42.	144/HTYD/BCM	Roman	128
43.	149/HTYD/BCM	Council of War	130
44.	150/HTYD/BCM	the Big Drums	131
45.	152/HTYD/BCM	Early Icelandic Poetry	133
46.	155/HTYD/BCM	Viking War Cry	137

No.	Data Number	ST	Page
47.	169/HTYD/BCM	Council of Elders	158
48.	171/HTYD/BCM	It's-Hard-to-Be-a-Hero	160
49.	173/HTYD/BCM	Pure Adventure	161
50.	188/HTYD/BCM	Throatchoker Grip	179
51.	189/HTYD/BCM	Breathquencher Hug	179
52.	190/HTYD/BCM	Green Death's Death Song	182
53.	191/HTYD/BCM	Fiendishly Clever Plan	191
54.	192/HTYD/BCM	Dragon Law	196
55.	193/HTYD/BCM	Viking Military Funeral	204

B. Analysis of Translation Techniques

This subchapter presents the analysis of techniques used by translator in translating proper names into Indonesian. The analysis will be explained based on the techniques used by translator. There are eleven techniques used by translator; two of them are the combination of two techniques. They are rendition, copy, transcription, substitution, recreation, deletion, addition, transposition, conventionality, combination of rendition and copy, and combination of addition and copy.

The further analyses of techniques in each classification are discussed below:

1. Rendition

This technique is used when the name is transparent or a ST word whose meaning is transparent in the TT, remaining to its form (Fernandes, 2006: 51). Rendition is a technique to translate literally from ST into TT and it can be called direct translation. Most of data are translated by using this technique. There are 75 data (38.46%) that are rendered from ST into TT. The names that are translated using rendition technique are 9 names of creatures, 18 nicknames and titles, 16 geographical names, 32 names of objects.

The example of the names of creatures using rendition technique is explained below:

080/HTYD/BCM

ST: A real **Sea Dragon** is fifty times as big as that little creature.

TT: Seekor **Naga Laut** SUNGGUHAN berukuran lima puluh kali lebih besar daripada makhluk kecil itu.

The proper name **Sea Dragon** is mentioned on chapter 5 of the novel which tells about a conversation between Hiccup and Old Wrinkly. Old Wrinkly told a story about the power of sea dragon that could swallow ten large Viking ships in one gulp and not even notice. **Sea Dragon** in the story is a protagonist character. It is described as an evil creature as mentioned in statement on page 1: *Preposterously huge Sea Dragons that were twenty times as big as the Big Blue Whale and who killed for the fun of it.* From that statement, it can be seen the characters of the dragon. The proper name **Sea Dragon** is translated into **Naga Laut**. The name is easily translated by rendition since the name has equivalent words in TT and the meaning of the name in TT is also same with its meaning in ST.

The example of nicknames and title using rendition technique is explained below:

062/HTYD/BCM

ST: This amazing dragon could be the beginning of his transformation from ordinary old Hiccup, who wasn't particularly good at anything, into a **Hero of the Future!**

commit to user

TT: Naga ajaib ini bisa jadi pencetus perubahan dari Hiccup lama yang biasa, yang tidak pintar dalam segala hal, menjadi seorang **Pahlawan Masa Depan!**

The proper name **Hero of the Future** is mentioned on chapter 3 of the novel which tells about how a dragon can transform an ordinary Hiccup into Hero of the Future. **Hero of the Future** is a title for a Viking that is destined to great things in the future and she/he has to be clever and cunning, not just a big lump with over developed muscles.

The word **Hero of the Future** is literally translated into **Pahlawan Masa Depan** or in this case it is rendered from ST into TT. **Pahlawan** is the literal meaning of **Hero** and **Masa Depan** is the meaning of **Future** in TT. Therefore rendition is applied on this proper name. It is caused by ST name has equivalent words in TT.

The example of geographical names using rendition technique is explained below:

093/HTYD/BCMN

ST: He made that dragon's life as close to **Dragon Heaven** as he possibly could.

TT: Hiccup berusaha semampunya untuk menjadikan hidup naga itu sedekat mungkin dengan **Surga Naga**

The proper name **Dragon Heaven** is found on chapter 8 of the novel which tells about training section that is given for Toothless. Training Toothless in hard way was useless so that Hiccup tried another technique. He made
commit to user

Toothless's life as comfortable as in Dragon Heaven. Dragon Heaven is a place where Dragon would go after life. It can be seen from the meaning of Heaven, that the place should be full of peace and comfort. The place name **Dragon Heaven** is rendered directly into **Surga Naga** in TT. The proper name in ST has equivalent words in TT. The word **Dragon** is equivalent to **Naga** and **Heaven** is equivalent to **Surga** in TT. Therefore rendition is an appropriate technique to translate the above place name.

The example of names of objects using rendition technique is explained below:

173/HTYD/BCMN

ST: Along the way they even passed the wreck of one of Stoick's favorite ships, the **Pure Adventure**-

TT: Di perjalanan, mereka bahkan melewati puing-puing salah satu kapal favorit Stoick, **Petualangan Murni**-

Pure Adventure is only mentioned once on chapter 13 of the novel which tells about Hiccup who saw the wrecked ship at the trail up to Highest Point. The ship is **Pure Adventure** which is Stoick's favourite ship. The ship has been lost seven years ago. There is not any further explanation about the ship in the story. The ship name **Pure Adventure** is translated into **Petualangan Murni**. Because of the existence of the equivalent words in TT, the name **Pure Adventure** is translated by rendition.

The list of data using rendition technique can be seen in the table below:

Table 4.6 Rendition technique application on the data

Proper Names	Data Number	ST	TT	
Names of Creature	036/HTYD/BCM	Flamehuffers	Penyembur Api	
	080/HTYD/BCM	Sea Dragon	Naga Laut	
	084/HTYD/BCM	Killer Whale	paus pembunuh	
	100/HTYD/BCM	the Toothless Wonder	si Ompong Ajaib	
	106/HTYD/BCM	Black-backed Gull	burung laut punggung hitam	
	154/HTYD/BCM	Serpent	Naga	
	153/HTYD/BCM	Big Blue Whale	ikan paus biru besar	
	165/HTYD/BCM	the Green Death	Sang Kematian Hijau	
	175/HTYD/BCM	the Purple Death	Sang Kematian Ungu	
	Nicknames and Titles	023/HTYD/BCM	Warrior of the Tribe	Pejuang Suku
		029/HTYD/BCM	Miserable Tadpoles	Kodok-Kodok Sengsara
		044/HTYD/BCM	Hopeless Barnacles	Remis-Remis Tolol
		046/HTYD/BCM	Future Leader	Pemimpin Masa Depan
		062/HTYD/BCM	Hero of the Future	Pahlawan Masa Depan
		081/HTYD/BCM	Military Leader	pemimpin militer
		099/HTYD/BCM	Hunting Legend	Pemburu Legendaris
101/HTYD/BCM		Bullies	Tukang Gertak	
102/HTYD/BCM		Yellowbellies	Pengecut	
141/HTYD/BCM		Vicious Twins	Si Kembar Kejam	
143/HTYD/BCM		the great Beast	makhluk dahsyat	
160/HTYD/BCM		Beast from Hell	monster dari neraka	
163/HTYD/BCM		Invincible Monster	monster tak terkalahkan	
164/HTYD/BCM		Little Supper	Hidangan Makan Malam Kecil	
166/HTYD/BCM		Plankton Brain	Otak Plankton	
182/HTYD/BCM		little seaslug	Siput Laut Kecil	
183/HTYD/BCM	puny worm	Cacing Lembek		
195/HTYD/BCM	Masters of the Dragon	Majikan Naga		
Geographical Names	018/HTYD/BCM	Earth	muka bumi	
	020/HTYD/BCM	Wild Dragon Cliff	Tebing Naga Liar	
	021/HTYD/BCM	the Dragon Nursery	Ruang Bermain Anak-Anak Naga	
	072/HTYD/BCM	the Isle of Doom	Pulau Kutukan	

Proper Names	Data Number	ST	TT
	085/HTYD/BCM	Dragon Mountain	Gunung Naga
	093/HTYD/BCM	Dragon Heaven	Surga Naga
	105/HTYD/BCM	Long Beach	Pantai Panjang
	116/HTYD/BCM	Inner Ocean	Laut Bagian Dalam
	117/HTYD/BCM	Black Heart Bay	Teluk Hati Hitam
	133/HTYD/BCM	Mainland	Daratan Utama
	172/HTYD/BCM	Highest Point	Titik Tertinggi
	174/HTYD/BCM	Unlandable Cove	Ceruk Tak Terjamah
	177/HTYD/BCM	Gull's Nesting Place	Sarang Burung Laut
	184/HTYD/BCM	Death's Head Headland	Daratan Kepala Mati
	186/HTYD/BCM	Wrecker's Reef	Karang Penghancur
	187/HTYD/BCM	Headland's cliffs	Tebing Daratan Kepala Mati
Names of Objects	043/HTYD/BCM	Dragonese	Bahasa Naga
	050/HTYD/BCM	How to Train Your Dragon	Bagaimana Melatih Nagamu Sendiri
	052/HTYD/BCM	The Great Hall	Balairung
	055/HTYD/BCM	Initiation Day	Hari Penerimaan
	058/HTYD/BCM	Thursday	Kamis
	059/HTYD/BCM	Dragon-catching Day	Hari Menangkap Naga
	064/HTYD/BCM	Sleep Coma	Tidur koma
	073/HTYD/BCM	The Golden Rule of Dragon-Training	Pelatihan Emas dalam Pelatihan Naga
	074/HTYD/BCM	Looking After Your Killer Whale and Sharks and Other Great Pets	Menjaga Paus Pembunuh serta Hiu dan Binatang Peliharaan Luar Biasa Lain
	083/HTYD/BCM	Roman Legion	tentara Roma
	108/HTYD/BCM	Most Promising Dragon	Naga Paling Menjanjikan
	110/HTYD/BCM	the Final Initiation Test	Ujian Penerimaan Akhir
	118/HTYD/BCM	the Over-60s	60 tahun ke atas
	111/HTYD/BCM	piddly little Test	ujian kecil tak berguna
	121/HTYD/BCM	The Young Heroes Final Initiation Test	Ujian Penerimaan Akhir Pahlawan-Pahlawan Muda
123/HTYD/BCM	How Many Gulls' Egg You Eat in One Minute?	Berapa Banyak Telur Burung Laut yang Bisa Kauhabiskan dalam	

Proper Names	Data Number	ST	TT
	124/HTYD/BCMNI	Axe-fighting Display	Satu Menit? Pameran Perkelahian dengan Kapak
	126/HTYD/BCMNI	Ugliest Baby Contest	Kontes Bayi Paling Jelek
	139/HTYD/BCMNI	the Elders of the Tribes	Para Tetua Suku
	144/HTYD/BCMNI	Roman	Orang-orang Roma
	149/HTYD/BCMNI	Council of War	Dewan Perang
	150/HTYD/BCMNI	the Big Drums	Genderang Besar
	152/HTYD/BCMNI	Early Icelandic Poetry	Puisi Abad Awal Eslandia
	169/HTYD/BCMNI	Council of Elders	Dewan Tetua
	171/HTYD/BCMNI	It's Hard-to-Be-a-Hero	Betapa-Sulitnya-Menjadi-Seorang-Pahlawan
	173/HTYD/BCMNI	Pure Adventure	Petualangan Murni
	178/HTYD/BCMNI	Snotfeatures	Tampang Beringus
	188/HTYD/BCMNI	Throatchoker Grip	Cengkeraman Pencekik Tenggorokan
	189/HTYD/BCMNI	Breathquencher Hug	Dekapan Penghenti Napas
	190/HTYD/BCMNI	Green Death's Death Song	Lagu Kematian sang Kematian Hijau
	191/HTYD/BCMNI	Fiendishly Clever Plan	Rencana Busuk yang Cerdas
	192/HTYD/BCMNI	Dragon Law	Hukum Naga

2. Copy

In this technique, the names are reproduced in the translated text exactly as they appear in the source text (Fernandes, 2006: 51). Copy is similar to borrowing technique where the name is transferred exactly as appears as in source text. There are 15 data (7.69%) that are translated by copy technique. That 15 data consist of 7 names of person, 4 names of creature, 1 nickname and title, 1 geographical name and 2 names of objects.

The example of the names of person using copy technique is explained below:

022/HTYD/BCM

ST: There'd be nothing left of even a fatso like you, **Wartihog-**

TT: Tidak akan ada yang tersisa, bahkan dari anak gendut sepertimu, **Wartihog-**

The above name is found on chapter 1 of the novel and simply copied from ST into TT. Chapter 1 tells how Gobber the Belch insulted Wartihog. Gobber asked the novices to enter the Dragon Nursery and caught their own dragons. He told Wartihog to enter the cave quietly or he would become the first spring meal for three thousand hungry dragons.

Wartihog is the character of the youngest boy in the Hairy Hooligan Tribe but he already has pimples and personal odour problem. He is also a fat boy. In the children fiction story, the name of character sometimes represents the physical appearance of the character itself. There are two references that will lead to the meaning of Wartihog. The first reference is from the word **Warthog**. Warthog is “a wild African pig with heavy tusks, wartlike lumps on the face, and a mane of coarse hair” (Collins English Dictionary, 2003: 892). The second reference is from two words *wart* and *hog*. *Wart* means “a small hard raised part on someone's skin” (<http://www.ldoceonline.com/dictionary/>) and *hog* is a pig, especially one that is kept and made fat for eating” (Oxford Advanced Learner's Dictionary, 2000: 646). According to those two references, it can be imagined the physical appearances of **Wartihog**. Even though the name **Wartihog** can be explained and

interpreted in other words that will represent the true meaning of the name, but the translator decided to only copy the name without any further explanation. It may confuse the readers since they do not know the connection between the name and physical appearances of the character and also the story can be less attractive.

The example of the names of creature using copy technique is explained below:

145/HTYD/BCM

ST: Imagine an animal about twenty times as large as a **Tyrannosaurus Rex**

TT: Coba kau bayangkan seekor binatang yang besarnya dua puluh kali **Tyrannosaurus Rex**.

The name **Tyrannosaurus Rex** is mentioned on chapter 11 of the novel. It tells about the size comparison between **Tyrannosaurus Rex** and the Green Death. **Tyrannosaurus Rex** in the story refers to a real animal that exists millions years ago. The name **Tyrannosaurus Rex** remains untranslated in TT because the name is a kind of scientific name that shows the type of species. However, the name is only copied without any additional information and it will confuse the target readers which are children.

The example of nicknames and title using copy technique is explained below:

009/HTYD/BCM

ST: "You can't put Hiccup in charge, **sir**, he's USELESS."

TT: "Anda tidak bisa menyuruh Hiccup memimpin, **Sir**, dia TIDAK BERGUNA."

The proper name **Sir** that is mentioned on chapter 1 refers to Gobber the Belch. It is said by Dogsbreath the Duhbrain that wanted to tell Gobber that Hiccup cannot be the leader to lead the Dragon-Catching Day event. The word **Sir** is used to speaking to a man in order to be polite and shows respect. The word **Sir** is only copied from ST into TT without translating it into equivalent word such as **Pak**.

The example of geographical names using copy technique is explained below:

031/HTYD/BCMN

ST: OR BREAKFASTING WITH WODEN IN VALHALLA WITH DRAGONS' TEETH IN YOUR BOTTOM!" screamed Gobber with horrible enthusiasm.

TT: ... ATAU SARAPAN DENGAN ODIN DI VALHALLA DENGAN GIGI NAGA YANG MENANCAP DI PANTAT KALIAN!" teriak Gobber dengan antusiasme yang mengerikan.

The proper name **Valhalla** is found on chapter 1 of the novel which tells about Gobber's howl to the novices. He fiercely asked the novices to catch their own dragons in half an hour or they would die and go to Valhalla. "In Norse mythology, **Valhalla** (from Old Norse Valhöll "hall of the slain") is a majestic, enormous hall located in Asgard, ruled over by the god Odin" (<http://en.wikipedia.org/wiki/Valhalla>). **Valhalla** is a name of place and there is

not any equivalent word for the name of place in TT, thus **Valhalla** is translated by copy from ST into TT.

The examples of the names of objects using copy technique are explained below:

Example 1:

076/HTYD/BCM

ST: "A brilliant book." **The Meathead Monthly**

TT: "Buku yang luar biasa." **The Meathead Monthly**

Example 2:

077/HTYD/BCM

ST: "Yobbish is a genius." **The Viking Times**

TT: "Yobbish adalah seorang genius." **The Viking Times**

The above proper names are names of newspaper published by Viking people and found on chapter 4 of the novel. Both the names are copied from ST into TT. The names of magazine or newspaper are commonly untranslated.

The list of data using copy technique can be seen in the table below:

Table 4.7 Copy technique application on the data

Proper Names	Data Number	ST	TT
Personal Names			
Names of Person	022/HTYD/BCM	Wartihog	Wartihog
	034/HTYD/BCM	Clueless	Clueless
	070/HTYD/BCM	Ermintrude	Ermintrude
	078/HTYD/BCM	Valhallarama	Valhallarama
	125/HTYD/BCM	Goggletoad	Goggletoad
	127/HTYD/BCM	Thuggory	Thuggory
	158/HTYD/BCM	Agatha	Agatha
Names of Creature	135/HTYD/BCM	Killer	Killer
	137/HTYD/BCM	Alligatiger	Alligatiger

Proper Names	Data Number	ST	TT
	138/HTYD/BCM	Brightclaw	Brightclaw
	145/HTYD/BCM	Tyrannosaurus Rex	Tyrannosaurus Rex
Nickname and Title	009/HTYD/BCM	Sir	Sir
Geographical Name	031/HTYD/BCM	Valhalla	Valhalla
Names of Objects	076/HTYD/BCM	The Meathead Monthly	The Meathead Monthly
	077/HTYD/BCM	The Viking Times	The Viking Times

3. Transcription

Transcription is a technique in which an attempt is made to transcribe a name in the closest-sounding letters of a different target alphabet (Fernandes, 2006: 51). In other words, this technique occurs when a name is transliterated or adapted at the level of morphology, phonology, grammar, etc., usually to conform to the target language system. There are 10 data (5.13%) that are translated by transcription technique. That data consist of 1 name of person, 2 names of creature, 1 geographical name, and 6 names of objects.

The example of name of person using transcription technique is explained below:

051/HTYD/BCM

ST: If you are worried about the training process, you should study a book called How to Train Your Dragon by **Professor Yobbish**, which you will find in the fireplace of the Great Hall."

TT: Kalau kalian khawatir soal proses pelatihan, kalian harus mempelajari buku Bagaimana Melatih Nagamu Sendiri karya **Profesor Yobbish**, yang bisa kalian temukan di perapian balairung."

The above proper name is mentioned on chapter 3 of the novel. It tells about Gobber the Belch who gave suggestion to the novices to learn a book written by Proffesor Yobbish. The book is about how to train the dragon and become The Master of Dragon. **Professor Yobbish** is Viking expert in dragon and he has written several books, one of those is How to Train Your Dragon. In target text, the name becomes **Profesor Yobbish**. The name is transcribed and adapted into Indonesian spelling system. The word **Professor** is transcribed into **Profesor** which is appropriate with standard Indonesian spelling system and **Yobbish** remains unchanged in target text because the name **Yobbish** does not have any literal meaning and only as a label.

The example of names of creature using transcription technique is explained below:

151/HTYD/BCMN

ST: "It's a Sea-dragonus **Giganticus Maximus**, and a particularly big one, I'd say.

TT: "Dia adalah Naga Lautus **Gigantismus Maksimus**, dan menurutku agak lebih besar dari biasanya.

Sea-dragonus **Giganticus Maximus** is the other name of The Green Death. That Sea Dragon is the dragon that the Viking will fight. It is the dragon that feared by Viking because of its enourmous size and ferocious character. The name Giganticus Maximus is mentioned on the story after chapter 11 and it is transcribed and adapted into Indonesian writing system **Gigantismus Maksimus**.

The example of geographical names using transcription technique is explained below:

014/HTYD/BCM

ST: Where do you think you are, the **REPUBLIC OF ROME**?

TT: Memang kalian pikir **REPUBLIK ROMA**?

Republic of Rome refers to Rome in reality, the capital of Italy. It is only mentioned once on chapter 1 of the novel. **Republic of Rome** is transcribed based on Indonesian spelling system into **Republik Roma**.

The examples of names of objects using transcription technique are explained below:

Example 1:

094/HTYD/BCM

ST: By mid **February**, the winter was coming to an end on Berk, and the snowy season had turned into the rainy season.

TT: Pada pertengahan bulan **Februari**, musim dingin di Pulau Berk mendekati akhir, dan musim berubah menjadi musim hujan.

Example 2:

097/HTYD/BCM

ST: February turned into **March** and Hiccup was still thinking.

TT: Bulan Februari bergeser menjadi **Maret** dan Hiccup masih berpikir.

Both names of months are mentioned on chapter 8 of the novel. The names of months are usually transcribed to adapt with Indonesian spelling system.

The list of data using transcription technique can be seen in the table below:

Table 4.8 Transcription technique application on the data

Proper Names	Data Number	ST	TT
Personal Names			
Names of Person	051/HTYD/BCM N	Professor Yobbish	Profesor Yobbish
Names of Creature	151/HTYD/BCM N	Sea-dragonus Giganticus Maximus	Naga Lautus Gigantismus Maksimus
	180/HTYD/BCM N	Seadragonus Pusillanimus Min-imus	Naga Lautus Kerdilus Minimus
Nickname and title	071/HTYD/BCM N	Professor Yobbish BA, MA Hons, Cantab. Etc	Profesor Dr Yobbish B.A. M.A Hons. Dll
Geographical Names	014/HTYD/BCM N	Republic of Rome	Republik Roma
Names of Objects	094/HTYD/BCM N	February	Februari
	097/HTYD/BCM N	March	Maret
	103/HTYD/BCM N	April	April
	104/HTYD/BCM N	May	Mei
	120/HTYD/BCM N	June	Juni

4. Substitution

Substitution is a technique that substitutes the name in ST into another name in TT that does not have any same references or meaning (Fernandes, 2006: 52). The names in ST and TT also are not related in the terms of form or semantic significance. There are 9 data (4.62%) that are translated by substitution technique. The data consist of 2 names of creature, 3 nicknames and title, 3 geographical names, and 1 name of object.

The example of names of creature using substitution technique is explained below:

047/HTYD/BCM

ST: "This is your initiation, not a day out in the country! Silence or you'll be lunching on **Lugworms** for the rest of your lives!"

TT: "Ini hari penerimaan kalian, bukan hari tamasya di hutan! Diam, atau kalian akan makan **Cacing Layar** seumur hidup kalian!"

The proper name **Lugworm** is mentioned on chapter 3 of the novel. It tells about a threat given by Gobber to the novices when he saw the fighting between them. The word **Lugworm** is only mentioned in the story when Gobber the Belch uses **Lugworm** to threaten the novices. The word **Lugworm** is translated into **Cacing Layar**. However, **Cacing Layar** is not correct translation for **Lugworm**. **Lugworm** refers to "a large worm which lives in burrows on sandy shores and is often used as bait by fishermen" (Collins English Dictionary, 2003: 451) According the definition of **Lugworm**, the translation of the name that will be equivalent in TT is **cacing laut** or **cacing pantai**. Because of the translator translates the name into **Cacing Layar** that does not have any references in TT, the name is listed in translation using substitution technique.

The example of nicknames and title using substitution technique is explained below:

168/HTYD/BCM

ST: YOU shut up or I will tear you limb from limb and feed you to the gulls, you winkle-hearted, seaweed-brained, limpet-eating **PIG**."

TT: KAU tutup mulutmu atau aku akan mengacak-acak ususmu dan memberikannya pada burung laut, dasar **PLANKTON** berhati siput laut, berotak rumput laut, pemakan tiram batu!”

The above proper name is mentioned on chapter 13 of the novel. The name is a rude nickname that is yelled by Thuggory of the Meathead to Snotlout. He was mad to Snoutlout who was so full of himself and thought that he was better than anyone. So that he called Snoutlout as winkle-hearted, seaweed-brained, limpet-eating **PIG**. The meaning of **Pig** is **Babi** and is not appropriate word in TT. Therefore the translator substituted the name **Pig** with unrelated word **Plankton**. The word **Plankton** itself has been mentioned several times before on the novel as a mocking nickname. Therefore the technique used by translator to translate the name is substitution.

The example of geographical names using substitution technique is explained below:

042/HTYD/BCM

ST: The boys scrambled over the slimy pebbles at the edge of the beach and back up **Madman's Gully**, the gorge they had climbed through a couple of hours before.

TT: Anak-anak itu berhamburan di atas hamparan kerikil besar berlendir di tepi pantai. Mereka lalu menyusuri **Semenanjung Sinting**, ngarai sempit yang sudah dilalui beberapa jam sebelumnya.

The proper name Madman's **Gully** is found on chapter 3 of the novel. After the boys caught their dragons, they went back and passed through

Madman's Gully. Madman's **Gully** is located at the west part of the Isle of Berk. **Gully** is "a channel or small valley, originally worn away by running water" (Collins English Dictionary, 2003: 335). However, translator translated it into **Semenanjung** which means "bagian daratan yang menjorok ke laut, jazirah" (KBBI, 2005: 1029). The definitions of the two words have clearly explained the difference between the words. **Semenanjung** is called peninsula in ST than **gully** can be called as small valley. It can be concluded the translator used substitution technique to substitute the word **Gully** which have literally meaning **bukit** with the word **Semenanjung** as its translation.

The example of names of objects using substitution technique is explained below:

007/HTYD/BCMN

ST: "PAY ATTENTION!" screamed Gobber the Belch, the soldier in charge of teaching **Initiation**.

TT: "PERHATIAN!" teriak Gobber the Belch-Gobber si Tukang Sendawa, prajurit yang bertugas mengajar **para anggota baru**.

The above proper name is found on chapter 1 of the novel which tells about the introduction of Initiation Program. **Initiation Program** is a program for novices who want to enter the Hairy Hooligan Tribe. **Initiation** is "the act of somebody becoming a member of group, often with a special ceremony" (Oxford Advanced Learner's Dictionary, 2000: 698). Considering the context of text, translator focuses the translation on the subject of the initiation. Thus **Initiation** is translated into **para anggota baru** instead of **Upacara Penerimaan**. The

technique that is use to translate the word **Initiation** into **Para Anggota Baru** is substitution.

The list of data using substitution technique can be seen in the table below:

Table 4.9 Substitution technique application on the data

Proper Names	Data Number	ST	TT
Personal Names			
Names of creature	035/HTYD/BCM	Glowworms	Cacing Pedar
	047/HTYD/BCM	Lugworms	Cacing Layar
Nicknames and Titles	017/HTYD/BCM	suffering scallops	Kerang Kampret
	161/HTYD/BCM	Gnat Destroyer	sang Penghancur Besar
	168/HTYD/BCM	winkle-hearted, seaweed-brained, limpet-eating PIG	PLANKTON berhati siput laut, berotak rumput laut, pemakan tiram batu
Geographical Names	042/HTYD/BCM	Madman's Gully	Semenanjung Sinting
	119/HTYD/BCM	Marooner's Rock	Batu Terdampar
	179/HTYD/BCM	Porpoise Point	Dataran Babi Laut
Names of Objects	007/HTYD/BCM	Initiation	para anggota baru

5. Recreation

Recreation technique is recreating an invented name in the SL text into the TL text, thus trying to reproduce similar effects of this newly-created referent in another target cultural setting (Fernandes, 2006: 52). There are 2 data (1.03%) that are translated by recreation technique. They are 2 names of creature.

The examples of names of creature using recreation technique are explained below:

Example 1:

041/HTYD/BCMN

ST: Most of **the Nadders** snapped crossly at each other before settling back down to sleep.

TT: Kebanyakan **Naga Cerewet** itu memaki satu sama lain dengan galak sebelum kembali mencari posisi nyaman untuk tidur.

Example 2:

065/HTYD/BCMN

ST: You reach for a **Deadly Nadder** and what do you get?

TT: Kau mencari **Naga Cerewet Mematikan** dan apa yang kaudapatkan?

The first example of proper name is found on chapter 2 of the novel which tells about how Fishlegs yanked one of dragon on the pile of Nadders and every boy who saw that gave horrified gasps. The second example is found on chapter 3 which tells the argument between Hiccup and Fishlegs. Fishlegs argued that Hiccup should get a monstrous dragon and meant to be a Hero.

The word **Nadder** does not have a literal meaning both in ST and TT. Thus translator used recreation technique to translate the proper name **Nadders** into **Naga Cerewet**. The character **Nadder** in the story is aggressive and has a quick and explosive temper. Seeing from the translation and the characteristic of the **nadder**, there is not any similarity. There is possibility that the word **cerewet** is rendered from the word **nagging** that has similarity in the pronunciation.

The list of data using recreation technique can be seen in the table below:

Table 4.10 Recreation technique application on the data

Proper Names	Data Number	ST	TT
Personal Names			
Names of Creature	041/HTYD/BCM	the Nadders	Naga Cerewet
	065/HTYD/BCM	Deadly Nadder	Naga Cerewet Mematikan

6. Deletion

Deletion (\emptyset) as a technique involves removing a source-text name or part of it in the target text (Fernandes, 2006: 53). It usually occurs when such names are apparently of little importance to the development of the narrative, and are not relevant enough for the effort of comprehension required for their readers. There are 3 data (1.54%) that are translated by deletion technique. The data consist of 1 name of person, 1 nickname and title, and 1 name of object.

The example of names of person using deletion technique is explained below:

012/HTYD/BCM

ST: "SILENCE!" roared **Gobber the Belch**.

TT: "DIAM!" teriak **Gobber**.

The above proper name is mentioned on chapter 1 of the novel. **Gobber the Belch** is given an authority to train the Hooligans novices in various skills needed to become a Viking. **Gobber the Belch** is a personal name that indicates personal traits of the character. In target text, the name **Gobber the Belch** is only

translated into **Gobber**. The part of name that indicates the personal trait is deleted in target text, so that the message is not transferred fully.

The example of nicknames and title using deletion technique is explained below:

045/HTYD/BCM

ST: WHICH OF YOU **USELESS MOLLUSKS** WAS RESPONSIBLE FOR WAKING UP THE DRAGONS????"

TT: **HEWAN LEMBEK** MANA DI ANTARA KALIAN YANG BERSALAH KARENA MEMBANGUNKAN NAGA-NAGA?

Useless Mollusks is a nickname for Viking novices given by Gobber the Belch. On chapter 3, it is told that **Gobber the Belch** was angry with the novices at Dragon-Catching day when one of them waking up the dragon and he called them **Useless Mollusks**. The translation in TT is **Hewan Lembek**. The translation **Hewan Lembek** only represents the meaning of the word **Mollusks**, then the word **Useless** is deleted in TT. That technique makes the nickname is included in deletion.

The example of names of object using deletion technique is explained below:

132/HTYD/BCM

ST: "Will receive the extra glory of being called the **Hero of Heroes and Most Promising Dragon**.

TT: "Akan menerima anugerah tambahan berupa julukan **Pahlawan dari Segala Pahlawan**."

The proper name **Hero of Heroes and Most Promising Dragon** is found on chapter 10 of the novel. **Hero of Heroes and Most Promising Dragon** is an award or appreciation name for the novice and his dragon if they can impress the judge and win the competition on the Thors'day Thursday Festival. The name is translated into **Pahlawan dari Segala Pahlawan** in TT. There is part of the name that is not translated or it is deleted. The deletion occurs in the part of the name **Most Promising Dragon**. Translator only translated the part **Hero of Heroes** into **Pahlawan dari Segala Pahlawan**.

The list of data using deletion technique can be seen in the table below:

Table 4.11 Deletion technique application on the data

Proper Names	Data Number	ST	TT
Personal Names			
Names of Person	012/HTYD/BCM	Gobber the Belch	Gobber
Nicknames and Titles	045/HTYD/BCM	Useless Mollusks	Hewan Lembek
Names of Objects	132/HTYD/BCM	Hero of Heroes and Most Promising Dragon	Pahlawan dari Segala Pahlawan

7. Addition

Addition is a technique which is added extra information to the original name, making it more comprehensible and appealing to its target readers or to avoid ambiguities (Fernandes, 2006: 53). There are 27 data (13.85%) that are translated by addition technique. The data consist of 3 names of person, 15 names of creature, 3 nicknames and title, 6 names of objects.

The example of names of person using addition technique is explained below:

040/HTYD/BCM

ST: He swallowed hard, muttered a prayer to **Loki**, the patron saint of sneaky exploits, and edged forward cautiously to grab the most unconscious-looking dragon, so he could get out of this nightmare as fast as possible.

TT: Hiccup menelan ludah, mengingat-ingat **Loki, dewa Viking** pelindung kegiatan kepahlawanan sembunyi-sembunyi, dan melangkah ke depan dengan hati-hati untuk mengambil seekor naga yang tampak paling tidak sadar, supaya dia bisa melalui mimpi buruk ini secepat mungkin.

The above proper name is mentioned on chapter 2. **Loki** is a name of God of Viking and prayed by Hiccup when he wanted to catch a dragon. In target reader's culture there is not any God called **Loki**. **Loki** is a God that always mentioned in story related to Viking story. The name **Loki** in target text is added with information and the translation becomes **Loki, dewa Viking**. The name **Loki** cannot be literally translated because it is a name of historical person and there is not any name that will represent **Loki** in the target reader's culture.

The example of names of creature using addition technique is explained below:

063/HTYD/BCM

ST: This dragon was more comparable to a **West Highland Terrier**.

TT: Ukuran naga ini lebih pantas dibandingkan dengan **anjing Terrier Dataran Tinggi Barat**.

West Highland Terrier is mentioned on chapter 3 and it only appears once when **West Highland Terrier** is used for comparison with Toothless. **West Highland Terrier**, “commonly known as the Westie, is a Scottish breed of dog with a distinctive white coat” (http://en.wikipedia.org/wiki/West_Highland_White_Terrier). In Indonesia, people might not know this kind of dog, even some people does not know what is **West Highland Terrier** refers to. For that reason, additional information is important. Translator gives additional information to the translation and it becomes **anjing Terrier Dataran Tinggi Barat**.

The example of nicknames and title using addition technique is explained below:

181/HTYD/BCMN

ST: "Greetings, O Seadragonus Pusillanimus Min-imus, from my Father, the **Terror of the Seas**.

TT: “Salam, Oh Naga Lautus Kerdilus Minimus, dari ayahku, **sang Teror Laut yang perkasa**.

Terror of the Seas is one of title or nickname of Stoick the Vast. The nickname is mentioned on chapter 14 and at that page it is described how great Stoick the Vast could be as state in the statement: *He is feeling like feasting on the barbarians and if you get in his way. He will feast on YOU. swim away, little seaslug, and you will be safe ~ but stay, on this island and you will feel the sharpness of his claws and the fierceness of his fire.*

The nickname is translated into **sang Teror Laut yang perkasa**. There are additional words **yang perkasa** and it makes the nickname is translated by addition.

The examples of names of objects using addition technique are explained below:

Example 1:

002/HTYD/BCM

ST: Long ago, on the wild and windy isle of Berk, a smallish **Viking** with a longish name stood up to his ankles in snow.

TT: Dahulu kala, di Pulau Berk yang liar dan berangin, ada seorang anak laki-laki **Bangsa Viking** yang agak kecil dengan nama yang agak panjang.

The above proper name is found on chapter 1 of the novel. It is the part of introduction of Hiccup and his tribe. **Viking** is translated into **Bangsa Viking** using addition technique. The addition of the word *bangsa* is to clarify the meaning of the name. The readers might not know what the **Viking** is. Thus with the additional word *bangsa*, readers will potentially understand the meaning of **Viking**.

Example 2:

048/HTYD/BCM

ST: "So you have all passed the first part of the **Dragon Test**."

TT: "Jadi kalian semua sudah melewati bagian pertama **Ujian Penerimaan Awal dengan Menangkap Naga.**"

Addition is effective to avoid the ambiguity in understanding the meaning of translation. The above proper name is mentioned on chapter 1 of the novel. Dragon Test was the very first test to become a Hero of the Tribe. Dragon Test was a test to catch a dragon at the Dragon Nursery. The **Dragon Test** will be meant **Ujian Naga** if it is literally translated. Therefore the translation is added words to convey the real message of the name. The translation **Ujian Penerimaan Awal dengan Menangkap Naga** will erase ambiguity rather than **Ujian Naga** only.

The list of data using addition technique can be seen in the table below:

Table 4.12 Addition technique application on the data

Proper Names	Data Number	ST	TT
Personal Names			
Names of Person	008/HTYD/BCMN	Dogsbreath the Duhbrain	Dogsbreath the Duhbrain (Dogsbreath punya napas yang memabukkan dan otaknya mungkin sebesar otak udang, karena itu dia dinamai begitu)
	010/HTYD/BCMN	Snotface Snotlout	Snotface Snotlout (dia dinamai begitu karena Snotface Snotlout berarti muka ingus-wajahnya selalu berlumuran ingus-dan berandalan).
	040/HTYD/BCMN	Loki	Loki, dewa Viking
Names of Creature	024/HTYD/BCMN	Monstrous Nightmare	Naga Monster Mimpi Buruk
	028/HTYD/BCMN	the Basic Browns	Naga Cokelat Asli

Proper Names	Data Number	ST	TT
	030/HTYD/BCM	The Common or Garden	Naga Biasa atau Naga Kebun
	039/HTYD/BCM	Gronckle	Naga Gronckle
	063/HTYD/BCM	West Highland Terrier	anjing Terrier Dataran Tinggi Barat
	086/HTYD/BCM	Fiddlesticks	Fiddlesticks si kucing
	089/HTYD/BCM	the Toothless Daydream	Naga Lamunan Ompong
	090/HTYD/BCM	Daydream	Naga Lamunan Ompong
	091/HTYD/BCM	King Daggerfangs	Raja Naga Taring Pedang
	092/HTYD/BCM	The Royal Daydreams	Naga Lamunan Bangsawan
	096/HTYD/BCM	Horrorcow	Horrorcow-Sapi Betina Penuh Horor
	098/HTYD/BCM	Seaslug	Seaslug-Hantaman dari Laut
	129/HTYD/BCM	mongrel Nightmares	Naga Monster Mimpi Buruk Campuran
	185/HTYD/BCM	Purple Horror	si Horor Ungu yang Agung
	194/HTYD/BCM	Phoenix	burung Phoenix
Nicknames and Titles	004/HTYD/BCM	Hiccup	Hiccup (baca: Hik-kap, dia mendapat nama cegukan karena dia memang sering cegukan)
	181/HTYD/BCM	The Terror Of The Seas	Sang Teror Laut Yang Perkasa
	136/HTYD/BCM	S-S-Sloppy. Snob	Naga Sombong S-S-Sembrono
Names of Objects	002/HTYD/BCM	Viking	Bangsa Viking
	005/HTYD/BCM	the Dragon Initiation Program	Program Penerimaan Awal dengan Menangkap Naga
	048/HTYD/BCM	the Dragon Test	Ujian Penerimaan Awal dengan Menangkap Naga
	056/HTYD/BCM	the Thor's-day Thursday Celebrations	Perayaan Thor'sday Thursday-Hari Kamis Thor

Proper Names	Data Number	ST	TT
	057/HTYD/BCMN	a Hooligan of Berk	suku Hooligan Pulau Berk
	115/HTYD/BCMN	the Meatheads	Suku Meathead

8. Transposition

Transposition is defined as a technique that replaces one word class with another without changing the original message and it also involves the changing of structural words (Fernandes, 2006: 54). There are 2 data (1.93%) that are translated by transposition technique. The data consist of 1 name of person and 1 name of objects.

The example of names of person using transposition technique is explained below:

134/HTYD/BCMN

ST: There was a huge clapping for **Snotface Snotlout** and his dragon, Fireworm, rivalled only by the mighty cheering for Thuggory the Meathead and his dragon, Killer.

TT: Terdengar tepukan tangan yang sangat meriah untuk **Snotlout Snotface** dan naganya, Fireworm, yang hanya ditandingi oleh seruan yang sama meriahnya untuk Thuggory dari meathead dan naganya, Killer.

The name **Snotface Snotlout** is mentioned on chapter 10. **Snotface Snotlout** is Hiccup's cousin and son of Baggybum the Beerbelly. He is the next in line to be chief of Hooligan Tribe if there were something happen to Hiccup. Unlike Hiccup, **Snotlout** is strong and excels at being Viking.

The name **Snotface Snotlout** is a personal name that indicates the physical appearance of the character. However in the example above, **Snotface Snotlout** is

translated into **Snotlout Snotface** that indicates the application of transposition techniques. The name is not translated with equivalent word in TT, but translator adapts the name into Indonesian structural form of words.

The example of names of objects using transposition technique is explained below:

112/HTYD/BCM

ST: **The Thor'sday Thursday Festival** is the biggest event of the year.

TT: **Festival Thor'sday Thursday** adalah acara terbesar sepanjang tahun.

The above proper name is found on chapter 9 of the novel. **Thor'sday Thursday Festival** is the biggest event in Hooligan Tribe. The Final Initiation Test is also held at **Thor'sday Thursday Festival**. That name of event is only transpositioned into **Festival Thor'sday Thursday** without any rendition. This is due to adapt the Indonesian grammatical system.

The list of data using transposition technique can be seen in the table below:

Table 4.13 Transposition technique application on the data

Proper Names	Data Number	ST	TT
Personal Names			
Names of Person	134/HTYD/BCM	Snotface Snotlout	Snotlout Snotface
Names of Objects	112/HTYD/BCM	The Thor'sday Thursday Festival	Festival Thor'sday Thursday

9. Conventinality

This technique occurs when a TL name is conventionally accepted as the translation of a particular SL name (Fernandes, 2006: 55). It is commonly used

with names of historical/literary figures and geographical locations. There are 6 data (3.08%) that are translated by conventionality technique. The data consist of 2 names of person and 4 nicknames and title.

The examples of names of person using conventionality technique are explained below:

Example 1:

095/HTYD/BCM

ST: "What, in **Woden's name**, are you doing?" asked Fishlegs when he came across Hiccup digging a large hole just outside the house (pg.82).

TT: "**Demi Odin**, apa yang kaulakukan? Tanya Fishlegs, saat dia menemukan Hiccup sedang menggali sebuah lubang besar di luar rumah (pg.106).

Example 2:

109/HTYD/BCM

ST: "**Whimpering Wodens**," said Hiccup (pg.99).

TT: "**Demi Odin**," kata Hiccup (pg.125).

The first example is found on chapter 8 and the second example is on chapter 9 of the novel. **Woden** in Germanic religion and mythology is the supreme God. **Woden** was widely known as a god of war, but he was important also as a god of learning, of poetry, and of magic (<http://www.encyclopedia.com/topic/Woden.aspx>). The proper names **Woden**, both in the examples above are conventionalized into target culture, as an **Odin**. Even though the proper name

Odin doesnot usually appear in Indonesian children story, but the name **Odin** has been conventionalized as translation of **Woden**.

The list of data using conventionality technique can be seen in the table below:

Table 4.14 Conventionality technique on the data

Proper Names	Data Number	ST	TT
Personal Names			
Names of Person	095/HTYD/BCM	Woden's name	Demi Odin
	109/HTYD/BCM	Whimpering Wodens	Demi Odin
Nicknames and Titles	013/HTYD/BCM	The Chief	Kepala Suku
	162/HTYD/BCM	Humans	Anak Manusia
	167/HTYD/BCM	Novices	Peserta Ujian
	170/HTYD/BCM	Boyo	Penerimaan Anggota Sobat

10. Copy and Rendition

There is possibility to combain two or more different techniques for one translation process. Copy and rendition are used by translator to translate some of the proper names. Some part of the name is copied and the other part is rendered into TT. There are 29 data (14.87%) that are translated using the combination of two techniques; copy and rendition. The data consist of 10 names of person, 6 nicknames and titles, 1 name of creature, 3 geographical names, and 9 names of objects.

The example of names of person using combination copy and rendition techniques is explained below:

026/HTYD/BCM

ST: Hiccup's father was **Stoick the Vast**, the fearsome chief of the Hairy Hooligan tribe.

TT: Ayah Hiccup adalah **Stoick Agung**, kepala suku yang ditakuti oleh Suku Hooligan Berbulu.

The above personal name is mentioned on chapter 1 of the novel. **Stoick the Vast** is Hiccup's father and the short-tempered chief of the Hairy Hooligan tribe. The combinations among all techniques are possible. For example is the proper name **Stoick the Vast** that is translated into **Stoick Agung**. **Stoick** is the name of Hooligan Tribe's Chief and he is called by **Stoick the Vast** because of his greatness leadership. Translator decides to only render the word **Vast** which is translated into **Agung**. And the name of the Chief itself **Stoick** is copied into TT without any changes.

The example of names of creature using combination copy and rendition techniques is explained below:

130/HTYD/BCM

ST: We pure green bloods descended from **the great Ripperclaw** himself would never dream of doing anything so common."

TT: Kami para naga berdarah hijau murni keturunan langsung **Ripperclaw Agung** tidak akan bermimpi untuk melakukan sesuatu yang begitu jelata."

The character **Ripperclaw** is mentioned on chapter 10. The character is minor character and just mentioned once in the story. There is no further information about **Ripperclaw** on the book. In the story, the **great Ripperclaw** is only described as the great ancestor of Fireworm, as it is stated on page 108: "*An aristocrat never growls,*" purred Fireworm sweetly. "*You must be one of those mongrel Nightmares. We pure greenbloods descended from the great Ripperclaw himself would never dream of doing anything so common.*"

There is no additional information in the book that shows about the character or physical appearances of the great of **Ripperclaw**. Translator only translated the word **great** into **Agung** because it has literal meaning in TT. However, the word **Ripperclaw** is copied to the TT because there is not any reference or equivalent word in TT.

The example of geographical names using combination copy and rendition techniques is explained below:

001/HTYD/BCM N

ST: Long ago, on the wild and windy **isle of Berk**, a smallish Viking with a longish name stood up to his ankles in snow.

TT: Dahulu kala, di **Pulau Berk** yang liar dan berangin, ada seorang anak laki-laki bangsa Viking yang agak kecil dengan nama yang agak panjang.

The above proper name is found on chapter 1 of the novel that introduces the character of Hiccup, Viking boy who lives at Isle of Berk. The **Isle of Berk** is home to the Hooligan Tribes. It is one of the smallest inhabited islands in the Barbaric Archipelago (<http://www.howtotrainyourdragonbooks.com/>). The above

place name is translated into **Pulau Berk**. It means that the name is partly copied and rendered from ST into TT. The word **Isle** is rendered into **Pulau** which its equivalent in TT, and because the word **Berk** is name of place, thus it is kept originally.

The example of names of objects using combination copy and rendition techniques is explained below:

155/HTYD/BCM

ST: Four hundred Viking voices screamed as one: "GO AWAY!" and added for good measure the **Viking War Cry**.

TT: Empat ratus orang Viking berteriak serempak, "PERGI!" dan menambahkan **Jeritan Perang Bangsa Viking** sebagai tambahannya.

The above proper name is found on chapter 11 of the novel. It tells about how Hooligan Hairy and Meathead Tribes used **Viking War Cry** technique to cast out the Sea-dragonus Giganticus Maximus. Translator partly copied and rendered the proper name of **Viking War Cry**. The part of name that is copied is the word **Viking**. **Viking** is translated into **bangsa Viking**, and the following words **War Cry** is translated into **Jeritan Perang**. Adapting the Indonesian's word-form, the translation became **Jeritan Perang Bangsa Viking**.

The list of data using combination copy and rendition technique can be seen in the table below:

Table 4.15 Copy and rendition technique application on the data

Proper Names	Data Number	ST	TT
Personal Names			
Names of Person	003/HTYD/BCM	Hiccup Horrendous	Hiccup Horrendous Haddock Ketiga,

		Haddock the Third, the Hope and Heir to the Tribe of the Hairy Hooligans	Harapan dan Ahli Waris Takhta Suku Hooligan Berbulu
	026/HTYD/BCM 033/HTYD/BCM	Stoick the Vast Dogsbreath the Duhbrain	Stoick Agung Dogsbreath si Otak Udang
	060/HTYD/BCM 075/HTYD/BCM	Old Wrinkly Squidface the Terrible	Wrinkly Tua Squidface si Buruk Rupa
	128/HTYD/BCM	Chief Mogadon the Meathead's Terrible Tuffnut	Mogadon, Kepala Suku Meathead Tuffnut si Bengis
	140/HTYD/BCM 142/HTYD/BCM	Hairy Scary Librarian	Hairy Scary si Pustakawan
	156/HTYD/BCM 176/HTYD/BCM	the mighty Thor Dogsbreath the Duhbrain	Thor Yang Agung Dogsbreath si Goblok
Nicknames and Titles	015/HTYD/BCM	Viking Hero	Pahlawan Bangsa Viking
	038/HTYD/BCM	Chief of the Hairy Hooligan Tribe	Kepala Suku Hooligan Berbulu
	049/HTYD/BCM	Sons of Thor	anak-anak Thor
	061/HTYD/BCM 082/HTYD/BCM	Chief Stoick Professor of Meathead University	Kepala Suku Stoick profesor besar dari Universitas Meathead
	159/HTYD/BCM	Stoick the Vast, O Hear His Name and Tremble, Ugh, Ugh	Stoick Yang Agung, Oh Dengarkan Namanya dan Gemetarlah, oh, oh
Names of Creature	130/HTYD/BCM	the great Ripperclaw	Ripperclaw Agung
Geographical Names	001/HTYD/BCM 053/HTYD/BCM	isle of Berk Meathead Public Library	Pulau Berk Perpustakaan Umum Meathead
	157/HTYD/BCM	Hooligan Harbour	Pelabuhan Hooligan
Names of Objects	016/HTYD/BCM 019/HTYD/BCM	the Hooligan Tribe the Hairy Hooligan Tribe	Suku Hooligan Suku Hooligan Berbulu
	027/HTYD/BCM	Bashyball	bola Bashy

032/HTYD/BCM	the Berk national anthem	Lagu Kebangsaan Berk
107/HTYD/BCM	Unofficial Viking Law	Hukum Viking Tidak Resmi
122/HTYD/BCM	Dirty Danes and pirate princesses	Danes Busuk dan para putri bajak laut
131/HTYD/BCM	Merciless Meatheads	Suku Meathead Tak Kenal Ampun
155/HTYD/BCM	Viking War Cry	Jeritan Perang Bangsa Viking
193/HTYD/BCM	Viking Military Funeral	Pemakaman Militer Viking

11. Copy and Addition

The other combination techniques used by translator is copy and addition. The proper names are copied from the ST into TT and it is followed by an explanation or information that will convey the real meaning of the names. There are 17 data (8.72%) that are translated using the combination of two techniques; copy and addition. The data consist of 10 names of person, 4 names of creature, and 3 nicknames and title.

The example of names of person using combination copy and addition techniques is explained below:

033/HTYD/BCM

ST: And anybody who objects gets a knuckle sandwich from **Dogsbreath the Duhbrain.**"

TT: Dan siapa pun yang nggak setuju akan mendapat roti isi bogem dari **Dogsbreath si Otak Udang.**"

The above proper name is mentioned on chapter 2 of the novel. **Dogsbreath the Duhbrain** is Snotlout's friend fellow bully. Together with

Snotlout, he bullies Hiccup and Fishlegs badly. **Dogsbreath** always gets and obeys the commands from Snotlout. The proper name **Dogsbreath the Duhbrain** is translated by copy and addition. First, the name **Dogsbreath** is copied from ST into TT. Then the name is added with **si Otak Udang** which is rendered from the word **Duhbrain**. **Duhbrain** itself can be divided into two words *duh* and *brain*; *duh* is “expression that usually used to say that what someone else has just said or asked is stupid” (<http://www.ldoceonline.com/dictionary/duh>). From the meaning of the name, it shows that **Dogsbreath** is not smart. In order to render the meaning correctly translator adds words **si Otak Udang** to represent someone who does not have smart brain.

The example of names of creature using combination copy and addition techniques is explained below:

114/HTYD/BCMN

ST: "I'm going to call myself **HICCUP THE USEFUL** and his dragon **TOOTHFULL**," said Hiccup, beaming.

TT: “Aku akan menjuluki diriku sendiri **HICCUP THE USEFUL-HICCUP YANG BERGUNA** dan naganya **TOOTHFUL-si NAGA BERGIGI**.”

Toothful is a name of Hiccup’s dragon and it is found on chapter 9 of the novel. However, the real name of Hiccup’s dragon is Toothless but when in the Thors’ day Thursday Festival, Hiccup introduces his dragon with name **Toothful**. The above name is translated by combination of copy and addition. First the name

is copied into TT and it is added by explanation to convey the meaning of the name.

The example of nicknames and title using combination copy and addition techniques is explained below:

067/HTYD/BCM

ST: What are you going to call yours, Hiccup? **Sweetums**? Sugarlips? Babyface?"

TT: Nama apa yang akan kau berikan pada nagamu, Hiccup? **Sweetums-Perut Manis**? Sugarlips-Bibir Permen? Babyface-Muka Bayi?

Sweetums is a nickname for Toothless and it is found on chapter 4 of the novel. It is kind of insulting nickname given by Snotface Snotlout for Toothless. Dragon is strong creature and it comes along its name but Snotface gives Toothless a sweet name that does not suit for a dragon. **Sweetums** is "a nickname that is usually used between two people who love each other" (www.urbandictionary.com). The name **Sweetums** does not have literal meaning. However, translator uses combination techniques copy and addition to translate the name into TT. Translator copies the names first and gives additional information **Perut Manis** to the translation.

Table 4.16 Copy and addition technique application on the data

Proper Names	Data Number	ST	TT
Personal Names			
Names of Person	006/HTYD/BCM	Gobber the Belch	Gobber the Belch-Gobber si Tukang Sendawa
	011/HTYD/BCM	Fishlegs	Fishlegs-si Kaki Ikan
	025/HTYD/BCM	Speedi-fist	Speedifist-Si Tinju Kilat

	037/HTYD/BCM	Baggy-bum the Beerbelly	Baggybum the Beerbelly-Baggybum si Perut Gentong
	054/HTYD/BCM	the Hairy Scary Librarian	Pustakawan Hairy Scary-si Seram Berbulu
	079/HTYD/BCM	Old Wrinkly	Wrinkly Tua- si Kakek Keriput
	113/HTYD/BCM	Hiccup the Useful	Hiccup the Useful- Hiccup Yang Berguna
	146/HTYD/BCM	Badbreath the Gruff	Badbreath the Gruff- si Napas Bau yang Kasar
	147/HTYD/BCM	Squidface the Terrible	Squidface the terrible-si Muka Gurita Buruk Rupa
	148/HTYD/BCM	Loudmouth the Gouty	Loudmouth the Gouty-si Mulut Besar Encok
Names of Creature	066/HTYD/BCM	FIREWORM	Fireworms-Cacing Api
	087/HTYD/BCM	Newstsbreath	Newstsbreath-Si Napas Kadal
	088/HTYD/BCM	Hookfang	Hookfang-Si Taring Bengkok
	114/HTYD/BCM	Toothfull	Toothful-Si Naga Bergigi
Nicknames and Titles	067/HTYD/BCM	Sweetums	Sweetums-Perut Manis
	068/HTYD/BCM	Sugarlips	Sugarlips-Bibir Permen
	069/HTYD/BCM	Babyface	Babyface-Muka Bayi

C. The Analysis of Translation Accuracy and Acceptability

This subchapter presents the analysis of accuracy and acceptability of the translation. The level accuracy and acceptability of the data are rated by three raters who have fulfilled questionnaire given by the researcher. The researcher

uses open-ended form of questionnaire so that the raters can give comment or explanation to their answers.

ACCURACY

As stated in chapter II, accuracy is related to the correctness and incorrectness dealing with the transferring message from source text to target text. The analysis on the accuracy of translation shows that data can be classified into three categories; accurate, less accurate and inaccurate translation. There are 154 (78.97%) accurate data, 37 (18.97%) less accurate data, and 4 (1.54%) inaccurate translation.

1. Accurate Translation

The data included in this classification are the translation of which the meaning is same as the meaning of proper name in the source text. There are 154 data that can be described as accurate translation. They cover 78.97% of all data (195 data).

The examples of data that belong to accurate translation can be seen below:

020/HTYD/BCM N

ST: Take a look at **Wild Dragon Cliff** itself.

TT: Lihatlah sendiri **Tebing Naga Liar**.

All three raters agree that the meaning of proper name above is conveyed from ST into TT accurately. The above example is taken from the part of the novel telling that Gobber the Belch is taken the novices to the Wild Dragon Cliff to test their courage and skill by catching their own dragons. **Wild Dragon Cliff**

is a home for all kinds of dragons. In summer, the dragons are awake, they are snapping and biting and sending sound that can be heard all over isle of Berk. But they are hibernating in the winter and only their snores that can be heard.

The proper name **Wild Dragon Cliff** is translated into **Tebing Naga Liar**. That place name has equivalent translation in target text and it is translated correctly in target text. The word **Liar** is equivalent to **Wild**, **Naga** is equivalent to **Dragon**, and **Tebing** is equivalent to **Cliff**. Since the meaning of the translation of proper name above is the same as the meaning of proper name in source text, all raters considered that the translation is accurate.

021/HTYD/BCMN

ST: "Inside the cave that would be the right eye of the skull is the **Dragon Nursery**, where there are, AT THIS VERY MOMENT, three thousand young dragons having their last few weeks of winter sleep."

TT: "Di dalam gua itu, yang menjadi mata kanan tengkorak, ada **Ruang Bermain Anak-Anak Naga**, dan TEPAT PADA SAAT ini, di sana ada tiga ribu naga muda sedang menghabiskan minggu-minggu tidur koma mereka yang terakhir selama musim dingin."

All three raters considered that the above proper name is translated accurately. The use of equivalent words makes the translation accurate, thus the meaning of the ST name is same with the meaning of TT name. The above example is taken in the part of the novel telling that Gobber the Belch told the novices one of the caves where they could catch the dragons. **Dragon Nursery** is one of the names of caves in Wild Dragon Cliff. **Dragon Nursery** is a cave in

which there are thousand young dragons have their last few weeks of winter sleep. As seen, **Dragon Nursery** is translated into **Ruang Bermain Anak-Anak Naga**. The translation of proper name in target text can convey the meaning and message of proper name in source text.

2. Less Accurate Translation

The second classification is less accurate translation. Translation is defined as less accurate translation if the translation of proper name has slightly different meaning because there is some meaning of proper name in source text language that is missing or there is an additional meaning. There are 37 data (18.97%) included in this category.

042/HTYD/BCMN

ST: The boys scrambled over the slimy pebbles at the edge of the beach and back up **Madman's Gully**, the gorge they had climbed through a couple of hours before.

TT: Anak-anak itu berhamburan di atas hamparan kerikil besar berlendir di tepi pantai. Mereka lalu menyusuri **Semenanjung Sinting**, ngarai sempit yang sudah dilalui beberapa jam sebelumnya.

The proper name **Madman's Gully** is found in the part of the novel telling that the boys passed through Madman's Gully after catching the dragon. Rater 1 and 3 considered the above translation is less accurate because the use of the word **Semenanjung** to represent the word **Gully**. Rater 2 considered the translation inaccurate because **Semenanjung Sinting** cannot express the real meaning of the proper name **Madman's Gully**. **Gully** is "a channel or small valley, originally

worn away by running water” (Collins English Dictionary, 2003: 335). However, the translator translated it into **Semenanjung** which means “bagian daratan yang menjorok ke laut, jazirah” (KBBI, 2005: 1029). The word **Bukit** conveys the meaning of **Gully** more completely than **Semenanjung** does. That is why the translation is considered as less accurate.

044/HTYD/BCMN

ST: "NEVER ... in FOURTEEN YEARS ... have I come across such a load of **HOPELESS BARNACLES** as you lot.

TT: “TIDAK PERNAH... SELAMA EMPAT BELAS TAHUN... aku bertemu dengan sekumpulan **REMIS-REMIS TOLOL** seperti kalian.

The above example is found in the part of the novel telling that Gobber the Belch was mad with the novices for waking up the dragons at the Dragon Test. Gobber who was mad called the novices with a name **Hopeless Barnacles**. All three raters agreed that the translation is less accurate. The part of the name **Hopeless** is translated less accurately.

Hopeless Barnacles is an insulting nickname for the novices and it is translated into **Remis-Remis Tolol** in target text. The translation **Remis-Remis Tolol** does not convey the meaning well in target text and becomes less accurate. **Hopeless** means “having or offering no hope” (Collins English Dictionary, 2005: 363). The word **Hopeless** should not be translated into **Tolol**. The translation should be **Remis-Remis Menyedihkan** to make the translation accurate.

3. Inaccurate Translation

Inaccurate translation is if the translation of proper name in target text language has different meaning with its translation in source text language or proper name is not translated at all. There are 4 data (2.05%) classified into this category.

009/HTYD/BCMN

ST: "You can't put Hiccup in charge, **sir**, he's USELESS."

TT: "Anda tidak bisa menyuruh Hiccup memimpin, **Sir**, dia TIDAK BERGUNA."

All three raters considered the translation inaccurate because the word **Sir** should be translated into its equivalent word **Tuan** or **Pak** in TT. The above example is taken in the part when Snotlout Snotface tried to convince Gobber the Belch not to choose Hiccup as a leader at Dragon-Catching Day. Snotlout called Gobber with **Siras** a polite title to address the older man.

The word **Sir** is copied in target text. It causes the translation inaccurate. The word **Sir** should be translated into **Tuan** or **Pak** so that the meaning is conveyed in target text and accurate.

035/HTYD/BCMN

ST: The cavern was already well-lit by the **Glowworms** –

TT: Gua itu sudah cukup terang dengan sinar dari **Cacing Pedar**.

All three raters considered the above translation inaccurate because the translator did not translate the proper name correctly. The above proper name is found on the part of the story when the novices went to catch the dragons in
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Dragon Wild Cliff. They used **Glowworm** as their lighting in the cave. **Glowworms** have their own light like low-watt light bulb. Glowworm is “a type of insect that produces a green light at the end of the tail” (Oxford Advanced Learner’s Dictionary, 2000: 573).



Figure 1. The picture of a glowworm

In target text, **Glowworm** refers to a real animal called **Kunang-Kunang** which means “binatang kecil sebesar lalat yang mengeluarkan cahaya berkelip-kelip pada malam hari” (KBBI, 2005: 613). However, translator translated **Glowworm** literally into **Cacing Pedar**, so the translation is considered inaccurate. The translation **Kunang-Kunang** conveys the meaning of **Glowworm** correctly.

**Table 4.17 ACCURACY CLASSIFICATION OF PROPER NAMES
TRANSLATION IN THE NOVEL “HOW TO TRAIN YOUR DRAGON”**

Category	Datum Number	Total	Percentage
Accurate	001, 002, 003, 004, 005, 006, 008, 010, 011, 013, 014, 015, 016, 018, 019, 020, 021, 023, 024, 025, 026, 030, 031, 032, 036, 037, 038, 039, 040, 043, 046, 049, 050, 051, 052, 053, 054, 055, 056, 057, 058, 059, 061, 062, 063, 064, 066, 067, 068, 069, 070, 071, 072, 073, 076, 077,	154	78.97%

Category	Datum Number	Total	Percentage
	078, 079, 080, 081, 082, 083, 084, 085, 086, 087, 088, 089, 090, 091, 092, 093, 094, 095, 096, 097, 098, 099, 100, 101, 102, 103, 104, 106, 107, 108, 109, 111, 113, 114, 115, 116, 117, 118, 119, 120, 122, 123, 124, 126, 127, 128, 129, 130, 131, 133, 136, 137, 139, 140, 141, 143, 145, 146, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 163, 164, 165, 166, 168, 169, 170, 171, 172, 173, 174, 175, 177, 178, 180, 182, 183, 184, 186, 188, 189, 190, 191, 192, 193, 194, 195		
Less Accurate	007, 012, 017, 022, 027, 028, 029, 033, 034, 042, 044, 045, 047, 048, 060, 074, 075, 105, 110, 112, 121, 125, 132, 134, 135, 138, 142, 144, 147, 161, 162, 167, 176, 179, 181, 185, 187	37	18.97%
Inaccurate	009, 035, 041, 065	4	2.05%

ACCEPTABILITY

The analysis on the acceptability of translation shows that data can be classified into three categories; acceptable, less acceptable and unacceptable translation. There are 162 (83.07%) acceptable data, 31 (15.90%) less acceptable data, and 2 (1.03%) unacceptable data. It means that the translations of proper names are natural and commonly used in Indonesian.

1. Acceptable Translation

In the acceptable translation classification, the translation of proper name is natural and it is commonly used in Indonesian. There are 162 data (83.07%) classified in this category. The examples of data are discussed as follow:

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011/HTYD/BCM

ST: **Fishlegs** had a squint that made him as blind as a jellyfish, and an allergy to reptiles.

TT: **Fishlegs-si Kaki Ikan-** memiliki sepasang mata juling yang membuatnya sama butanya dengan ubur-ubur, dan dia punya penyakit parah, alergi reptil.

The above example is taken in the part of the story telling that the writer tried to describe the physical appearances of **Fishlegs**. **Fishlegs** is a personal name referring to Hiccup's best friend. The personal name is translated naturally. Therefore all three raters considered the translation acceptable.

The additional information after the name is commonly used in Indonesian, especially in children story to clarify the meaning of the name. The use of simple words in TT also made the translation acceptable.

048/HTYD/BCM

ST: "So you have all passed the first part of **the Dragon Test**.

TT: "Jadi kalian semua sudah melewati bagian pertama **Ujian Penerimaan Awal dengan Menangkap Naga.**"

Dragon Test is an event established by Hooligan Hairy Tribe for the novice. **Dragon Test** is used as a test that has to be passed all the novices in order to become a member of Hooligan Hairy Tribe. Rater 2 and 3 considered the translation acceptable because the words are naturally used in TT. Than rater 1 argued that the translation less acceptable because it potentially sounds strange for Indonesian readers. However, even rater 1 argued that it sounds strange, but the

simple and common words used by translator will make it natural for Indonesian readers.

As seen that **Dragon Test** is translated into **Ujian Penerimaan Awal dengan Menangkap Naga** in TT. The translation is acceptable because it is natural in TT. The words are commonly used in target text's story.

2. Less Acceptable Translation

Less acceptable translation is if the translation of proper name is unfamiliar and it is rarely used in Indonesian. There are 31 data (15.90%) classified in this category. The examples of data are:

056/HTYD/BCMN

ST: You will then have only **FOUR MONTHS** to prepare for Initiation Day at **the Thor's-day Thursday Celebrations**, and the final part of your Test.

TT: Setelah itu kalian hanya punya waktu empat bulan untuk bersiap-siap menyambut Hari Penerimaan di **Perayaan Thor'sday Thursday-Hari Kamis Thor**, dan bagian terakhir ujian kalian.

The above example is found in the part of the story telling that Gobber explained about the Initiation Day that will be held at Thor's-day Thursday Celebrations. **Thor's-day Thursday Celebration** is a big event for Hooligan Tribe. Rater 2 and 3 considered that the translation acceptable because they argued that the translation is commonly used in TT. However, rater 1 considered that the translation less acceptable. As seen, **Thor's-day Thursday Celebrations** is translated into **Perayaan Thor'sday Thursday- Hari Kamis**

Thor. The translation is confusing the target readers because of the structure of the words and the combination between English-Indonesian words as the above example. The style of translation is also rarely used in TT. That is way the above proper name is included in less acceptable translation. The translation will acceptable if it is translated into **Perayaan Kamis Thor**.

3. Unacceptable Translation

Unacceptable translation is if the translation of proper name sounds strange and it is never used in Indonesian. There are 2 data (1.03%) classified as unacceptable translation.

009/HTYD/BCMN

ST: You can't put Hiccup in charge, **sir**, he's USELESS."

TT: "Anda tidak bisa menyuruh Hiccup memimpin, **Sir**, dia TIDAK BERGUNA."

All three raters considered the translation unacceptable. They argued that the word **Sir** is unnatural and uncommonly used in TT. The above example is taken in the part of the story telling that Snotlout Snotface tried to convince Gobber the Belch not to choose Hiccup as a leader at Dragon-Catching Day. Snotlout called Gobber with **Sir** as a polite title to address the older man.

As seen that the proper name **Sir** remains untranslated. The translation of proper name is uncommon in target text. Target readers, in this case is children, will be confused about the meaning of the proper name. The translation should be *Pak* or *Tuan* that are commonly used in target text's culture to address the older male person.

047/HTYD/BCM

ST: "THIS IS YOUR INITIATION, NOT A DAY OUT IN THE COUNTRY! SILENCE OR YOU'LL BE LUNCHING ON **LUGWORMS** FOR THE REST OF YOUR LIVES!"

TT: "INI HARI PENERIMAAN KALIAN, BUKAN HARI TAMASYA DI HUTAN! DIAM, ATAU KALIAN AKAN MAKAN **CACING LAYAR** SEUMUR HIDUP KALIAN!"

The above example is taken in the part of the story telling that Gobber was mad with the novices because the Dragon Test did not run well. The novices made a mess at Dragon-Catching Day and Gobber threatened them to eat **Lugworms** for their entire life. All three raters considered the translation unacceptable because the name **Cacing Layar** is never used in TT.

The proper name **Lugworms** is translated into **Cacing layar** in target text. The word **Cacing Layar** does not have any references in target text. The more common term that usually used in target text to describe **Lugworms** is **Cacing Pantai** or **Cacing Umpan**. Because of the translation is **Cacing Layar**, it becomes unacceptable.

Table 4.18 ACCEPTABILITY CLASSIFICATION OF PROPER NAMES TRANSLATION IN THE NOVEL "HOW TO TRAIN YOUR DRAGON"

Category	Datum Number	Total	Percentage
Acceptable	001, 002, 003, 004, 005, 006, 007, 008, 010, 011, 013, 014, 015, 016, 018, 019, 020, 021, 023, 024, 025, 026, 028, 030, 031, 032, 033, 036, 037, 038, 039, 040, 041, 043, 045, 046, 048, 049, 050, 051, 052, 053, 054, 055, 057, 058, 059, 061, 062, 063, 064, 065, 066, 067, 069, 070, 071, 072, 073, 074, 075, 076, 077, 078, 079, 080, 081, 082, 083, 084, 085, 086,	162	83.07%

Category	Datum Number	Total	Percentage
	087, 088, 089, 090, 091, 092, 093, 094, 095, 096, 097, 099, 100, 101, 102, 103, 104, 106, 107, 108, 109, 111, 113, 114, 115, 116, 117, 118, 119, 120, 122, 123, 124, 126, 127, 128, 130, 131, 133, 134, 136, 139, 140, 141, 142, 143, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 165, 166, 168, 169, 170, 171, 172, 173, 175, 177, 178, 180, 181, 182, 183, 184, 186, 188, 189, 190, 191, 192, 193, 194, 195		
Less Acceptable	012, 017, 022, 027, 029, 034, 035, 042, 044, 056, 060, 068, 098, 105, 110, 112, 121, 125, 129, 132, 135, 137, 138, 144, 164, 167, 174, 176, 179, 185, 187	31	15.90%
Unacceptable	009, 047	2	1.03%

D. Discussion

Translation techniques and its effect on the translation quality of proper names in terms of accuracy and acceptability will be discussed in this subchapter.

The summary of the analysis can be seen in the following table:

Table 4.19 The Effect of The Translation Techniques and the Level of Accuracy and Acceptability of the Proper Names in the Novel *How to Train Your Dragon*

Translation	Accurate Data	Less Accurate Data	Inaccurate Data	Acceptable Data	Less Acceptable Data	Unacceptable Data	
Quality Technique							
Rendition	018, 020, 021, 023, 036, 043, 046, 050, 052, 055, 058, 059, 062, 064, 072, 073, 080, 081, 083, 084, 085, 093, 099, 100, 101, 102, 106, 108, 111, 116, 117, 118, 123, 124, 126, 133, 139, 141, 143, 149, 150, 152, 153, 154, 160, 163, 164, 165, 166, 169, 171, 172, 173, 174, 175, 177, 178, 182, 183, 184, 186, 187, 188, 189, 190, 191, 192, 195	029, 044, 74, 105, 110, 121, 144		018, 020, 021, 023, 036, 043, 046, 050, 052, 055, 058, 059, 062, 064, 072, 073, 074, 080, 081, 083, 084, 085, 093, 099, 100, 101, 102, 106, 108, 111, 116, 117, 118, 123, 124, 126, 133, 139, 141, 143, 149, 150, 152, 153, 154, 160, 163, 165, 166, 169, 171, 172, 173, 175, 177, 178, 182, 183, 184, 186, 187, 188, 189, 190, 191, 192, 195		029, 044, 105, 110, 121, 144, 164, 174	
Total/Percentage	68 (90.67%)	7 (9.33%)		67 (89.33%)	8 (10.67%)		

Copy	031, 070, 076, 077, 078, 127, 137, 145, 158	022, 034, 125, 135, 138	009	031, 070, 076, 077, 078, 127, 145, 158	022, 034, 125, 135, 137, 138	009
Total/Percentage	9 (60%)	5 (33.33%)	1 (6.67%)	8 (53.33%)	6 (40%)	1 (6.67%)
Transcription	014, 051, 071, 094, 097, 103, 104, 120, 151, 180			014, 051, 071, 094, 097, 103, 104, 120, 151, 180		
Total/Percentage	10 (100%)			10 (100%)		
Substitution	119, 168	007, 017, 042, 047, 161, 179	035	007, 119, 161, 168	017, 035, 042, 179	047
Total/Percentage	2 (22.22%)	6 (66.67%)	1 (11.11%)	4 (44.44%)	4 (44.44%)	1 (11.11%)
Recreation			041, 065	041, 065		
Total/Percentage			2 (100%)	2 (100%)		

Deletion		012, 045, 132	045	012, 132
Total/Percentage		3 (100%)	1 (33.33%)	2 (66.67%)
Addition	002, 004, 005, 008, 010, 024, 030, 039, 040, 056, 057, 063, 086, 089, 090, 091, 092, 096, 098, 115, 129, 136, 194	028, 048, 181, 185	002, 004, 005, 008, 010, 024, 028, 030, 039, 040, 048, 057, 063, 086, 089, 090, 091, 092, 096, 115, 136, 181, 194	056, 098, 129, 185
Total/Percentage	23 (85.19%)	4 (14.81%)	23 (85.19%)	4 (14.81%)
Transposition		112, 134	134	112
Total/Percentage		2 (100%)	1 (50%)	1 (50%)
Conventionality	013, 095, 109, 170	162, 167	013, 095, 109, 162, 170	167
Total/Percentage	4 (66.67%)	2 (33.33%)	5 (83.33%)	1 (16.67%)

Copy & Rendition	001, 003, 015, 016, 019, 026, 032, 038, 049, 053, 061, 082, 107, 122, 128, 130, 131, 140, 155, 156, 159, 157, 193	027, 060, 033, 075, 142, 176	001, 003, 015, 016, 019, 026, 032, 033, 038, 049, 053, 060, 061, 075, 082, 107, 122, 128, 130, 131, 140, 142, 155, 156, 159, 157, 193,	027, 176
Total/Percentage	23 (79.31%)	6 (20.69%)	27 (93.10%)	2 (6.90%)
Copy & Addition	006, 011, 025, 037, 054, 066, 067, 068, 069, 079, 087, 088, 113, 114, 146, 148	147	006, 011, 025, 033, 037, 054, 066, 067, 069, 075, 079, 087, 088, 114, 140, 142, 146, 147, 148	068
Total/Percentage	16 (94.11%)	1 (5.88%)	16 (94.11%)	1 (5.88%)

The above table shows that there are eleven techniques applied by translator in translating proper names. They are rendition, copy, transcription, substitution, recreation, deletion, addition, transposition, conventionality, copy and rendition, and copy and addition.

The most frequently used technique is rendition. There are 75 data (38.46%) of 195 data translated using rendition. Rendition is mostly applied in translation of proper names because most proper names are possible to translate using equivalent words that can convey the meaning of proper names in target text correctly. It is in line with Fernandes's statement that rendition is used when the name is transparent and semantically motivated and the meaning can be rendered into target language (Fernandes, 2004). Among the translations resulted from rendition technique, there are 68 data (90.67%) classified as accurate translation with the same meaning of proper names between source and target text and 7 data (9.33%) classified as less accurate translation. The cause is the translator did not transfer the whole meaning of proper name correctly. Some parts of the name are not translated and translator used wrong words to express the meaning in target text. From 75 data, there are 67 data (89.33%) considered as acceptable translation with natural translation and in line with Indonesian structural word-form. There are 8 data (10.67%) considered as less acceptable translation because translator used some uncommon words that are rarely used in target text and it makes translation sounds unnatural.

The second technique occurs on 29 data (14.87%) of total data is the combination of copy and rendition technique. There are 23 data (79.31%)

classified as accurate translation and 6 data (20.69%) classified as less accurate translation. The part of the name that is just as a label or it does not have literal meaning; it is left in original form of name (copied). Moreover, the rest of the name that is possible to translate is rendered into target text. Some names can be translated entirely, but translator did not do that and it results in less accurate translation. In the level of acceptability, there are also 27 data (93.10%) classified as acceptable translation and 2 data (6.90%) classified as less acceptable translation. Even though some part of the name is still left in original form, the translation is acceptable because the rendition technique makes translation sounds natural. The 2 data classified as less acceptable translation are caused by the uncommon words in target reader text and the words are kind of swearing words that are inappropriate to used in children story.

The third technique is addition used by 27 data (13.85%) of total data. Among those data, there are 23 data (85.19%) considered as accurate translation and 4 data (14.81%) considered as less accurate translation. It means that the additional information will help the translator to convey the correct meaning of the proper names and avoid the ambiguity in target text. In the level acceptability, there are 23 data (85.85%) defined as acceptable translation and 4 data (14.81%) defined as less acceptable translation. Additional information also helps the translation sounds natural and it can be accepted the target readers easily. The less acceptable translation is caused by use of inappropriate words, for example insulting and swearing words that are inappropriate for children.

The fourth technique is the combination of copy and addition technique used to translate 17 data (8.72%) of total data. Among those data, there are 16 data (94.11%) considered as accurate translation and a datum (5.88%) considered as less accurate translation. If translator only copied the proper name without any changes, the meaning of the name cannot be transferred into target text. In order to convey the meaning accurately, then the original name is followed by additional information. The additional information is used to clarify the meaning of the name that is only copied to target text. One datum classified as less accurate translations is caused by the additional information is incorrect to explain the meaning of the name and it cannot express the meaning correctly. There are 16 data (94.11%) considered as acceptable translation. The additional information following the copied name makes the translation natural in target text. The use of simple and common words is accepted easily by target readers. One datum (5.88%) considered as less acceptable translation because of the words that are chosen by translator to convey the meaning of proper name is sounds strange and cannot be accepted easily by target readers.

The fifth technique used is copy technique. Copy technique is used by 15 data (7.69%) of total data. From 15 data, there are 7 data (46.67%) considered as accurate translation, 5 data (33.33%) considered as less accurate translation, and a datum (6.67%) considered as inaccurate translation. The names of company or scientific names are accurate even it is left in original form. Some proper names are possible to translate, the translator, however, decided not to translate it which results in less accurate translation. In the level acceptability, there are 8 data

(53.33%) considered as acceptable translation, 6 data (40%) considered as less acceptable translation, and a datum (6.67%) considered as unacceptable translation. Names of person that are copied into target text are less acceptable because of the unnaturalness of the names and it has relation with the different culture between two languages. The nickname that is only copied to target text is unacceptable because the nickname is never used in target readers' text and it will be accepted if translator translated it.

The sixth technique used is transcription technique applied by 10 data (5.13%) of total data. Both in the level accuracy and acceptability, there are 10 data (100%) classified as accurate and acceptable translation. It means that this technique results translation with correctly meaning and can be accepted by target readers because of the translation has been synchronized with target text's grammatical system.

The seventh technique is substitution that is applied by 9 data (4.62%) of total data. Among those data, 2 data (22.22%) defined as accurate translation and 6 data (66.67%) defined as less accurate translation and a datum (11.11%) defined as inaccurate translation. Translating with the substitution can make the translation less accurate because of the different references or meaning of proper names between source and target text. In substitution technique, translator usually uses synonym or the words that have relation meaning or references. There are 4 data (44.44%) defined as acceptable translation, 4 data (44.44%) defined as less acceptable translation and a datum (11.11%) defined as unacceptable translation.

It means that the effect of substitution technique to the translation is influenced by the use of words as naturally as possible in target text.

The eighth technique is conventionality technique used by 6 data (3.07%) of total data. Among 6 data, there are 4 data (66.67%) classified as accurate translation and 2 data (33.33%) classified as less accurate translation. The proper names already have equivalent translation that will represent the meaning of proper name accurately in target text and it is conventionally accepted by target readers as the translation of the names. In the level acceptability, there are 5 data (83.33%) classified as acceptable translation and a datum (16.67%) classified as less acceptable. The translations that already have been conventionally accepted by target readers are acceptable translation. The less acceptable translation is caused by the translation rarely used in target text.

The ninth technique is deletion used by 3 data (1.54%) of total data. All 3 data (100%) are considered as less accurate translation. Deletion technique results in uncomplete transferring meaning from source text into target text and it may affect the readers' understanding on the story. In the level acceptability, there is a datum (33.33%) considered as acceptable translation and 2 data (66.67%) considered as less acceptable translation. It means that by deleting some part the words results in unnatural translation. The uncomplete meaning of the translation will sound strange for target readers especially children.

The tenth technique is recreation technique applied by 2 data (1.03%) of total data. There are 2 data (100%) considered as inaccurate translation. Translating by recreating a new word to represent the meaning of the name in

target text can be a risk. The meaning can be missing if the translator does not understand correctly the real meaning of the proper name in source text. Recreating a new word for proper name is not simple. Translator should consider many aspects of the name in the story. Some writers will include the description of character between the lines in the story. There are 2 data (66.67%) considered as acceptable translation and it is caused by the use of simple words that are commonly used in target text and can be accepted by children as the target readers.

The eleventh technique is transposition applied by 2 data (1.03%) of total data. All 2 data (100%) are considered as less accurate translation. By changing only the words' structure without translating the words, it makes the translation less accurate. In the level acceptability, there is one datum (50%) considered as acceptable translation and one datum (50%) considered as less acceptable translation. A datum classified as acceptable translation is one of the name of main character in the story. The name has been mentioned several times on previous chapter. Because of the name also has been described the meaning in previous chapter, so that even the name is only changed its structure it is still accepted by target readers. Then a datum that is classified as less acceptable is caused by the translation is rarely used in target reader's text and it sounds strange for children story.

CHAPTER V

CONCLUSION AND RECOMMENDATION

A. Conclusion

This chapter will deliver the conclusion of the analysis based on the problem statements stated in Chapter I. The conclusions are presented as follows:

1. Translation Techniques

There are eleven translation techniques used by translator in translating proper names in the novel *How to Train Your Dragon*. Two of them are combination of two techniques proposed by Lincoln P. Fernandes (2006). Three majority techniques used by translator are rendition (75 data or 38.46%), combination of copy and rendition (29 data or 14.87%), and addition (27 data or 13.85%). The others techniques applied are combination of copy and addition (17 data or 8.72%), copy (15 data or 7.69%), transcription (10 data or 5.13%), substitution (9 data or 4.62%), conventionality (6 data or 3.08%), deletion (3 data or 1.54%), recreation (2 data or 1.03%), and transposition (2 data or 1.03%)

2. Accuracy and Acceptability of Translation

The analysis on accuracy of translation of proper names in the novel *How to Train Your Dragon* shows that 154 data (78.97%) are considered as accurate translations, 37 data (18.97%) considered as less acceptable translation, and 4 data (2.05%) considered as inaccurate translation. The technique which generates translations in high level of accuracy is rendition technique. The equivalent words

in target text can convey completely the meaning of proper names in source text, so that rendition has highest level of accuracy. Meanwhile, the technique which results in low level of accuracy is substitution technique. The uses of words that have different meaning or references between target and source text can affect the accuracy of the translation.

The analysis on acceptability of translation of proper names in the novel *How to Train Your Dragon* shows that 162 data (83.07%) are considered as acceptable translation, 31 data (15.90%) considered as less acceptable translation, and 2 data (1.03%) considered as unacceptable translation. The technique which generates translations in high level of acceptability is rendition technique. Rendition technique which uses common and familiar words to target readers makes the translation acceptable. It is also appropriate with target text's grammatical system. Meanwhile, the techniques which result in low level of acceptability are copy and substitution techniques. Copy technique produces unfamiliar name since they are rarely used in target reader's culture. Like copy technique, substitution which uses inappropriate and less familiar words in target reader's text make the translation sounds unnatural for target readers.

B. Recommendation

1. The other researcher

The other researcher who will conduct the same subject in this research should be more improved and enlarges the scope of study to the level of readability. Readability is also important point in the research of quality of

translation, especially in translating proper name. The proper name has important role in the plot of the story, thus proper name should be memorable and readable for target readers. Other than that, proper names almost appear in many kinds of genres of literary works. It would be interesting and can give much additional information and acknowledge about proper names. Because of there is still small amount of the research of the proper names, another research in this subject will be beneficial in Indonesian translation.

2. The lecturer

It is to be expected that the lecturers will give more teaching on the subject of proper names and the techniques that will be suitable in translating of proper names.

3. The translator

Proper name is not as simple as predicted. It cannot be underestimated. Proper name both in film or novel has important role in storyline. Translator should have understood the real meaning of proper names especially in children's fantasy story in order to get accurate, acceptable, and readable translation.