

SOUND EFFECT TRANSLATION AS FOUND ON INSTANTMISO'S

SIREN'S LAMENT

THESIS

Submitted as a Partial Requirements

for the degree of *Sarjana* in English Letters Department



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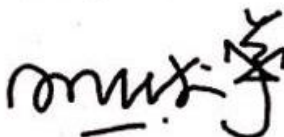
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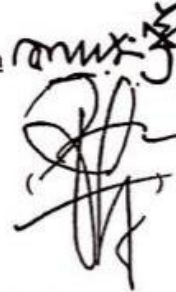
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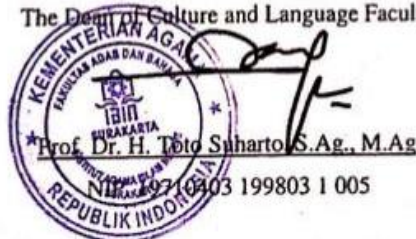


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DEDICATION

This thesis is dedicated for:

1. My beloved parents (Tri Atmojo and Hartini)
2. My beloved sister (Eka Wahyu Kurniawati)
3. My beloved friends
4. My beloved Almamater (The State Islamic Institute of Surakarta)

MOTTO

“...so whenever guidance comes to you from Me, then whoever follows My guidance, then there will neither be any fear on them nor will they grieve.”

(Al-Baqarah: 38)

“Nothing last forever, we can change the future”

(Alucard-MLBB)

PRONOUNCEMENT

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I hereby sincerely state that thesis entitled “Sound Effect Translation as Found on instantmiso’s *Siren’s Lament*” is my real masterpiece. The things out of my masterpiece in the thesis are signed by citation and referred in the bibliography.

If I later proven that my thesis has discrepancies, I am willing to take the academic sanctions in the form of repeating my thesis and academic degree.

Surakarta, November 10, 2020

Stated by,



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Alhamdulillah, all praise and thanks is for the Almighty Allah SWT, the lord of the Universe, for His true blessing to give the researcher time, power, and strength so finally the researcher can complete this thesis. Peace be upon the great messenger Muhammad SAW who has brought human from the lowest creature to the most precious creature in this Universe.

The researcher is sure that this thesis would not be completed without the helps, supports, and suggestion from several sides. Thus, the researcher would like to express her deepest thanks to all of those who had helped, supported, and suggested his during the process of writing his thesis. This goes to:

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The researcher realizes that this thesis is still far from being perfect. The researcher hopes that this thesis is useful for the researcher in particular, and readers in general.

Surakarta, November, 10, 2020

The Researcher,

Dinda Nur Puspitasari

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ABSTRACT

Dinda Nur Puspitasari. 2020. *Sound Effect Translation as found on instantmiso's Siren's Lament.*

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Key words : Sound Effect, Comic Translation, Comic Translatio Strategy

The aim of this research is to analyze sound effect translation. The objective of this research are; to describe the categories of sound effect on web comics Siren's Lament, and comic translation strategies that applied by the translator to translate sound effect on web comics Siren's Lament.

Descriptive qualitative is used in this research. The data are taken from instantmiso's (pen name) web comics entitled Siren's Lament season 1 and season 2 in English and Indonesian version which can be found on Webtoon. Observation and Documentation are technique of collecting data is used in this research. For technique of analyzing data, the researcher used the theory of Spradley (1979), involved Domain, Taxonomy, Componential table and Finding cultural themes. The main instrument of this research is the researcher. To gain the trustworthiness of the data, the data sheets are checked by the researcher and the validator.

The result of this research showed that there are 99 data are found. Those categories of sound effect were; Impact (26 data (26,3%)), Friction (11 data (11,1%)), Air Current (23 data (23,2%)), Sound involving Liquid and Food (17 data (17,2%)), Breakage (3 data (3,0%)), Explosion and Gunshot (1 data (1,0%)), Sound with Long Duration (13 data (13,1%)), and Pitch (5 data (5,1%)). The dominant data of sound effect category is Impact with 26 data. Since the genre of Siren's Lament webcomic is romantic, the casts are connected each other. It makes the possibility of human's influence in the producing of collision's sound is higher, thus, a lot of data goes into the impact category. The analysis of comic translation strategy by the researcher shows that 70 data applied Repetition strategy, 2 data applied Translation strategy, 80 data applied Substitution strategy, and 1 data applied Deletion strategy. Substitution becomes dominant strategy shows that the translator does not change the overall meaning, but the translator only translate the sound effect into a typical sound Indonesia by replacing the material with a similar material.

CHAPTER I

INTRODUCTION

A. Background of The Study

Comics translation is essentially not only translating into another language but also into another visual culture since every culture in every country has its traditions and provisions for comics. (Zanettin, 2008). It means that comics Translation is not only transferring written materials from the source language into the target language, but it also replaces even removes the linguistic, typographic, and pictorial aspects by adjusting to the target culture. The translator of comics needs to harmonize the pictorial and the verbal message by noticing the connection between pictures and text.

Translating comics can be observed from two angles. (Kaindl, 1999) The first one is from linguistic point of view. The linguistic point of view involves titles, the narrations, the dialogue text, inscriptions, and onomatopoeia/sound effects. The second one is from more holistic point of view, includes typography and pictorial. The one of comic aspect that is included on linguistic point of view itself will be discussed and analyzed in this thesis, namely sound effect. Among all aspects of the comic, sound effect is one of the comics elements which challenging to be translated, because sometimes sound effect involves the typographic aspect.

The sound effect known as onomatopoeia is “imitative of any sound in the form of the word” (Vilma Kokko; cited in MOT Collins English Dictionary 2.0, 2006). The presence of sound effects in comics is required. As explained

by Kaindl, the function of sound effect or onomatopoeia is “to describe the auditive dimension and emotions.” Therefore, writing inarticulate sound will make comics livelier, since it will help readers build their imagination. However, the study of sound effects has been displaced in linguistic and literature. As Schnetzer’s explanation (2014), there are some problems in linguistic and technical in translating sound effect. First, in linguistic problem, there is a difficulty on finding a similar sound effect for some language. Since in some countries have a limited sound effect, there are much of untranslated sound effect to avoid losing the special taste of original sound effect. However, Indonesia is riches of sound effect than others, so that this problem is not found on the web comic *Siren’s Lament*. Second, in technical problem, mostly the form of sound effect supported by other elements, such as punctuation, typographical and graphical signs, sound effects may even comprise new creation and do not have a clear regular graphic depiction, and also sound effect is connected with genres. This problem also stated by Vilma Kokko (2013); translating sound effects is not as easy as seen. The translation of sound effects is affected by some factors. The location of sound effects, the picture, and the genre of the comics affecting how the sound effect is translated. The sound effect located in a simple background is more often to be translated than the sound effect which is located in a background that requires too much editing. Since sound effect includes typhographical even graphical signs, it will make the editor gets a difficulty while edited the sound effect, because every comic has its own style for the typographical and sometimes it depends on the genre, so they have to modify and that is more complex. This problem will

increase if the sound effect is drawn in colorful appearance, since the cost will also become the problem in printed comic. And it is proven that repetition is one of strategy often to be applied by the translator in *Siren's Lament* webcomic.



Figure 1. 1. Translator maintains the original font style

It can be seen on Figure 1.1 the translator maintains the typographical/font style of the sound effect, since that font style is the typographical characteristic of *Siren's Lament* web comic. And for these reasons, the sound effect becomes an interesting object to analyze.

The object of this research is webcomics entitled *Siren's Lament* which can be found on Webtoon. It is the second comics of *instantmiso* (pen name), this was published in Webtoon after *Where Tangents Meet*. However, it is her first webcomics which was officially translated in Webtoon Indonesia. The story about the curse and Greek mythology with a complicated plot of the triangle love story between Lyra, Ian, and Shon makes this comic was ranked in the top five in the romance genre, even gets 9,76 rates.

In web comics *Siren's Lament*, there are many interesting phenomena of sound effect, especially how the translator makes the sound effect in Indonesian version. There are some examples to give a description and a deep understanding of the discussion generally.

There are some kinds of sound effects that might found in the dictionary, but others not. It might generate a problem for the translator when translates the sound effect as represented in the example in figure 1.2.

ST → TT



Figure 1. 2. The example of sound effect

The sound effect in figure 1.2 describes the sound of dripping water. The sound *drip* can be found in the dictionary which has a meaning appropriate with the sound itself. The sound effect finally translated into the sound effect of Bahasa Indonesia in the same meaning. The sound effect *tes* is the sound of dripping water. It can be seen from Kaindl's comic translation perspective; in this case, the translator uses *substitution* as the comic translation strategy to translate this sound effect. The translator replaces the sound effect with the sound of the target language's typical sound of dripping water.

The translator also has to consider what sound which should be used to translate the sound effects which cannot be found in any dictionary, as the example in figure 1.3.

ST → TT

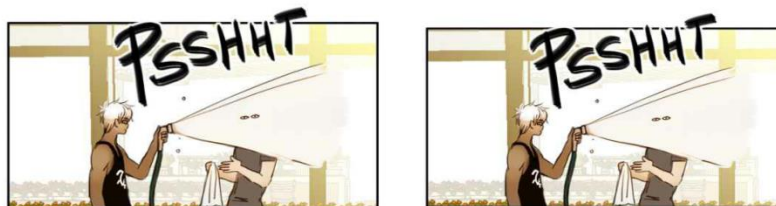


Figure 1. 3. The example of sound effect

The sound effect in figure 1.3 describes the sound of extra water spray. This kind of sound effect will not be found in any dictionary, so the translator must think the proper sound of extra water spray that fits with the sound's convention of extra water spray of Indonesian. However, in this case, the translator chooses to leave this sound from the translation or just moving the sound effect. It seems that the translator wants to maintain the font style and the font size since it will take a much time to modify the font style. If there are no changes, even in the typographical and graphical aspect of that sound effect, according to Kaindl's comic translation perspective, it means the translator uses *Repetition* strategy to translate this sound effect. The strategies of translation comic aims to get appropriate the level of accuracy of the comic. In order to make the reader understand easily, the strategies had to relevant with the narration of sound effect displayed on the web comic.

Beside on the phenomenon as explained above, *Siren's Lament* webcomic is rich of sound effect. Most every action which the action produces the sound, the creator put the sound effect. And it makes this webcomic becomes livier, considering there are many scenes that the creator have made sound effects is a very important aspect on this web comic, and wants to get the reader into the atmosphere in this comic by enriching the sound effect.

Based on those reasons, translating sound effects is very challenging, because it is not only transferring written materials from the source language into the target language, and it makes the researcher interested to analyze the strategies are used by the translator from Kaindl's perspective of comic translation.

B. Limitation of The Study

In comics, there are many aspects which can be analyzed, but to limit the problems, this research only focuses on the analysis of sound effect as found from *Siren's Lament* comic by instantmiso on Webtoon. The focus of the analysis includes categories of sound effects, and strategies are applied to translate sound effects.

C. Problem Formulation

1. What categories of sound effect as found from instanmiso's *Siren's Lament*?
2. What types of comic translation strategies are applied to translate sound effects on instantmiso's *Siren's Lament*?

D. The Objective of The Study

1. To describe categories of sound effect as found from instantmiso's *Siren's Lament*.
2. To describe comic translation strategies are applied to translate sound effects on instantmiso's *Siren's Lament*.

E. The Benefits of The Study

1. Theoretical Benefit

The result of this study is expected to give translation knowledge, especially in comic translation for the students of English Literature. This research is expected can help students to understand comic translation, particularly in sound effect translation, especially in comic translation strategies.

2. Practical Benefit

- a. For the researcher, this research is expected to develop the researcher's understanding of comic translation, especially in the use of comic translation strategies in translating sound effect.
- b. For the reader, this research has substance of the additional information explanation for anyone who interested to analyze Sound Effect Translation on web comic with the same problem.

F. Definition of Key Terms

- 1. Sound Effect Translation;** based on Vilma Kokko, the translation of sound effect affected by some factors, these are the location of sound effect, the picture and the genre of the comic itself.
- 2. Siren's Lament** is one of romance-fantasy comic by instantmiso (pen name) which released on Webtoon since 2016. It can be opened via official website of Webtoon, and it also can be opened in the application which must be downloaded first on Playstore (for Android) and Appstore (for iOS).

CHAPTER II

REVIEW ON RELATED LITERATURE

A. Translation

The translation is the activity of transferring one language into another language. However, translation is not solely about the language, but also the culture. The translation is a bridge between two languages and two cultures. The translation is a medium to open our insight into the literature all over the world. Shastri (2012), in her book, cited Choudhary (1998), states that: “Translation is the most effective way to afford us about oneness, unity, commonality, and diversity through the richness of literature which wide-spread all over the world.” It can be known that translation is an effective way to give us a chance to understand all the literary work from all over the world that has a different language. The translation is not as easy as imagined. Translation is a complex activity since translation is closely related to two languages, Source Language (SL) and Target Language (TL). The translation is possible since every language has its word, tenses, and other aspects. Therefore, the translator must have expertise in two languages as well as its culture.

B. Comic Translation

The definition of comics itself, according to Klaus Kaindl (1999), “is which the story presented in at least two separate pictures that the context between the two are connected”. The United States is the place where

comics are born for the first time, precisely at the end of the nineteenth century. Initially, the creators of comics were inspired by the creator of caricature, William Hogarth, and the picture stories of Wilhelm Busch which thereafter were published into a newspaper, magazine, etc by developing into their genre. Since then, the different genres of comics is popped up, such as comedy, science-fiction, adventure, etc.

Nowadays, every country has its own comics industry. For every country can enjoy comics from all over the world, the translation of comics is needed. Comic translation began to spread out around the 20th century where US, France, Belgium, and Japan as “the exporters” which sold comics to other countries, and Scandinavia, Germany Austria as the “importers” which obtain comics with a foreign language.

By the presence of Comics Translation, we can understand the comics from another language since it will be adjusted to our language and culture. As Jakobson (1992) cited by Zanettin, states that;

“There are three kinds of translation, intersemiotic translation means “an interpretation of verbal signs through a nonverbal sign,” interlingual translation means “an interpretation of verbal signs through another language”, intralingual translation means “an interpretation of verbal signs through the same language.” (Jakobson, 1992)

When comics are re-published in another country, it is not only the natural language which is translated but also the interpretation of the verbal system, so that, there are so many considerations that must be noticed by the comic translator before working on it. Those are not only about how comics are translated, but there are so many factors must be considered depends on the rules of the target country, namely norms, custom, company rules, financial, politics, etc. The comic translator must remark all those factors to obtain

social acceptance and avoids society declination. Since comic translation is not only deal with written material, yet even the picture, so that indirectly comic translation must understand the censorship as well. For the example on webcomic “Cewekku Galak” on Webtoon, in the original version, this comic is extremely vulgar. There are so many inappropriate pictures associated with pornography. So, when it comes to Webtoon Indonesia, all those inappropriate pictures are edited, even the translator deletes some scenes without altering the plot of the story. It means that country’s tradition will affect how comics will be produced, thus there are many aspects that must be considered by the translator.

1. Comic Translation Strategies

In translation, the use of translation strategy is important. It is required for the translation can be accepted in the target culture. It occurs especially in comics translation since comics translation is not only about translating writing material, yet, it is also associated with pictorial aspects. Therefore, choosing the opportune comic translation strategy is required. In translating comics, as Kaindl said in his journal, to elaborate typology of translation procedure, we can use the rhetoric approach. This approach is not only used for verbal elements, but it also appropriates to analyze the pictorial features which are mostly found on comics. These are, *Repetitio*, *Substitutio*, *Adiecto*, *Detractio*, *Deletio*, and *Transmutatio*. Here the simple description of the strategies of comic translation.

a. *Repetitio* (Repetition)

Repetition means that all the original aspects of comics from the source text are moved to the target language without any changes. According to Kaindl, the translator does not change the certain aspect since there is a high financial effect, or it may affect the aesthetic of the picture. According to German publisher's survey, especially in translating sound effect, comics which have action, horror, superhero genre, the sound effect is maintained as the source text. Because, usually all those genres have their own concept in the font style, which is only owned by the creators. The example of Repetition strategy occurs in sound effect as found in *Siren's Lament*, the object of this research:

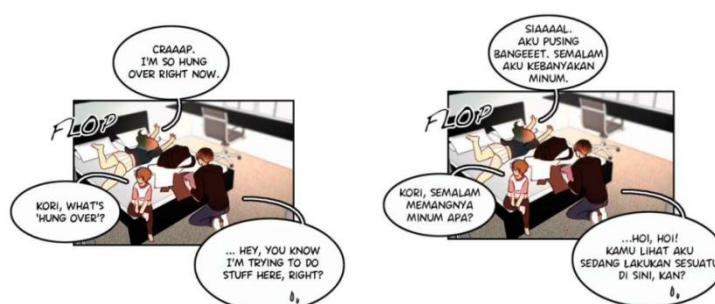


Figure 2. 1. The example of repetition strategy

The translator leaving out this sound from the translation. Writing of the sound in the target text is equal with the source text, since there is no changes, neither the font style, font size nor the sound. Translator maintains the originality of the sound effect.

b. *Deletio* (Deletion)

Deletion means remove one or more materials/aspects of comics in the translation version.



Figure 2. 2. The example of deletion strategy

Figure 2.2 is taken from Spiderman comic and its German translation that appeared in Klaus Kaindl's journal (1999). It can be seen that in English version, there is a note in the refrigerator, yet the note is deleted in German version. And also, in English version, the content of the note is repeated in the speech bubble, yet in German version is deleted.

c. *Detractio* (Detraction)

Detraction is similar with deletion, parts of typography, pictorial and linguistics are deleted in the translation version. In contrast to deletion, this strategy tends to make a censorship of what are the materials which are banned in the target culture. In this case, the changes of the pictorial aspects are much found in picture which associated with violence. As far, the researcher does not find this strategy are applied by the translator in this research object, since the genre is romance, so there is no scene which associated with any violence at all.

d. *Addiecto* (Addiction)

This strategy is contrast with *deletio*, Addiction means what are not exist in the source text is added to the target text as the complement of the source text. As Kaindl said on his discussion, it usually occurs on the coloring pictures of Japanese comics for American and European markets. If the Japanese comics are in black and white, then in the translation version must involve the color to adjust the western reader's interest. Another form of *Addiecto* is in the addition of exclamation mark on the translation version of sound effect.

e. *Transmutatio* (Transmutation)

Transmutation strategy means the translator change the order of language and pictorial aspect in the target text. While Japanese comics normally are read from right to left, the translator changes it from left to right if Western is the target market. Because most of Western readers are not used to read a book from right to left, thus the translator must adjust to the common habit of the target reader. The example of this strategy can be seen on the translation of Japanese comic into English comic that appears in Klaus Kaindl's journal (1999).



Figure 2. 3. The example of transmutation strategy

f. *Substitutio* (Substitution)

Substitution means that the translator replaces the material whether it's the pictorial aspect, linguistic or typographical with the equal materials. Substitution strategy occurs in sound effect as found in *Siren's Lament*, the object of this research, where the sound effect is translated into the typical sound of the target language with a little change of its font style, and size. The example of Substitution strategy occurs in sound effect as found in *Siren's Lament*, the object of this research:



Figure 2. 4. The example of substitution strategy

C. Sound Effect

After the explanation of comic translation, now the sound effect is discussed as the main topic of this research. However, before the explanation of the sound effect, the aspects of comics itself are distinguished between three groups; linguistics, typographic, and pictorial. For linguistics, there are titles, dialogue text, narrations, inscriptions, and onomatopoeia. Typographic involves grapheme, which means visual representation. And for the pictorial aspect involves panels, color, and speedlines. Perspective,

format, etc. (Kaindl, 1999) The main topic of this research, sound effect, includes on linguistics aspect which also contains a typographic aspect.

Vilma Kokko stated that the definition of sound effect basically can be debated, since there is a phenomenon that appears. In his research, he puts an example taken from the *Sluggo Freelance* websites 1&2, “BOOM” and “BLAM” are clearly onomatopoeic words, while, “LEAP!” and “POING (of doom)” are “unsound effect” because this is not description of sound, but it comprises an exclamation mark. Non-academic sources use the term ‘unsound effect’ for this phenomenon.

1. Sound Effect Category

For the classification of sound effect, here Vilma Kokko (2013) identifies the themes as categories, there are Impact, friction, breakage, air current, liquid and food, explosions, and gunshots, duration, and pitch. And here the simply discussion based on the research of Vilma Kokko:

a. Sound Effect by source

1) Impact

Impact means describing the sound that originates from the crash of two, or several objects. The variety of the sounds depend on how hard, and soft the object is, the velocity of the objects when it moves, and how it impacts when it hits. And the kind of this sound effect is easiest to differentiate among the other of sound effect’s categories. The example of this sound effect is the sound of the bell, the sound of slapping, the sound of crashing, the sound of tail hits the water, and many more.

2) Friction

Friction means describing sound of something that prolonged contact with a surface. One of the example of this sound effect is sound of slipping.

3) Air Current

Air Current means describing sound when objects move through the air. The example of this sound effect is sound of panting, sound of coughing, sound of the blowing of nail flakes, and many more.

4) Sound Involving Liquid and Food

This kind of sound effect means describing of some wet, or fluid materials are contradict to solid object. The example of this sound effect is sound of drinking, sound of eating, and many more.

5) Breakage

Breakage means describing sound of breaking object.

6) Explosions and Gunshot

This kind of sound effect are most find in action comics, which many of a sound of explosions and gunshot.

b. Sound Effect by Property

1) Sounds with Long Duration

This kind of sound effect means describing a long lasting-sound. Most of this sound effect describe sound of nature. One of the examples of this sound effect is sound of waves sweeping the coast.

2) Pitch

This kind of sound effect means describing long and low of sound. It is almost similar with Sound with Long Duration.

D. Webtoon

Wonho Jang and Jung Eun Song in their journal state that Webtoons, “Web” and “Cartoons”, at first, Webtoon is created when Korea created webcomics *manhwa* which was published online. *Manhwa* is a synonym of all the genres of Korean comics published in print and online. Webtoons are known as mobile cartoons, digital comics, web *manhwa* in Korean, and *manga* in Japanese. A webtoon is a new form of digital comics in this era. The things that distinguish webtoon with other webcomics are not only various languages and the production, but also the presentation, vertical scrolling, multimedia visual, flash animation, music, and touch reaction button. The reading style of webtoon is different from printed comic. While printed comic is read from left to right or vice versa, in digital comic such webtoon is read by scrolling down the web page or mobile application. It helps the reader understand the story telling easily and quickly supported with the music and animation that makes it like watching a movie. And by adding the reaction button such comment section, the reader can communicate with the creator directly. The readers have an opportunity to express their feelings of every episode that published, and it will used by the creators to develop their ideas for next episode. This characteristic of

webtoon makes the reader more interested on digital comic than printed comic.

E. Siren's Lament

Siren's Lament is the title of one of the web comics which can be found in Webtoon for free. It is the second comics of *instantmiso* (pen name) which published in Webtoon after *Where Tangents Meet*. However, it is her first web comics which officially translated in Webtoon Indonesia. In most of the episodes of this web comics, the creator adds the music to liven up the atmosphere of the story. And the music contributor is KennyComics. Siren's Lament updates every Wednesday at 20.00 WIB. There are many characters in the story, but the main character is Lyra, Ian, Shon, and Aleah.

The conflict of the story begins when Lyra got the curse of Siren from Ian, thence the complicated conflict emerge from that. It makes the curiosity of the reader be on the increase. The complicated plot makes this web comics interesting. This web comics was ranked in top five in romance genre with 9,76 rates.

F. Previous Related Study

Related research from other researchers is required to support this research. And here some related studies about the sound effect which has a similar topic as this research that had been found by the researcher. The first previous related study is the research of Amalia Rizki Siwi, her research entitled *An Analysis of Onomatopoeia Translation in the Bilingual Comics*

Wow!: Aladdin's Magic Lamp, Cinderella, the Ugly Duckling. This research discusses the types of onomatopoeia based on Rydblom's theory. After that, to find out how onomatopoeia is translated. The researcher adapts Mona Baker's theory of translating idiom. And it can be concluded that there are five ways of how onomatopoeia is translated; translation using onomatopoeia of similar meaning and form, translation using onomatopoeia of similar meaning but the different form, translation by omission, translation using non-onomatopoeic word with similar meaning, and translation using a word with a different meaning. The researcher concludes the accuracy of the translation based on the rater. And the result shows that 75 data is accurate and 4 data is less accurate with translation using similar meaning and form, translation using onomatopoeia in similar meaning but the different form, and translation using non-onomatopoeic word with similar meaning become the techniques that produce a translation in a high level of accuracy. Meanwhile, translation by omission and translation using a word with different meaning becomes the techniques that produce a translation in a low level of accuracy.

The similarity between this first previous study with this research is, types of onomatopoeia is discussed, also how onomatopoeia are translated into Bahasa Indonesia. However, what makes it different is in the theory are used. This research uses Vilma Kokko's theory (2013) to reveal the category of sound effect, and Klaus Kaindl's theory (1998) for comic translation strategy.

The second previous related study is from the research of Amrullah Nur Hidayat entitled *The Onomatopoeia in Robert Vendetti's Comic "The Flash"*. This research discusses the types of onomatopoeia are used by the author. And the theory of Bredin's about types of onomatopoeia is used by the researcher. And the result shows that the researcher only found two of three Onomatopoeia's types in his object, there are; Direct Onomatopoeia and Associative Onomatopoeia with the final result Direct Onomatopoeia becomes the dominant types which are used by the author. And then, for the lexical and contextual meaning, the result shows that the lexical meanings of onomatopoeia which are constructed are different from the contextual meaning.

The similarity between this previous study with this research is, types of onomatopoeia are discussed. And the differences is in the theory is used. This previous study discusses lexical and contextual meaning which is not discussed in this research.

The third previous related study is the research of Joris Despaul, entitled *Going back for Seconds: Translating comic book dialogue, humor and sound effects*. The aim of this research is analyze the translation of the dialogue, the humor and the sound effect of two comic books. The result shows that only essential inscriptions which are translated. The result for the humor in this research is, the researcher found three kinds of humor in comics, these are; verbal humor, visual humor and multimodal humor. In the object of this research, visual humor is not interpreted generally; verbal humor is not much found, and for multimodal humor, most of them are

maintained in the target text. And for sound effect, the result shows that in the *Scott Pilgrim* work, only sound effect which has less retouched in its picture are translated. And not all sound effects include as onomatopoeic word.

The similarity between this previous study with this research is, types of onomatopoeia is discussed. However, this previous study is not only focus on sound effect, but also on the dialogue, and humor. And in the sound effect explanation, this previous study discusses sound symbolism that is not discussed on this research.

In order to find the gap between those previous studies with this research, the researcher draws the table to show the differences and similarity each of them.

Table 2.1. The differences and the similarity of previous study

Previous Study	Differences	Similarity
<i>An Analysis of Onomatopoeia Translation in the Bilingual Comics Wow!: Aladdin's Magic Lamp, Cinderella, the Ugly Duckling by Amalia Rizki Siwi.</i>	- The researcher uses Bredin's theory for types of onomatopoeia. - The researcher uses Mona Baker's theory for the second problem.	- Types of onomatopoeia. - How onomatopoeia are translated.
<i>The Onomatopoeia in</i>	- The researcher uses	- Types of onomatopoeia.

<p><i>Robert Vendetti's comic "The Flash" by Amrullah Nur Hidayat.</i></p>	<p>Bredin's theory for types of onomatopoeia.</p> <p>- Lexical and contextual meaning is not discussed in this research.</p>	
<p><i>Going back for Seconds: Translating comic book dialogue, humor and sound effects by Joris Despaul.</i></p>	<p>- Sound symbolism of sound effect.</p>	<p>- Types of onomatopoeia.</p>

As the result of the table, the researcher can conclude that this research advantages is in the theory used by the researcher. The researcher uses Vilma Kokko (2013) for types/categories of sound effect. The category that provided is specific because it based on the source of the sound. And this research also uses Kaindl's theory for comic translation strategy. The strategy on this theory is the most suitable for pictorial feature, considering comic associates with picture.

CHAPTER III

RESEARCH METHODOLOGY

A. Research Design

In this research, the researcher uses descriptive qualitative for the research design. Qualitative research, according to Sukmadinata (2007:60), when the researcher lets the problems emerge from the data and are left in available to be interpreted by having two purposes, 'to describe' and 'to explore', and 'to describe' and 'to explain'. This research design used because of the data are not formed in numeral, but the form of the data is sound description in comics. Descriptive qualitative is used to describe the categories of sound effect is found on Siren's Lament web comics, and comic translation strategy are applied by the translator. The final result of this research is description and explanation of the sound effect itself, that is why the researcher chooses descriptive qualitative as the research design.

B. Data and Data Sources

In this research, the data are taken from web comics of *Siren's Lament* season 1 and season 2 on Webtoon. This web comic was published in 2015, by instantmiso (pen name) and translated by LINE Webtoon. The researcher takes from both versions, English version and Indonesian version. The translation (Indonesian) version of the comics itself helps the researcher analyzes comic translation strategies are applied on *Siren's Lament* web

comics. And for data resources, the researcher takes all which are indicates as sound effect from whole episodes of 2 seasons.



C. Technique of Collecting Data

In this research, the researcher uses documentation technique to collect the data. According to Babbie (2010), Documentation technique is when the researcher brings the data and the analysis, in order to validate the documents. This research uses documentation of the comic as the main data to be analyzed. The documents are collected from two seasons using screen capture.

The steps of collecting data used in this researcher can be seen below :

1. The researcher downloads Webtoon to read *Siren's Lament* web comics,
2. The researcher reads the original and the translation versions of *Siren's Lament* web comics,
3. The researcher captures all the sound effects from the original and the translation versions of *Siren's Lament* webcomics,
4. The researcher makes a table to classify the data,
5. The researcher validates the data to the experts whether they included in sound effect or not,
6. The researcher analyzes the data through sound effect categories by Vilma Kokko and comic translation strategies by Klaus Kaindl,
7. The researcher explains the data.

The data are collected in table. The contents of the table are coding, source text, target text and captured sound effect. Here for the example:

	ST	TT
02 S Break Subs SL	SNAP! 	CETAK! 

Here are the abbreviations of the codes above:

02: Number of the datum

ST: English version of the datum

TT: Indonesian version of the datum

S: Sound effect by source refers to category of sound effect

Break: Breakage refers to sub category of sound effect

Subs: Substitution refers to comic translation strategy

SL: Siren's Lament refers to the title of web comics

D. Technique of Analyzing Data

Analyzing data is carried out after the researcher collects the data. Patton states that data analysis means convert the data into findings, namely by reducing, sorting and developing the information obtained, identifying and

bring out the essence of the data. James Spradley (1979) provides four steps for analyzing data in qualitative research, there are; Domain, Taxonomy, Componential, and Cultural theme:

1. Domain Analysis

The researcher needs to abstract which included as the data, and which are not. Since sound effect is the main issue of this research, the researcher only selects and focuses on which are indicates as sound effect. Domain involves all the sound effect in instantmiso's *Siren's Lament*.

2. Taxonomy

After the data are collected, the researcher classifies and analyzes the data based on the objective of the research. First, the categories of sound effect is divided into two, sound effect by source and sound effect by property, sound effect by source is divided into six sub categories, and sound effect by property is divided into two sub categories. Second, after the researcher classified the data based on category of sound effect, then the researcher analyzes the strategy that is applied based on Kaindl's theory of comic translation strategy. Taxonomy involves Impact, Friction, Air Current, Sounds involving liquid and food, Breakage, Long Duration, Pitch, Repetition, Deletion, Detraction, Addiction, Substitution, and Transmutation.

3. Componential

The next process of analyzing data is drawing the componential table which is shown below:

	Sound effect by source						Sound effect by property		Number
	Impact	Friction	Air Current	Sounds involving liquid and food	Breakage	Explosion and Gun shot	Long Duration	Pitch	
Repetition	15	7	18	12	2	1	12	5	70
Transmutation	1								2
Substitution	21	9	20	13	3		7	4	80
Deletion			1						1
Total									153

Table 3.1. Componential Table

The researcher makes the table to reveal how much strategy that applied on each category of sound effect on instantmiso's *Siren's Lament* in order to know the number of each category to know the main strategy that applied to translate the sound effect in this web comic.

4. Cultural Themes

The last process is finding and writing down the dominant data through componential table that have been drawn before. From that table, the dominant strategy is found by the researcher. To gain the conclusion of the dominant data of comic translation strategy that applied, the researcher describes and interprets the data.

E. Instrument of The Research

In this qualitative research, the researcher is the main instrument of this research. In writing this research, also reading the related things to this research, need a taken part of the researcher. The most important tool of this research is researcher's ability in understanding comic translation, comic translation strategies and categories of sound effect. The additional instruments of this research used by researcher are dictionary, data sheets, laptop, *hand phone*, journal. Those additional instruments will help the researcher to collect and classify the data.

F. Trustworthiness of The Data

Trustworthiness is required to make sure that the data are relevant with the subject, since data becomes the main character in a research. Data can be called as a good data if those are valid, because data becomes an analyzed object. Furthermore, after data is analyzed, conclusion is drawn out. Therefore, in qualitative research, the researcher must do a validity to make sure that the collected data are valid by asking to the expert to verify the whole data.

Moleong (2001:173) achieved trustworthiness into four degrees; there are Credibility, Transferability, Dependability, and Confirmability.

Credibility is required by the researcher to assess whether the finding is credible or not. Transferability is required by the researcher to ensure that the reader understand about the context and the focus of this research. Dependability and Conformability has a similar concept with credibility which the accuracy of the research is involved. The researcher rechecks them frequently to preserve the validity of the research. In this case, the researcher must show the finding that finally was checked by the validator. The validator checked whether the data are included as sound effect or not. Here the criteria of validator for this research:

1. The validator must understand about comic,
2. The validator must understand about comic translation,
3. The validator must have an experience in analyzing comic.

The researcher chooses Mr. M. Romdhoni Prakoso, M.Pd. to be a data validator in this research. The validator validates the data by reading the theory of category of sound effect and comic translation strategy and the data findings. The process of validation takes 7 days. And the result is used by the researcher as the referece for next chapter of this research.

CHAPTER IV

RESEARCH FINDINGS AND DISCUSSION

In this chapter, two important points will be discussed. There are research findings and discussion. In the research findings, the result of the research analysis will be discussed and will be divided into two sub-chapters. The first sub-chapter will discuss about sound effect categories that found in the data. And the last one, comic translation strategy will be discussed. And then, the deep explanation of each finding will be discussed in the discussion.

A. Research Findings

This chapter focuses on describing the categories of sound effect are found on *Siren's Lament* web comics, and comic translation strategy that are applied to translate the sound effect.

1. Sound Effect Category

This sub-chapter focuses on discussing categories of sound effect that are found on *Siren's Lament* web comics according to Vilma Kokko's (2013) theory. The data are classified into two categories that are Sound Effect by Source and Source Effect by Property. Each categories is divided into sub category, Sound Effect by Source consists of Impact, Friction, Air Current, Sounds involving liquid and food, Breakage and Explosions and Gunshot. Meanwhile, Sound Effect by Property consists of Sounds with Long Duration and Pitch.

a. Sound Effect by Source

1) Impact

Impact means describing the sound that originates from crash of two, or several objects. The variety of the sounds depend on how hard, and soft the object is, the velocity of the objects when it moves, and how it impacts when it hits.

Example 1:

Datum number: 08 | S | Imp | Subs & Rep | SL



Figure 4. 1. Finding of impact category

One night, Lyra, as the main character, has a plan to go to the beach with her friend, Shon. She feels restless when she looks at her reflection on the mirror. She walks to her bed after it, and then she drops herself on the bed, and the sound ‘plop’ is produced.

The sound effect ‘plop’ describes sound of plopping. According to Vilma Kokko’s theory (2013) of sound effect category, this sound effect is considered as Impact category since this sound is produced by the collision of people (Lyra) with the mattress.

Example 2:

Datum number: 22 | S | Imp | Subs | SL



Figure 4. 2. Finding of impact category

When Shon sees Ian for the first time in Lyra's flower shop, he supposes that Ian is a villain because of his suspicious appearance. He silently approaches him from behind and then attacks him marked by the sound of crash.

The sound effect 'CRASH!' describes sound of crasher when Ian falls to the floor after Shon pushes him. According to Vilma Kokko's theory (2013) of sound effect category, this sound effect is considered as Impactcategory. It very clear that it is the sound of collision of two or more object. And this sound effect indicates the sound of collision of Ian with the floor (Person against ground).

Example 3:

Datum number: 49 | S | Imp | Subs & Rep | SL



Figure 4. 3. Finding of impact category

One day, Shon who works on the ship is moving the luggage of the passenger. He thinks about his plan to invite Lyra on a date in the Valentine day all the time. And it makes him does not concentrate and pay much attention to his path, so he bumps a girl accidentally. That girl is Aleah, and it becomes their first meeting.

From the collision of Shon's and Aleah's shoulder, the sound of 'BUMP' is produced. As Vilma Kokko's state, the sound that produced by the collision of two objects or more, it can be considered as Impact category.

The list of sound effect which categorized as Impact category in the source of data is provided below:

Table 4.1. Impact Category

Data Indicated as Impact Category

No	Number of Datum	Data
1.	07 S Imp Subs SL	Step
2.	08 S Imp Subs & Rep SL	Plop
3.	14 S Imp Subs SL	SMACK!
4.	22 S Imp Subs & Trans SL	CRASH!
5.	23 S Imp Subs SL	CLATTER
6.	24 S Imp Subs SL	JAB
7.	28 S Imp Rep SL	BAP
8.	29 S Imp Subs SL	WHACK!
9.	35 S Imp Subs & Rep SL	Bonk
10.	48 S Imp Subs SL	THUD
11.	49 S Imp Subs & Rep SL	BUMP

12.	50 S Imp Subs SL	TOK!
13.	55 S Imp Subs SL	CRASH!
14.	56 S Imp Subs SL	WHACK
15.	62 S Imp Subs SL	WHOMP
16.	64 S Imp Subs SL	TRIP
17.	65 S Imp Subs SL	WHACK
18.	69 S Imp Subs SL	knock knock
19.	76 S Imp Subs SL	BANG
20.	77 S Imp Subs SL	SLAM!
21.	86 S Imp Subs SL	THACK
22.	87 S Imp Subs SL	SLAMP
23.	88 S Imp Subs SL	CLASH!
24.	89 S Imp Rep SL	CLANK
25.	91 S Imp Subs SL	FLICK
26.	95 S Imp Rep SL	TAK TAK TAK

2) Friction

Example 1:

Datum Number: 15 | S | Fri | Subs | SL



Figure 4. 4. Finding of friction category

At that time, Lyra suddenly wakes up at the beach with a strange naked man. Lyra who is confused tries to wakes him up, but he even digresses. Lyra intends to leave him and looks for help.

But when she swarms the stone, she slips marked by the sound of slipping.

This sound effect describes sound of the friction between Lyra's foot and the rock when she tries to climb it but she slips. This sound effect is indicated as Friction category. Because, the sound is produced from one object that prolonged contact just with the surface. In this scene, Lyra's foot is prolonged contact with the surface of Rock, and then it produces 'SLIP/SREET' sound.

Example 2:

Datum Number: 20 | S | Fri | Subs & Rep | SL



Figure 4. 5. Finding of friction category

Shon that supposes Ian as a villain when he meets him for the first time at Lyra's flowershop wants to attack him from behind by putting his plastic bag silently and the things inside produce a sound.

This sound effect describes sound of friction between something in plastic bag with the plastic bag itself. .This sound effect is indicated as Friction category. Because this sound is

produced from something in the plastic bag that prolonged contact with the surface of the plastic bag.

Example 3:

Datum Number: 43 | S | Fri | Subs | SL

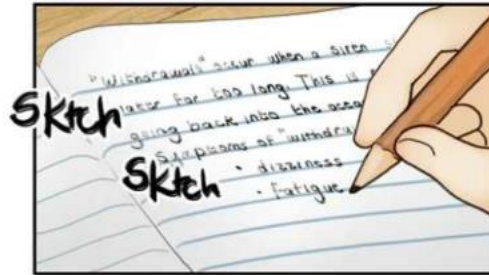


Figure 4. 6. Finding of friction category

Lyra does not familiar with her situation right now. Therefore, she writes all her circumstances when she turns into a siren. Therefore, the sound effect 'sktch sktch' is written to signify the sound of pencil scratching.

This sound effect describes sound of scratching pencil. It can be indicated as Friction since this sound is produced from one object that prolonged contact just with a surface. In this case, pencil prolongs contact with the surface of paper.

The list of soundeffect which categorized as Friction category in the source of data is provided below:

Table 4.2. Friction Category

Data Indicated as Friction Category

No	Number of Datum	Data
1.	15 S Fri Subs SL	SLIP
2.	20 S Fri Subs & Rep SL	CRINKLE

3.	25 S Fri Subs SL	Ruffle
4.	27 S Fri Rep SL	scratch scratch
5.	34 S Fri Subs SL	Rummage
6.	43 S Fri Subs SL	Skтч Skтч
7.	47 S Fri Subs SL	SLIP
8.	51 S Fri Subs SL	SCRATCH
9.	57 S Fri Subs SL	Slide
10.	84 S Fri Rep SL	ssk ssk
11	92 S Fri Rep SL	SLAP

3) Air Current

Example 1:

01 | S | Air | Subs & Rep | SL



Figure 4. 7. Finding of air current category

Lyra who rubs her nail while stands her flower shop becomes the beginning of the story. She blows her nail flakes marked with the written sound of 'fuu'.

This sound effect is indicated as Air Current category. Because there is an object that moving through air. In this scene, the object that moves through air is the dirt of nail flakes, and it caused by wind produced by Lyra's mouth.

Example 2:

13 | S | Air | Subs & Rep | SL



Figure 4. 8. Finding of air current category

That is the first meeting of Lyra and Ian after the curse-transfer incident in the sea. Lyra tries to wake him up because she worries that he dies because of drowning. However, apparently he still alive marked by his sound of coughs.

This sound effect describes sound of coughing. This sound effect is indicated to Air Current category. There is an object that moving through air. In this case, the object is the air itself. And the sound of people's cough is included in this category because it describes the relevant sound.

Example 3:

81 | S | Air | Subs & Rep | SL



Figure 4. 9. Finding of air current category

Tua, one of siren that is arrested by siren's hunter is locked up in the aquarium. At that time, when he is thinking about his

partner, Pele, he hears a conversation of the siren's hunter, but he cannot hear clearly, and only hears a whisper. And it marked by the written of 'murmur murmur' sound.

This sound effect describes sound of people who are dialoguing in whisper. It can be indicated as Air Current category because when they are whispering, they produced more an air than a voice. And 'murmur murmur' sound d It can be indicated as Air Current category because when they are whispering, they produced more an air than a voice. And sound of 'murmur murmur' describes sound of air that comes out from their mouth.

The list of sound effect which categorized as Air Current category in the source of data is provided below:

Table 4.3. Air Current Category

Data Indicated as Air Current Category

No	Number of Datum	Data
1.	01 S Air Subs & Rep SL	Fuu
2.	02 S Air Subs & Rep SL	hum~
3.	06 S Air Subs SL	Flutter
4.	09 S Air Subs & Rep SL	huff huff
5.	12 S Air Rep SL	FWSH
6.	13 Air Subs & Rep SL	cough cough
7.	17 S Air Subs SL	SWOOP
8.	21 S Air Subs SL	DASH
9.	26 S Air Subs SL	SHUT
10.	39 S Air Subs SL	VWIP
11.	54 S Air Subs & Rep SL	VWIP

12.	63 S Air Subs SL	SNORT
13.	66 S Air Subs & Rep SL	Achoo!
14.	67 S Air Subs & Rep SL	FWIP
15.	68 S Air Subs & Rep SL	Psh
16.	74 S Air Rep SL	SHRUG
17.	75 S Air Rep SL	bzzt bzzt
18.	78 S Air Subs SL	snore~
19.	80 S Air Subs SL	FWmp
20.	81 S Air Subs & Rep SL	murmur murmur
21.	85 S Air Subs SL	Flap
22.	94 S Air Subs & Rep & Trans SL	VWP!
23.	97 S Air Subs & Rep SL	RUMBLE

4) Sounds involving liquid and food

Example 1:

33 | S | L&F | Subs & Rep | SL



Figure 4. 10. Finding of sounds involving liquid and food

After Lyra and Ian discuss about the curse-transfer that can be undertaken to Aleah so that they will be free from that curse, Lyra takes the water and drinks it. It marked with the written of 'glug' sound.

This sound effect describes sound of gulping of Lyra when she drinks water. This sound effect is indicated as Sounds

involving liquid and food category. Sounds involving liquid and food itself is the sounds that produced by the gathering of some extent fluid to solid objects. It can be indicated to this category because the water that is gulped by Lyra is gathering with solid object (a throat). And it deals with watery thing.

Example 2:

42 | S | L&F | Rep | SL

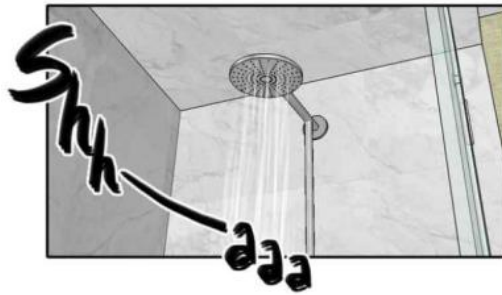


Figure 4. 11. Finding of sounds involving liquid and food

Lyra turns on the shower after she and Ian go to the beach because Lyra begins to feel the effect of lack of water considering that she is a siren now.

This sound effect describes sound water that come out from the shower. It can be indicated as Sounds involving liquid and food, since this sound deals with watery thing (imitates sound of water). Most of sound that imitates the water will be included in this category.

Example 3:

45 | S | L&F | Subs & Rep | SL



Figure 4. 12. Finding of sounds involving liquid and food

Ian is listening to the conversation between Lyra and Kori from the dining room while eating chips marked with the sound of 'kraus kraus'. After Kori leaves Lyra's house, he begins to talk about the conversation between Lyra and Kori.

This sound effect describes sound of people when they are munching. It can be indicated as Sounds involving liquid and food category because the chips that is munched by Ian is gathering with solid object (a teeth that produced saliva). Sounds involving liquid and food itself is the sounds that produced by the gathering of some extent fluid to solid objects.

The list of sound effect which categorized as Sounds involving liquid and food category in the source of data is provided below:

Table 4.4. Sounds involving liquid and food Category

Data Indicated as Sounds involving liquid and food Category

No	Number of Datum	Data
1.	03 S L&F Subs SL	drip
2.	16 S L&F Subs SL	SPLASH!
3.	19 S L&F Subs & Rep SL	rummage
4.	31 S L&F Subs SL	sip

5.	32 S L&F Subs SL	SPUTTER
6.	33 S L&F Subs & Rep SL	glug
7.	36 S L&F Subs SL	SPLASH
8.	37 S L&F Subs SL	SPLSHH
9.	38 S L&F Subs SL	SPLISH
10.	42 S L&F Rep SL	Shh –aaa
11.	44 S L&F Rep SL	PSSHHT
12.	45 S L&F Subs & Rep SL	munch munch
13.	59 S L&F Rep SL	blub blub
14.	70 S L&F Subs SL	pitter patter
15.	83 S L&F Subs SL	SPLSHH
16.	90 S L&F Subs SL	foam
17.	96 S L&F Rep SL	plip plip

5) Breakage

Example 1:

10 | S | Break | Subs | SL



Figure 4. 13. Finding of breakage category

Lyra stands aside the street that there is a beach in front of her. She should have been there with Shon, but because his girlfriend needs him more, so he cancels it. Lyra feels dissapointed and she cries over it. However, suddenly she hears of man's voice

sings. That voice is so clear but nobody is there. She rests on the handle on the side of the road to look down; perhaps there is a guy in the beach. Unfortunately, that handle is broken marked with the written sound of 'SNAP!' and she falls into the water.

This sound effect is indicated as Breakage category. It is very clear, because it refers to the sound of breaking object. As Vilma Kokko's state, all sounds that refer to breaking object will be included as Breakage category.

Example 2:

41 | S | Break | Subs & Rep | SL



Figure 4. 14. Finding of breakage category

Lyra has a grandmother, but she is hospitalized. Lyra visits her often and brings her flowers. At that night, she is arranging flowers for her grandmother. She cuts some part of it marked by the written sound of 'trim'.

This sound effect describes sound of the leaf that trimmed by the pruning shears. This sound effect is indicated to Breakage category. Because the sound is from the pruning shears that breaks the leaf. Breakage category includes all the sounds of breaking object.

Example 3:

52 | S | Break | Subs & Rep | SL

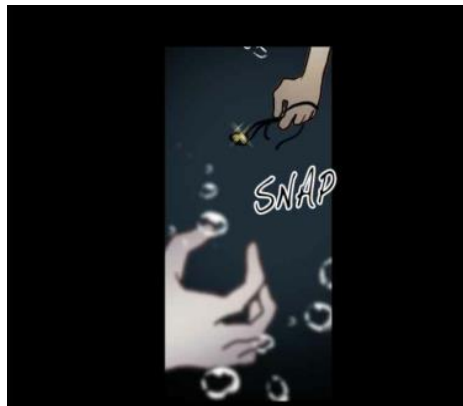


Figure 4. 15. Finding of breakage category

Lyra, Ian, Tua and Pele are looking for a fortune teller (Crim) who is believed to be able to provide a way out of the siren curse that occurred between Ian and Lyra. When they are finally meet him, there is a bicker between Lyra and Crim that makes Crim strangle her. He supposes that Lyra is a threat, because she doubts Poseidon. Therefore, there is a fight between the three of them until the necklace holding by Crim is cut off marked by the written sound 'SNAP'.

This sound effect describes sound of necklace that is broken off. It can be indicated as Breakage category, since this category includes all the sounds of breaking object.

6) Explosion and Gunshot**Example 1:**

73 | S | Exp&Gun | Rep | SL

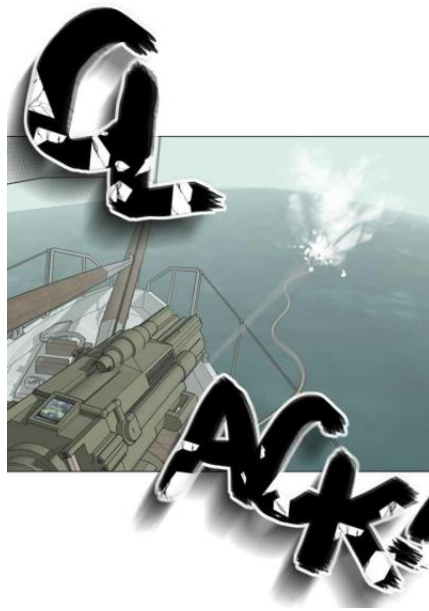


Figure 4. 16. Finding of explosion and gunshot category

Ian swims in the sea chasing the siren hunters's ship, and then Lyra follows him. And that is the first time for Shon sees her turns into siren. Ian forbids Lyra to follows him, and there is a quarrel between the two of them, until finally the siren hunter fire their weapon towards the sea marked with the written sound of 'CLACK'

This sound effect describes sound of gunshot; therefore this sound effect can be indicated as Explosion and Gunshot category. This category is the easiest category to distinguished, since all the sound which consist sound of explosion and gunshot will be included in this category.

b. Sound Effect by Property

1) Sounds with Long Duration

Example 1:

05 | P | LD | Subs & Rep | SL



Figure 4. 17. Finding of Long Duration category

That is almost evening. Lyra's house is near the beach and the picture of waves is showed as the first panel on the chapter 2.

This sound effect describes sound of waves. This sound effect is indicated as Sound with Long Duration category. The most obvious sign that make it indicates as Sound with Long Duration can be seen in the repeating of some letters and (—) symbol that makes the sound longer.

Example 2:

11 | P | LD | Subs & Rep | SL



Figure 4. 18. Finding of Long Duration category

Lyra falls into the beach. She is stranded on the cove with a stranger man, Ian. Wave sweeps her body, marked with 'Wsshhh' sound. And then she finally awakes.

This sound effect describes sound of waves that sweeping the coast. This can be indicated as Sounds with Long Duration.

The most obvious sign that make it indicates as Sound with Long Duration can be seen in the repeating of letter 's' and 'h' that makes the sound longer.

Example 3:

53 | P | LD | Subs | SL



Figure 4. 19. Finding of Long Duration category

When Lyra, Ian, Tua, and Pele go to meet Crim, there is a bicker between Lyra and Crim. Crim strangles her, but finally she can release it. Ian attacks him with his power marked with 'Choom' sound.

This sound effect describes sound of air pressure (Lyra's power) that is given to her enemy in the sea. Although this sound effect is produced from the air, but it more dominant in describing sound in Long Duration since there is a repetition on 'o' letter. This sound effect is indicated as Sounds with Long Duration.

The list of sound effect which categorized as Sounds with Long Duration category in the source of data is provided below:

Table 4.5. Sounds with Long Duration Category

Data Indicated as Sounds with Long Duration Category

No	Number of Datum	Data
1.	05 P LD Rep SL	WSShhhhh
2.	11 P LD Subs & Rep	Wsshhh
3.	30 P LD Rep SL	vmmm
4.	40 P LD Rep SL	WooSHHH
5.	53 P LD Subs SL	CHOOOM
6.	61 P LD Subs & Rep SL	FZzZzk!
7.	71 P LD Rep SL	Shhhh
8.	72 P LD Subs & Rep SL	SHAAAA
9.	79 P LD Rep SL	SHHAAAAA
10.	82 P LD Subs & Rep SL	Bwuooooo
11.	93 P LD Rep SL	VRRRR
12.	99 P LD Subs & Rep SL	WRRRRR

2) **Pitch**

Example:

60 | P | Pi | Subs | SL



Figure 4. 20. Finding of pitch category

At that night, Shon wants Lyra's call. After waits so long, Shon decides to sleep. But suddenly his phone is ringing marked by the written sound 'RING RING', so he picks up the phone quickly.

This sound effect describes sound of cell phone ring. It can be indicated as Pitch category because the sound that produced is shrill.

The list of sound effect which categorized as Pitch category in the source of data is provided below:

Table 4.6. Pitch Category

Data Indicated as Pitch Category

No	Number of Datum	Data
1.	04 P P Rep & Subs SL	ding~
2.	46 P P Subs SL	Chirp Chirp
3.	56 P P Subs SL	click
4.	98 P P Subs SL	CRAK!
5.	04 P P Rep & Sub SL	ding~

2. Comic Translation Strategy

In analyzing the strategy that applied by the translator to translate sound effect, Klaus Kaindl's theory (1999) of comic translation strategy is used by the researcher. Kaindl classifies six strategies which suitable for analyzing associated with pictorial features; Repetition, Addition, Detraction, Transmutation, Substitution, and Deletion.

However, not all strategies are applied by the translator to translate sound effect on the web comics Siren's Lament, yet a datum can

applied more than one comic translation strategy. Each strategy will be discussed in the paragraph below:

a. Repetition (Repetitio)

Translator translates sound effect from the source text into the target text without any changes. There is no different on the form, font style, or font size.

Example 1:

28 | S | Imp | Rep | SL

ST → TT



Figure 4. 21. Finding of repetition strategy

Shon gives Ian a shirt, but Ian wants to wear a shirt which worn by Shon at that time. Ian tries to release that shirt from Shon, but Shon brushes off his hand marked by sound of 'BAP'.

Comic translation strategy that applied to translate this sound effect is Repetition. It can be seen that there is no difference of the way the translator makes the sound in the target text. In the source text, this sound effect is written in paralinguistic, as well as in the target text. Also, there are no changes in font style, symbol, colour, as well as in font size.

Example 2:

40 | P | LD | Rep | SL

ST → TT



Figure 4. 22. Finding of repetition strategy

Ian and Lyra go to sea bottom. That is the first time of Lyra goes there as a siren. They swim through the seaweed, but Lyra assumes it will be easier if they swim over it. And then Ian shows his power on paves the way marked by 'WOOSHHH' sound.

Comic translation strategy that applied to translate this soundeffect is Repetition. Because there are no changes in the writing of that sound effect. I think the use of letter 'u' as the replacement of double 'o' is not too influential. Because if it is pronounced, the two of them is equally pronounced as 'u'. And the translator makes the equal sound; it means the translator leave out this sound from the translation. And also, both version of the sound effect is written in paralinguistic. As well as the typographic, the translator uses the original font style and does not resize the font. The translator also maintains the color of the sound effect.

Example:

27 | S | Fri | Rep | SL

ST → TT



Figure 4. 23. Finding of repetition strategy

Comic translation strategy that applied to translate this sound effect is Repetition. Since the translator just translates it literally, this sound effect is written in the same form, namely paralinguistic. From typography aspect, font size, colour, and font style, there is no change. The translator uses the original typography.

Example 4:

30 | P | LD | Rep | SL

ST → TT



Figure 4. 24. Finding of repetition strategy

Comic translation strategy that applied by the translator to translate this sound effect is Repetition. It can be seen that the translator just moves the original sound effect into Indonesian version as it is. Typographic aspect such as font style, font size, and color is

made equal as the original, as well as the form. This sound effect is written in paralinguistic in both versions.

Here the list of overall data which applied Repetition strategy to translate the sound effect:

Table 4.7. Repetition Strategy

Data Applying Repetition Strategy

No	Number of Datum	ST	TT
1.	1	fuu	Fyuuh
2.	2	hum~	Hmm~
3.	3	drip	Tes
4.	4	ding~	Ding~
5.	5	Shh --a	Zrr –shh
6.	6	flutter	Fwuush
7.	7	step	Tep
8.	8	plop	Puf
9.	9	huff huff	Hahh Hahh
10.	11	Wsshhh	Zrsshhhh
11.	12	FWSH	FWSH
12.	13	cough cough	Uhukh Uhukh
13.	18	WSShhhhh	WSShhhhh
14.	19	SPAK!	CEPYASH
15.	20	CRINKLE	Sresek
16.	23	CLATTER	Klettak!
17.	25	ruffle	Sruk
18.	26	SHUT	Syut
19.	27	scratch scratch	garuk garuk
20.	28	BAP	DAK
21.	30	Vmmm	Vmmm

22.	31	sip	Sruput
23.	32	SPUTTER	Pyurr
24.	33	glug	Glek
25.	34	rummage	Sruk Sruk
26.	35	bonk	Puk
27.	40	WOOSHHH	WUUSHHH
28.	41	trim	Kress
29.	42	Shh –aaa	Shh –aaa
30.	44	PSSHHT	PSSHHT
31.	45	munch munch	Kraus Kraus
32.	46	chirp chirp	Cuit Cuit
33.	49	BUMP	Dugh
34.	50	TOK!	TLUK!
35.	51	SCRATCH	SRRRK
36.	52	SNAP	Tas
37.	54	VWIP	VWUUT
38.	58	click	Ceklik
39.	59	blub blub	blub blub
40.	60	RING~ RING~	KRIING~ KRIING~
41.	61	FZzZzk!	PZzZzT!
42.	62	WHOMP	BUGH
43.	63	SNORT	MBPFT
44.	66	Achoo!	huatchih!
45.	67	FWIP	Pukk
46.	68	Psh	Cih
47.	69	knock knock	TOK TOK
48.	70	pitter patter	zrash zrash
49.	71	Shh hh	Shh hh
50.	72	SHA AAA	SHA AAA
51.	73	CLACK!	KLAK!

52.	74	SHRUT	BETS
53.	75	bzzt bzzt	bzzt bzzt
54.	78	snore~	KRRR~
55.	79	SHHAAAAA	ZRAAAASH
56.	81	murmur murmur	was wos was wos
57.	82	Bwuooooo	Buooong
58.	84	ssk	ssk
59.	85	flap	BATS
60.	87	SLAMP	BUGH
61.	89	CLANK	KLANG
62.	90	foam	bwush
63.	91	FLICK	CTAK
64.	92	SLAP	SRAK
65.	93	VRRRR	DRRRR
66.	94	VWP!	BATS
67.	95	TAK TAK TAK	TAK TAK TAK
68.	96	plip plip	tik tik
69.	97	RUMBLE	GEMURUH
70.	99	WRRRRR	WHUUUZ

b. Transmutation

Example 1:

11 | P | LD | Subs & Rep & Trans | SL

ST → TT



Figure 4. 25. Finding of transmutation strategy

This sound effect describes sound of waves that sweeps the coast. As stated before, there are data that applied more than one strategy, since the data is analyzed from the typography, and the form. The translator applies three strategies on translating this sound effect, Substitution, Repetition, and Transmutation. For Substitution, the differences only in the font size, the letter 's' written in capital letter, but the way the translator make a sound of sweeping waves is similar. For Repetition, both version of sound effect is written in paralinguistic. For Transmutation strategy, it can be seen on the position change of the target text. In the source text, this sound effect is written towards the right bottom, however in the target text, this sound effect is written towards the center right.

Example 2:

22 | S | Imp | Subs & Trans | SL

ST → TT



Figure 4. 26. Finding of transmutation strategy

The sound effect ‘CRASH!’ describes sound of crasher when Ian falls to the floor after Shon pushes him. The translator applies two strategies to translate this sound effect, Substitution and Transmutation. For Substitution, there are some changes from the source text to the target text, such as the font style, in the source text the creator uses the color shadow (black) but in the target text, the translator does not use any color shadow, and the exclamation mark has been removed in target text. And then, this sound effect is written in linguistic in the source text, while in the target text, it is written in paralinguistic. For Transmutation, it can be seen that the position of this sound is changed in the target text. In the source text the sound effect is written towards the top right, however in the target text, the sound effect is written towards the bottom right. As Kaindl's state, Transmutation strategy is when the order of pictorial elements of the source is changed.

c. Substitution

Example 1:

01 | S | Air | Subs & Rep | SL

ST → TT

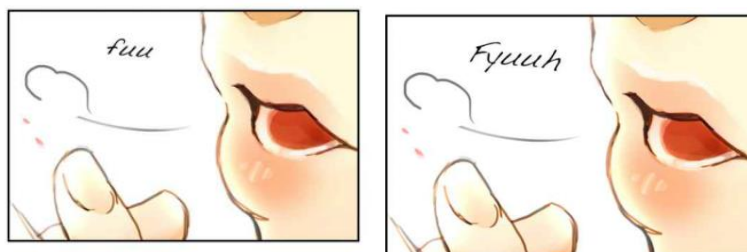


Figure 4. 27. Finding of substitution strategy

Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, the way of this

sound effect is written from the source text to the target text is changed, such as the font size; in the target text is written bigger than the original, and the using of capital letter on the first letter, some letters is translated as the original, but in the target text uses sound [y], and the sound effect is translated into a very typical Indonesian sound of blowing.

Example 2:

10 | S | Break | Subs | SL

ST → TT



Figure 4. 28. Finding of substitution strategy

Comic translation strategy that applied to translate this sound effect is Substitution by replacing the original material with the similar material. In this sound effect, there are some changes, such as in font includes font size; the translation version is smaller than the original, and font style. The translator uses the different ways of imitate the sound of breaking. ‘SNAP!’ in Indonesia is ‘jepret’, but in the target text, the translator uses ‘CETAK!’

Example 3:

15 | S | Fri | Subs | SL

ST → TT



Figure 4. 29. Finding of substitution strategy

Comic translation strategy that applied to translate this sound effect is Substitution. There are some changes on the writing of the sound effect, such as the font size which in the target language is smaller than the source language, and then the font style, which in target text more decorative than the source text, and the last is, that sound effect is translated into very typical Indonesia's sound of slipping. And also, this sound effect is written in linguistic in the source text, while it is written in paralinguistic in the target text.

Example 4:

22 | S | Imp | Subs & Trans | SL

ST → TT



Figure 4. 30. Finding of substitution strategy

Comic translation strategy that applied to translate this sound effect is Substitution and Transmutation. For Substitution, there are some changes from the source text to the target text, such as the font style, in the source text is using the color shadow (black) but in the

target text does not use any color shadow, and the exclamation mark has been removed in target text. And then, this sound effect is written in linguistic in the source text, while in the target text, it is written in paralinguistic.

Example 5:

26 | S | Air | Subs & Rep | SL

ST → TT



Figure 4. 31. Finding of substitution strategy

Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. The translator replaces this sound effect with the similar material. It can be seen that between that two sound effect, those have a similar pronunciation, but in the target text it translated into a very typical sound of Indonesia. In the source text it is written in linguistic, while in the target text, it is written in paralinguistic. And then, the use of capital letter in the first letter of the target text which followed by lowercase, that originally in the source text all is written in uppercase.

Example 6:

64 | S | Imp | Subs | SL

ST → TT

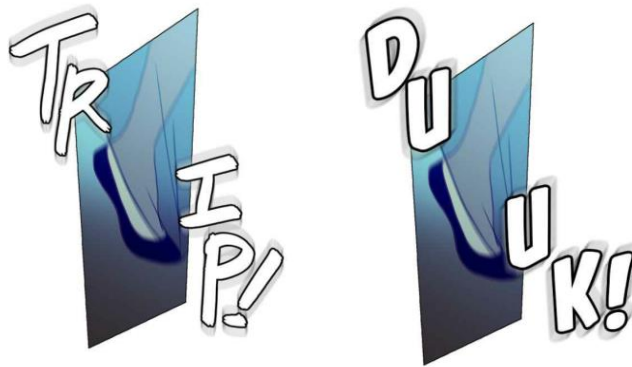


Figure 4.32. Finding of substitution strategy

Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that in the translated version there is a change in the font style. In the translated version, in each letter, the border line and the shadow is bolder than original version. And also, the translator translates this sound effect in a different way. In the translated version, this sound effect is written in paralinguistic, while in the original version is written in linguistic.

Example 7:

77 | S | Imp | Subs | SL

ST → TT

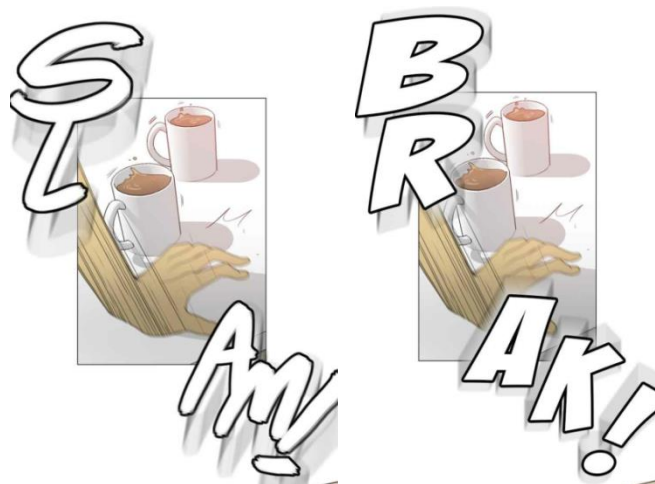


Figure 4.33. Finding of substitution strategy

Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen of the use of different font style in the translated version. And the shadow effect in the back of the sound effect is also different between the original and the translated version. In the original the shadow is clearer than the translated version. And also, the translator translates this sound in different way. In the translated version this sound effect is written in paralinguistic, while in the original version is written in linguistic.

Here the overall data that applying Substitution strategy to translate the sound effect:

Table 4.8. Substitution Strategy

Data Applying Substitution Strategy

No	Number of Datum	ST	TT
1.	1	fuu	Fyuuh
2.	2	hum~	Hmm~
3.	3	drip	Tes
4.	4	ding~	Ding~
5.	5	Shh --a	Zrr --shh
6.	6	flutter	fwuush
7.	7	step	Tep
8.	8	plop	Puf
9.	9	huff huff	Hahh Hahh
10.	10	SNAP!	CETAK!
11.	11	Wsshhh	Zrssshhh
12.	13	cough cough	Uhukh Uhukh
13.	14	SMACK!	PLAAAK!

14.	15	SLIP	SREEET
15.	16	SPLASH!	BRUUUSH!
16.	17	SWOOP	SYUUP
17.	19	SPAK!	CEPYASH!
18.	20	CRINKLE	Sressek
19.	21	DASH	BATS
20.	22	CRASH!	GUBRAK
21.	23	CLATTER	Kletakk!
22.	24	JAB	DEZIG
23.	25	ruffle	Sruk
24.	26	SHUT	Syut
25.	29	WHACK!	DUAACK!
26.	31	Sip	Sruput
27.	32	SPUTTER	Pyurr
28.	33	glug	Glek
29.	34	rummage	Sruk Sruk
30.	35	bonk	PUK
31.	36	SPLASH	CEPYAASH
32.	37	SPLSHH	ZRAASH
33.	38	SPLISH	BRUUUSH
34.	39	VWIP	VWUP
35.	41	trim	Kress
36.	43	Skтч Skтч	SRET SRET
37.	45	munch munch	Kraus Kraus
38.	46	chirp chirp	Cuit Cuit
39.	47	SLIP	SRUUUT
40.	48	THUD	GUBRAKH
41.	49	BUMP	Dugh
42.	50	TOK!	TLUK!
43.	51	SCRATCH	SRRRK

44.	52	SNAP	Tas
45.	53	CHOOOM	ZYUUUUNG
46.	54	VWIP	VWUUT
47.	55	CRASH!	DRAAAK!
48.	56	WHACK	PRAAK
49.	57	slide	Sreet
50.	58	click	Ceklik
51.	60	RING~ RING~	KRIING~ KRIING~
52.	61	FZzZzk!	PZzZzT!
53.	62	WHOMP	BUGH
54.	63	SNORT	MBFT
55.	64	TRIP!	DUUK!
56.	65	WHACK!	BUAAK!
57.	66	Achoo!	huatchih!
58.	67	FWIP	Pukk
59.	68	Psh	CIh
60.	69	knock knock	TOK TOK
61.	70	pitter patter	zrash zrash
62.	71	SHA AAA	ZRAA AAA
63.	76	BANG	DAK
64.	77	SLAM!	BRAK!
65.	78	snore~	KRRR~
66.	80	FWmp	BLUGH
67.	81	murmur murmur	was wos was wos
68.	82	Bwuooooo	Bwuooong
69.	83	SPLSHH	JEBYUR
70.	85	flap	BATS
71.	86	THACK	DUAKH
72.	87	SLAMP	BUGH

73.	88	CLASH!	PRANG!
74.	90	foam	Bwush
75.	91	FLICK	CTAK
76.	92	SLAP	SRAK
77.	94	VWP!	BATS
78.	97	RUMBLE	GEMURUH
79.	98	CRAK!	CETAAR!
80.	99	WRRRRR	WHUUUZ

d. Deletion

Example 1:

94 | S | Air | Subs & Rep & Del | SL

ST → TT

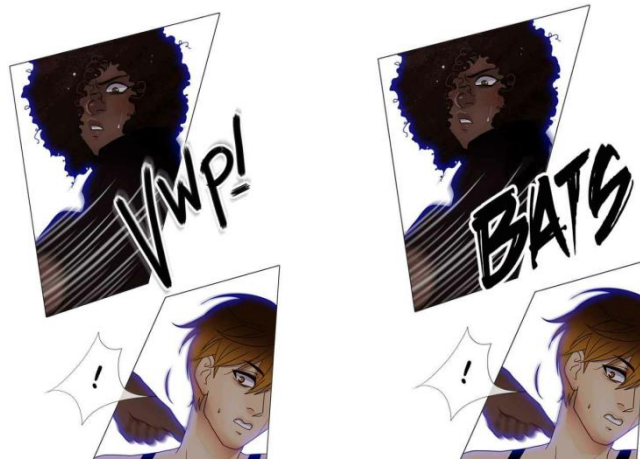


Figure 4. 34. Finding of transmutation strategy

The translator applies three strategies to translate this sound effect; Substitution, Repetition, and Deletion. For Deletion, it can be seen that in the original version there is an exclamation mark in the end, while it is deleted in the translated version.

B. Discussion

In this research, the researcher focuses on two discussion, they are category of sound effect and comic translation strategy that are applied to translate sound effect on *Siren's Lament* web comics that can be found on Webtoon application. After the researcher analyzes and understands the category and the translation of sound effect as found from *Siren's Lament* web comics, the researcher assumes that the translator wants to maintain the pictorial aspect of sound effect and localize the sound effect into a very typical sound of Indonesia.

The first problem in translating sound effect is solved by finding the category of sound effect that found on this web comics based on Vilma Kokko's theory (2013). The categories of sound effect are sound effect by source; Impact, Friction, Air Current, Sounds involving Liquid and Food, Breakage, Explosion and Gunshot, and Sound effect by property; Sounds with Long Duration, and Pitch.

Table 4.9. Category of the Data

Sound Effect Category	Sub Category	Total	Percentage
Sound Effect by Source	Impact	26	26,3%
	Friction	11	11,1%
	Air Current	23	23,2%
	Sounds involving Liquid and Food	17	17,2%
	Breakage	3	3,0%
	Explosion and Gunshot	1	1,0%
Sound Effect by Property	Sounds with Long Duration	13	13,1%

	Pitch	5	5,1%
Total		99	100%

The researcher finds 99 data in this web comics, those categories are; Impact 26 data (26,3%), Friction 11 data (11,1%), Air Current 23 data (23,2%), Sounds involving Liquid and Food 17 data (17,2%), Breakage 3 data (3,0%), Explosion and Gunshot 1 data (1,0%), Sounds with Long Duration 13 data (13,1%), and Pitch 5 data (5,1%).

From that finding, the researcher finds that Impact category becomes the dominant data with 26 data founds. Since the genre of Siren's Lament webcomic is romantic, the casts are connected each other. It makes the possibility of human's influence in the producing of collision's sound is higher, thus, a lot of data goes into the impact category.

The researcher also found comic translation strategy that applied by the translator to translate the sound effect in Siren's Lament webcomics. Comic translation strategies that found are Repetition, Transmutation, Substitution and Deletion.

Table 4.10. Percentage of Comic Translation Strategy Analysis

Strategy	Amount of Data	Percentage
Repetition	70	45,8%
Transmutation	2	1,3%
Substitution	80	52,3%
Deletion	1	0,6%
Total	153	100%

The analysis of comic translation strategy by the researcher shows that Repetition 70 data (45,8%), Transmutation 2 data (1,3%), Substitution 80 data (52,3%) and Deletion 1 data (0,6%). Therefore, the researcher found the dominant data of comic translation strategy applied to translate the sound effect in *Siren's Lament* web comics is Substitution.

Substitution appropriates to be applied in translating sound effect since it replaces the original material with the similar material. The translator makes the sound into a very typical sound of Bahasa Indonesia by changing the form of the written of the sound. Most of sound effect which is applied substitution strategy is changed into paralinguistic form. The translator writes the sound effect in target version according to how it sounds. As well as the pictorial features, the translator uses the similar font style while it translates to the target text.

The category used to separate each of data from sound effect as the result of analysis. Every category has the special aims and reason in translation. Then the strategy used to achieve the appropriate goals of every translation. The result showed that the strategy that is used in translating sound effect of *Siren's Lament* is dominant in Repetition, Substitution, Deletion, and Transmutation with the category as Impact, Friction, Air Current, Sounds involving liquid and food, Breakage, Explosion and Gunshot, Sounds with Long Duration and Pitch. From the explanation above could be concluded by the researcher that categorizing affect the strategy that is used in some conditions.

By finding Impact category and Substitution as a dominant data, the researcher connects and assumes that the translator has changed a lot in both the pictorial feature and the form. Impact category whose the sound is produced by the collision between several object looks the loudest among the others, has changes in the pictorial features. The translator replaces the original font with the new similar font that not much different from the original, which means the translator still maintains the originality of the sound effect. However, the translator changes the form of the sound effect, which most of the original sound effect is written in linguistic form. In the target text most of them is written in paralinguistic form. It means that the translator seems make it more alive, so the readers can feel how the loud the sound is produced. Although the form is changed, it does not affect the authenticity of the meaning of the sound effect of the original version.

In translating sound effect in Indonesian Webtoon, the translators tend to write directly how the sound sounds rather than what the sound is. It can be seen that Indonesian readers prefer to read a direct description of the sound produced. Moreover, by writing the direct description, the sound looks more dramatize and Indonesian readers love that thing, since it can build the imagination and feel more the atmosphere while reading it. This translation phenomenon can also be found in *The Secret of Angel*, *Killstagram* and *Devil Number 4*.

CHAPTER V

CONCLUSION & SUGGESTION

This chapter is the last chapter on this research. It contains two parts, namely Conclusion and Suggestion. The first part is conclusion that consists of the answer of two problem statements of previous chapter; categories of sound effect and comic translation strategy. The second part is suggestion, which contains some suggestions for the translator, the English students, and the other researcher.

A. Conclusion

The researcher found 8 categories of sound effect on 99 data totally. Those categories are; Impact with 26 data (26,3%), Friction with 11 data (11,1%), Air Current with 23 data (23,2%), Sounds involving Liquid and Food with 17 data (17,2%), Breakage with 3 data (3,0%), Explosion and Gunshot with 1 data (1,0%), Sound with Long Duration with 13 data (13,1%) and Pitch with 5 data (5,1%). The researcher found that the dominant data of categories of sound effect is Impact category.

The analysis of comic translation strategy by the researcher shows that 70 data (45,8%) apply Repetition strategy, 2 data (1,3%) apply Transmutation, 80 data (52,3%) apply Substitution strategy and 1 data (0,6%) apply Deletion strategy. There are some data that applied two strategies on translating one sound effect. And the dominant strategy that applied to translate the sound effect in *Siren's Lament* is Substitution. The translator replaces the pictorial and the form of the original sound effect with the similar material. However,

its do not affect the meaning of the sound effect. The translator only localizes the sound effect into a very typical sound in Bahasa Indonesia. By finding the dominant category and dominant strategy, the researcher can assume that by writing the direct sound, it will make the sound effect livier. Especially in the sound that categorized in impact category. Then with the change of font style it also affects the reader's assumption about how loud the sound is, but the translator still often to maintain the original font style.

B. Suggestion

This research provides some suggestions as follow:

1. For the translators:

In translating sound effect, localizing is important. The translator should be able in adjusting to the typical sound of the target country but still maintain the original meaning of the original sound. So the translation of sound effect will be understood greatly.

2. For students who major in English:

The researcher suggests for more English students especially who study in Translation are interested in learning translation of comic especially in the sound effect.

3. For the other research

This research only focuses on analyzing category of sound effect and comic translation strategy on *Siren's Lament* web comics on webtoon. Thus, it suggests the other researcher will observe further research related to comic translation by using the other theory, so it could be compared to this research. And also since webtoon is a popular place to read digital



comic that provides a wide variety of features, and the way we read comic is different with how the way we read printed comic, the researcher suggests the other researcher to analyze comic translation on webtoon more deeply.



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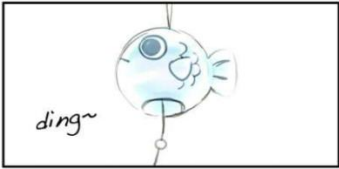
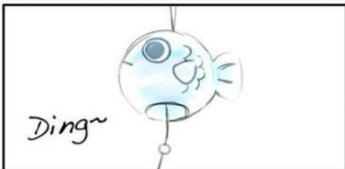
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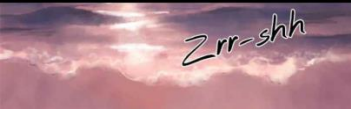
Title	Sound Effect Translation as Found on instantmiso's <i>Siren's Lament</i>
Research Questions	<ol style="list-style-type: none"> 1. What categories of sound effect as found from instatmiso's <i>Siren's Lament</i>? 2. What types of comic translation strategies are applied to translate sound effects on instantmiso's <i>Siren's Lament</i>?



	ST	TT	Category	Strategy	Explanation	Validation	Comment(s)
1.	 <p>fuu</p>	 <p>Fyuuh</p>	Sound Effect by Source: Air Current	Substitution & Repetition	This sound effect is indicated as Air Current category. Because there is an object that moving through air. In this scene, the object that moves through air is the dirt of nail flakes. Comic translation strategy that applied to translate this sound effect is Substitution and Repetition . For Substitution , because the way of this sound effect is written from the source text to the target text is changed, such as the font size, and the using of capital letter on the first		



					<p>letter, some letters is translated as the original, but in the target text uses sound [y], and the sound effect is translated into a very typical Indonesian sound of blowing. And for Repetition, because in the source text, this sound effect is written in paralinguistic, as well as in the target text.</p>		
2.	 <p>hum~</p>	 <p>Hoam~</p>	<p>Sound Effect by Source: Air Current</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of yawning. This sound effect is indicated as Air Current category. The uses of fricative [h] rather show that there is an air moving. Comic translation strategy that applied to translate this sound effect is</p>		



					<p>Substitution and Repetition. For Substitution, it can be seen from the changes of the first letter, [h] is written with capital letters in the translated version. And it also translated in a very typical sound of yawning in Indonesia. And for Repetition, it can be seen that both version of sound effect is written in paralinguistic.</p>		
3.	 <p>drip</p>	 <p>Tes</p>	<p>Sound Effect by Source: Sounds involving liquid and food</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of dripping water. It can be indicated as Sounds involving liquid and food category, since it imitating the sound of water. Comic translation strategy that applied to translate this sound effect is Substitution,</p>		



					since the size of this sound effect is changed. In Target Text, it is written bigger. Then, this sound effect is translated into a very typical sound of dripping water in Indonesia. And also, in the source text, this sound effect is written in linguistic, while in the target text, it is written in paralinguistic.		
4.	 <p>ding~</p>	 <p>Ding~</p>	Sound Effect by Property: Pitch	Repetition & Substitution	The sound effect describes the sound of the bell. It can be indicated as Pitch (high-pitch) category, since the sound that produced by that bell is shrill. Comic translation strategy that applied to translate this sound effect is Repetition , because it is rewritten as the		



					original with the same orthography. But, Substitution is also applied to translate this sound effect, it can be seen that 'd' in the Target Text is written with capital letter.		
5.	 <p>Shh -a</p>	 <p>Zrr-shh</p>	<p>Sound Effect by Property: Sounds with Long Duration</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of waves. This sound effect is indicated as Sound with Long Duration category. The most obvious sign that make it indicates as Sound with Long Duration can be seen in the repeating of some letters and (-) symbol that makes the sound longer. Comic translation strategy that applied to translate this sound effect is</p>		



					<p>Substitution and Repetition. For Substitution, it can be seen that in the target text, this sound is written in bold and this (-) symbol is shorter. And for Repetition, both version of sound effect is written in paralinguistic.</p>		
6.	 <p>flutter</p>	 <p>fwuush</p>	<p>Sound Effect by Source: Air Current</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of Lyra's dress fluttering in the wind. This sound effect is indicated as Air Current category since the sound is produced by her dress that moving through the air. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that this sound is translated into a</p>		



					<p>different way. In the source text this sound effect is written in linguistic, but in the target text, it is written in paralinguistic.</p> <p>Then, the size of this sound effect is bigger in the target text. And also, in the source text this sound effect is written in linguistic, while in the target text is written in paralinguistic.</p>	
7.	 <p style="text-align: center;">step</p>	 <p style="text-align: center;">Tep</p>	<p>Sound Effect by Source: Impact</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of footstep. This sound effect is indicated as Impact category since this sound is produced by the <u>collision</u> of foot with the floor.</p> <p>Comic translation strategy that applied to translate this sound effect is</p>	



					<p>Substitution. It can be seen that there is a change in the use of uppercase in the first letter of the target text. And also, in the source text, this sound effect is written in linguistic, while in the target text, it is written in paralinguistic.</p>		
8.	 <p>plop</p>	 <p>puf</p>	<p>Sound Effect by Source: Impact</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of plopping. This sound effect is indicated as Impact category since this sound is produced by the collision of people with the mattress. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen of using an uppercase in the first letter of the sound effect in</p>		



					the target text.		
9.	 <p>huff huff</p>	 <p>Hahh Hahh</p>	<p>Sound Effect by Source: Air Current</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of panting. This sound effect is indicated to Air Current category. This sound is produced because of air moving. And sound that made by objects moving through air, it indicates as Air Current category. In this case, the object is the air itself. Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, it can be seen that there are some</p>		



					changes from the source text to the target text, in the font size and using of capital letter on the first letter. In the target text, the sound effect is translated into a very typical Indonesia's sound of panting. And for Repetition , it can be seen that in the source text, this sound is written in paralinguistic, as well as in the target text.		
10.	 <p>SNAP!</p>	 <p>CETAK!</p>	Sound Effect by Source: Breakage	Substitution	This sound effect is indicated as Breakage category. It is very clear, because it refers to the sound of breaking object. Comic translation strategy that applied to translate this sound effect is Substitution by replacing the		

					original material with the similar material. In this sound effect, there are some changes, such as in font includes font size and font style, and using different ways of imitate the sound of breaking. 'SNAP!' in Indonesia is 'jepret', but in the target text, the translator uses 'CETAK!'		
11.	 <p>Wsshhh</p>	 <p>Zrsshhhh</p>	<p>Sound Effect by Property: Sounds with Long Duration</p>	<p>Substitution & Repetition Transmutation</p>	<p>This sound effect describes sound of waves that sweeping the coast. This can be indicated as Sounds with Long Duration. The most obvious sign that make it indicates as Sound with Long Duration can be seen in the repeating of letter 's' and 'h' that</p>		



					<p>makes the sound longer.</p> <p>The strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, the differences only in the font size, the letter 's' written in capital letter, but the way the translator make a sound of sweeping waves is similar. For Repetition, both version of sound effect is written in paralinguistic.</p>		
12.	 <p>FWSH</p>	 <p>FWSH</p>	<p>Sound Effect by Source: Air Current</p>	<p>Repetition</p>	<p>This sound effect describes sound of the body movement of Lyra. It can be indicated as Air Current category because this sound is produced by the movement of people through the air.</p>		



					Comic translation strategy that applied to translate this sound effect is Repetition , since the translator just moves the source text into the target text without any changes.		
13.	 <p>cough cough</p>	 <p>Uhukh Uhukh</p>	Sound Effect by Source: Air Current	Substitution & Repetition	This sound effect describes sound of coughing. This sound effect is indicated to Air Current category. There is an object that moving through air. In this case, the object is the air itself. And the sound of people's cough is included in this category because it describes the relevant sound. Comic translation strategy that applied to translate this sound effect is Substitution . This sound effect is		



					<p>translated in a different way. In the source text, it is written in linguistic, but in the target text, it is written in paralinguistic.</p> <p>Also, because the use of capital letters on the first letter in the target text. This sound effect is also translated into a very typical sound of coughing in Indonesia.</p>		
14.	 <p>SMACK!</p>	 <p>PLAAAK!</p>	<p>Sound Effect by Source: Impact</p>	<p>Substitution</p>	<p>This sound effect describes sound of slapping. This sound effect is indicated to Impact category. Impact mostly refers to describe sound of 'abrupt onset'. And this sound effect refers to it.</p> <p>Comic translation strategy that applied to translate</p>		



					<p>this sound effect is Substitution. There is a font change from the source text to the target text. And the way the translator makes a sound of slapping is also different. In the source text it is written in linguistic, but in the target text it is written in paralinguistic.</p>		
15.	 <p>SLIP</p>	 <p>SREEET</p>	<p>Sound Effect by Source: Friction</p>	<p>Substitution</p>	<p>This sound effect describes sound of the friction between Lyra's foot and the rock when she tries to climb it but she slips. This sound effect is indicated as Friction category. Because, the sound is produced from one object that prolonged contact</p>		



					<p>just with the surface. In this scene, Lyra's foot is prolonged contact with the surface of Rock, and then it produces 'SLIP/SREET' sound.</p> <p>Comic translation strategy that applied to translate this sound effect is Substitution. There are some changes on the writing of the sound effect, such as the font size which in the target language is smaller than the source language, and then the font style, which in target text more decorative than the source text, and the last is, that sound effect is translated into very typical Indonesia's</p>		
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					<p>sound of slipping. And also, this sound effect is written in linguistic in the source text, while it is written in paralinguistic in the target text.</p>		
16.	 <p>SPLASH!</p>	 <p>BRUUUSH!</p>	<p>Sound Effect by Source: Sounds involving liquid and food</p>	<p>Substitution</p>	<p>This sound effect describes sound of when people fall into the water. This sound effect is indicated as Sounds involving liquid and food because it is associated with watery thing. Comic translation strategy that applied to translate this sound effect is Substitution. The translator translates this sound into a different way. In the source text, this sound is</p>		



					<p>written in linguistic, but in the target text is written in paralinguistic. And then, the font style is changed in the translated version. And also, this sound is translated into a very Indonesia's typical sound when there is something falls into the water.</p>		
17.	 <p>SWOOP</p>	 <p>SYUUP</p>	<p>Sound Effect by Source: Air Current</p>	<p>Substitution</p>	<p>This sound effect describes sound of body movement of Ian when he tries to catch Lyra's body. From that scud, there is an air movement that produced, and this sound effect describes that air movement. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that</p>		



					the translator uses a different font style. And also, the translator translates this sound effect in a different form. In translated version, this sound effect is written in paralinguistic form, while in original version is written in linguistic form.	
18.	 <p>WSShhhhh</p>	 <p>WSShhhhh</p>	Sound Effect by Property: Sounds with Long Duration	Repetition	This sound effect describes sound of wave. It can be indicate as Sounds with Long Duration since there are some letters that are written repeatedly, 's' and 'h'. Comic translation strategy that applied to translate this sound effect is Repetition . It can be seen that the translator moves the original sound	



					effect into the target text as it is.		
19.	 <p>SPAK!</p>	 <p>CEPYASH!</p>	<p>Sound Effect by Source: Sounds involving liquid and food</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of water that hit by people. It can be indicated as Sounds involving liquid and food category because this sound imitates sound of water, especially water splash. Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, it can be seen from the change in font style. For Repetition, it can be seen from the similarity of the way this sound</p>		

					effect is written. In the source text, this sound is written in paralinguistic as well as in the target text.		
20.	 <p>CRINKLE</p>	 <p>Sresek</p>	Sound Effect by Source: Friction	Substitution & Repetition	<p>This sound effect describes sound of collision between something in plastic bag with the plastic bag itself. It happens when Shon put that plastic bag to the floor slowly when he wants to attack Ian quietly. This sound effect is indicated as Friction category. Because this sound is produced from something in the plastic bag that prolonged contact with the surface of the plastic bag. This sound is produced due to shocks caused by Shon.</p>		



					<p>Comic translation strategy which applied to translate this sound effect is Substitution. Because there are some changes in the writing of this sound effect. The first one is in the sound itself. This sound effect is translated into sound that very familiar among Indonesians. And then, the use of capital letter in the first letter of the target text which followed by lowercase, that originally in the source text all is written in uppercase. And also, in the source text, this sound is written in linguistic and in the target text, it is written in paralinguistic.</p>	
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21.	 <p data-bbox="401 488 493 516">DASH</p>	 <p data-bbox="783 475 867 503">BATS</p>	<p data-bbox="1045 235 1163 410">Sound Effect by Source: Air Current</p>	<p data-bbox="1199 235 1354 263">Substitution</p>	<p data-bbox="1381 235 1635 665">This sound effect describes sound of the body movement of Shon. It can be indicated as Air Current category because this sound is produced by the movement of people through the air.</p> <p data-bbox="1381 673 1635 1401">Comic translation strategy that applied to translate this sound is Substitution. It can be seen that the font style is changed in the target text. And also, the translator translates this sound effect in a different way. In the source text, this sound is written in linguistic and in the target text, it is written in paralinguistic.</p>		
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<p>22.</p>	 <p>CRASH!</p>	 <p>GUBRAK</p>	<p>Sound Effect by Source: Impact</p>	<p>Substitution & Transmutation</p>	<p>This sound effect describes sound of crasher when Ian falls to the floor after Shon pushes him. This sound effect is indicated to Impact category. It very clear that it is the sound of collision of two or more object. And this sound effect indicates the sound of collision of Ian with the floor (Person against ground). Comic translation strategy that applied to translate this sound effect is Substitution. There are some changes from the source text to the target text, such as the font style, in the source text is using the color shadow (black) but in the target text</p>
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					<p>does not use any color shadow, and the exclamation mark has been removed in target text. And then, this sound effect is written in linguistic in the source text, while in the target text, it is written in paralinguistic.</p> <p>Another comic translation strategy that applied to translate this sound effect is Transmutation. It can be seen that the position of this sound is changed in the target text.</p>		
23.	 <p>CLATTER</p>	 <p>Kletakk!</p>	<p>Sound Effect by Source: Impact</p>	<p>Substitution & Repetition</p>	<p>This sound effect sound of the collision between a chair and a ground. This sound effect is indicated to Impact category. Because the sound that produced is</p>		



					<p>from the collision between a chair and a floor, it means that something hard hits something hard.</p> <p>Comic translation strategy that applied to translate this sound effect is Substitution.</p> <p>There are some changes in the writing of this sound effect. One of them is the way the translator translates this sound is adjusted to the familiar sound among Indonesian. And then, the use of uppercase only in the first letter of the target text, that originally in the source text all of the letters are written in uppercase. In the target text, the</p>		
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					exclamation mark is added. And also, this sound effect is written in linguistic in the source text, while in the target text, it is written in paralinguistic.		
24.	 <p>JAB</p>	 <p>DEZIG</p>	Sound Effect by Source: Impact	Substitution	<p>This sound effect describes sound of hitting. This sound effect is indicated as Impact category since it is produced by the collision of elbow with belly (something hard against something hard).</p> <p>Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that there is a change in the font style, also in the target text; this sound is not written in <i>bold</i>.</p>		



					And also, in the source text, this sound effect is written in linguistic, but in the target text, it is written in paralinguistic.	
25.	 <p>ruffle</p>	 <p>Sruk</p>	Sound Effect by Source: Friction	Substitution & Repetition	<p>This sound is produced when Shon rubs his hand on Lyra's hair. This sound effect can be indicated as Friction category because this sound is produced from one object that prolonged contact just with the surface.</p> <p>Comic translation strategy that applied to translate this sound effect is Substitution, since in the source text this sound is written in linguistic, while in the target text, it is written in paralinguistic.</p>	



					Also, in the target text, capital letter is used in the first letter.		
26.	 <p>SHUT</p>	 <p>Syut</p>	<p>Sound Effect by Source: Air Current</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of door when it is closed. This sound effect is indicated as Air Current since there is something moves through the air. Comic translation strategy that applied to translate this sound effect is Substitution. The translator replaces this sound effect with the similar material. It can be seen that between that two sound effect, those have a similar pronunciation, but in the target text it translated into a very typical sound of Indonesia. In the source text it is</p>		



					<p>written in linguistic, while in the target text, it is written in paralinguistic. And then, the use of capital letter in the first letter of the target text which followed by lowercase, that originally in the source text all is written in uppercase.</p>		
27.	 <p>scratch scratch</p>	 <p>garuk garuk</p>	<p>Sound Effect by Source: Friction</p>	<p>Repetition</p>	<p>This sound effect describes sound of scratching. This sound effect is indicated as Friction because this sound is produced from one object that prolonged contact just with the surface (hand with the surface of belly). Comic translation strategy that applied to translate this sound effect is</p>		



					<p>Repetition, because the translator just translates it literally. Also, there is no change on the font style or the font size. Both source text and target text is written in linguistic.</p>	
28.	 <p>BAP</p>	 <p>DAK</p>	<p>Sound Effect by Source: Impact</p>	<p>Repetition</p>	<p>This sound effect is indicated as Impact category since the sound is produced from hand-to-hand collision, which is because Shon brushed off Ian's hand. Comic translation strategy that applied to translate this sound effect is Repetition. It can be seen that there is no difference of the way the translator makes the sound in the</p>	

					target text. In the source text, this sound effect is written in paralinguistic, as well as in the target text. Also, there are no changes in font style, as well as in font size.		
29.	 <p>WHACK!</p>	 <p>DUAAK!</p>	Sound Effect by Source: Impact	Substitution	<p>This sound effect describes sound of the clothes that is thrown away by Lyra to Ian's face. This sound effect is indicated to Impact category. Because this sound is produced by the <u>collision</u> between Ian and clothes. Comic translation strategy that applied to translate this sound effect is Substitution. Although there are no changes in the writing of the sound effect, but the translator</p>		



					<p>translates this sound into sound that familiar among Indonesian, or in very typical Indonesia's sound. And in the source text, this sound effect is written in linguistic, while in the target text, this sound effect is written in paralinguistic.</p>		
30.	 <p>vmmm</p>	 <p>vmmm</p>	<p>Sound Effect by Property: Sounds with Long Duration</p>	<p>Repetition</p>	<p>This sound effect describes sound of glow that shines from her heart. Since there is a repetition of 'm' letter, thus this sound effect is indicated as Sounds with Long Duration category. Comic translation strategy that applied by the translator to translate this sound effect is</p>		



					<p>Repetition. It can be seen that the translator just moves sound effect from the source text into the target text without any changes.</p>		
31.	 <p>sip</p>	 <p>Sruput</p>	<p>Sound Effect by Source: Sounds involving liquid and food</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of water that is sipped by people. This can be indicated as Sounds involving liquid and food category, since it deals with something watery. Comic translation strategy that applied by the translator to translate this sound effect is Substitution. It can be seen from the changes of font style that bigger in the target text, and the use of capital letter in the first letter in the target</p>		



					text. And also, in the source text, this sound effect is written in linguistic, while in the target text, it is written in paralinguistic.		
32.	 <p>SPUTTER</p>	 <p>Pyurr</p>	Sound Effect by Source: Sounds involving liquid and food	Substitution & Repetition	<p>This sound effect describes of water spark that produced from shaking. It makes this sound effect is indicated as Sounds involving liquid and food category, because it deals with something watery.</p> <p>Comic translation strategy that applied by the translator to translate this sound effect is Substitution, since it uses of uppercase only in the first letter of the target text, that originally in the</p>		



					source text all of the letters are written in uppercase. Also, the way the translator makes this sound in the target text is different. In the source text, it is written in linguistic, but in the target text, it is written in paralinguistic.		
33.			<p>Sound Effect by Source: Sounds involving liquid and food</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of gulping of Lyra when she drinks water. This sound effect is indicated as Sounds involving liquid and food category. Sounds involving liquid and food itself is the sounds that produced by the gathering of some extent fluid to solid objects. It can be indicated to this category</p>		



					<p>because the water that is gulped by Lyra is gathering with solid object (a throat). And it deals with watery thing.</p> <p>Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, since there are some changes by replacing with the similar material. The first one is the translator translates this sound effect into a very typical Indonesia's gulping sound in drinking water. And then in the target text, in the first letter, it uses a capital letter. For Repetition, since this sound effect is written in</p>		
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					<p>paralinguistic in the source text, as well as in the target text.</p>		
<p>34.</p>	 <p>rummage</p>	 <p>Sruk Sruk</p>	<p>Sound Effect by Source: Friction</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of something that prolongs contact with the surface of desk. Therefore this sound effect can be indicated as Friction category. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen from the change of the font size. It is bigger in the target text. Then, in the target text, the first letter uses uppercase. And also, this sound effect is written in linguistic in the source text, while in the target text, it</p>		



					is written in paralinguistic.		
35.	 <p data-bbox="409 495 493 527">bonk</p>	 <p data-bbox="787 511 871 544">PUK</p>	<p data-bbox="1039 292 1165 430">Sound Effect by Source: Impact</p>	<p data-bbox="1207 292 1354 397">Substitution & Repetition</p>	<p data-bbox="1375 292 1648 1424">This sound effect describes sound of garbage that is thrown by Lyra to Ian's face. It can be indicated as Impact category, since this sound is produced by the <u>collision</u> of garbage (something hard) with people (something soft). Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, it can be seen that in the target text, this sound effect is written in uppercase, while in the original is written in lowercase. For Repetition, it can be seen that both</p>		



					version of sound effect is written in paralinguistic.		
36.	 <p data-bbox="386 586 506 613">SPLASH</p>	 <p data-bbox="741 597 911 625">CEPYAASH</p>	<p data-bbox="1037 310 1167 557">Sound Effect by Source: Sounds involving liquid and food</p>	<p data-bbox="1194 310 1352 337">Substitution</p>	<p data-bbox="1381 310 1635 1401">This sound effect describes sound of water that hit something hard. In this scene, the water is hit by siren's tail of Ian; therefore it can be indicated as Sounds involving liquid and food category, since it imitates sound of water. Comic translation strategy that applied to translate this sound effect is Substitution. There are some changes from the source text to the target text, such as the font style, and the font size. The sound effect is translated into a very typical Indonesia's sound of splashing.</p>		

					Andalso, this sound effect is written in linguistics in the source text, but it is written in paralinguistic in the target text.		
37.	 <p>SPLSHH SPLSHH</p>	 <p>ZRAASH ZRAASH</p>	Sound Effect by Source: Sounds involving liquid and food	Substitution	This sound effect describes sound of splashed water that produced because there is a person that against the water. It can be indicated as Sounds involving liquid and food category since this sound imitates sound of water. Comic translation strategy that applied to translate this sound effect is Substitution . It can be seen from the difference of font style in both versions. And also, the difference way of the translator makes the sound in		





					the target text. In the target text, it is written in paralinguistic, while in the original version, it is written in linguistic, although the writing is abbreviated.		
38.	 <p>SPLISH</p>	 <p>BRUUUSH</p>	<p>Sound Effect by Source: Sounds involving liquid and food</p>	Substitution	<p>This sound effect describes sound of splashed water that produced because of people dive into the water, therefore it can be indicated as Sounds involving liquid and food category.</p> <p>Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that in the translated version, font style of this sound effect is changed become “bolder”. And also, there is a</p>		



					<p>difference of the way the translator makes sound effect in the target text. This sound is written in linguistic in the original version, while in the translated version, it is written in paralinguistic.</p>	
39.	 <p>VWIP</p>	 <p>VWUP</p>	<p>Sound Effect by Source: Air Current</p>	Substitution	<p>This sound effect describes sound of Ian's body movement when he wants to come out his power. When he moves his hand, there is an air moving, therefore, this sound effect can be indicated as Air Current category. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that there is a difference font</p>	



					style between the two versions of sound effect.		
40.	 <p>WOOSH</p>	 <p>WUUSH</p>	<p>Sound Effect by Property: Sounds with Long Duration</p>	<p>Repetition</p>	<p>This sound effect describes sound of water hit by Ian with his siren's power when he clears the way that full of sea plant with the water. This sound effect is indicated to Sound with Long Duration. The most obvious sign that make it indicates as Sound with Long Duration can be seen on the repetition of letter 'h' between the two of the sound effects (source text and the target text). Comic translation strategy that applied to translate this sound effect is Repetition. Because there are no changes in the</p>		

					<p>writing of that sound effect. I think the use of letter 'u' as the replacement of double 'o' is not too influential. Because if it is pronounced, the two of them is equally pronounced as 'u'. And the translator makes the equal sound; it means the translator leave out this sound from the translation. And also, both version of the sound effect is written in paralinguistic.</p>		
41.	 <p>trim</p>	 <p>Kress</p>	<p>Sound Effect by Source: Breakage</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of the leaf that trimmed by the pruning shears. This sound effect is indicated to Breakage category. Because the sound is from</p>		



					<p>the pruning shears that breaks the leaf. Breakage category includes all the sounds of breaking object. Comic translation strategy that applied to translate this sound effect is Substitution. Because there are some changes in the writing of this sound effect, such as the font style which in the target text is bigger than the source text, and then the use of the capital letter in the first letter of the target text. And also, the original sound effect is written in linguistic, while in the translated version is written in paralinguistic.</p>		
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42.	 <p>Shh –aaa</p>	 <p>Shh –aaa</p>	<p>Sound Effect by Property: Sounds involving liquid and food</p>	<p>Repetition</p>	<p>This sound effect describes sound water that come out from the shower. It can be indicated as Sounds involving liquid and food, since this sound deals with watery thing (imitates sound of water). Comic translation strategy that applied to translate this sound effect is Repetition. It can be seen that the translator only moves the original sound effect to the translated version without any changes.</p>		
43.	 <p>Skitch Skitch</p>	 <p>SRET SRET</p>	<p>Sound Effect by Source: Friction</p>	<p>Substitution</p>	<p>This sound effect describes sound of scratching pencil. It can be indicated as Friction since this sound is produced from one object that prolonged contact</p>		



					<p>just with a surface. In this case, pencil prolongs contact with the surface of paper. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that in the target text, all the letters is written in uppercase. And also, in the original text, this sound effect is written in linguistic, while in the translated version is written in paralinguistic.</p>		
44.	 <p>PSSHHT</p>	 <p>PSSHHT</p>	<p>Sound Effect by Property: Sounds involving liquid and food</p>	<p>Repetition</p>	<p>This sound effect describes sound of extra water spray. It appears when Ian shoots Shon with water from the hose. This sound effect is indicated as Sounds involving liquid and food,</p>		

					since this sound effect imitates sound of water. Comic translation strategy that applied to translate this sound effect is Repetition . It can be seen that the translator only move the original sound effect into the translated version without any changes.	
45.	 <p>munch munch</p>	 <p>Kraus Kraus</p>	Sound Effect by Source: Sounds involving liquid and food	Substitution & Repetition	This sound effect describes sound of people when they are munching. It can be indicated as Sounds involving liquid and food category because the chips that is munched by Ian is gathering with solid object (a teeth that produced saliva). Sounds involving liquid and food itself is the sounds that produced by the	

					<p>gathering of some extent fluid to solid objects.</p> <p>Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that the first letter in translated version is written in uppercase, while in the original, all the letters is written in lowercase. And also, the translator translates this sound effect in different form. This sound effect is written in paralinguistic form in the translated version, while in the original version is written in linguistic.</p>		
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46.	 <p>chirp chirp</p>	 <p>Cuit Cuit</p>	<p>Sound Effect by Property: Pitch</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of chirping bird. It can be indicated as Pitch (high-pitch) category since the sound that produced by a bird is shrill. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that in the first letter of the target text uses uppercase, while in the original version is lowercase. And also, this sound effect is written in linguistic in the original version, while in the translated version is written in paralinguistic.</p>		
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<p>47.</p>	 <p>SLIP</p>	 <p>SRUUUT</p>	<p>Sound Effect by Source: Friction</p>	<p>Substitution</p>	<p>This sound effect describes sound of slipping. It can be indicated as Friction category, because this sound is produced from one object that prolonged contact with a surface. In this case, the sock prolongs contact with the floor surface.</p> <p>Comic translation strategy that applied to translate this sound is Substitution. It can be seen that in the target text, the font style is changed. And also, the original sound is written in linguistic, while in the translated version is written in paralinguistic.</p>		
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48.	 <p>THUD</p>	 <p>GUBRAKH</p>	<p>Sound Effect by Source: Impact</p>	<p>Substitution</p>	<p>This sound effect describes sound of person that falls against floor strongly. When there is a collision between two objects, it can be indicated as Impact category. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that there is a different of font style between the two versions. And also, this sound effect is written in linguistic in the original version, while it is written in paralinguistic in the translated version.</p>		
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49.



BUMP

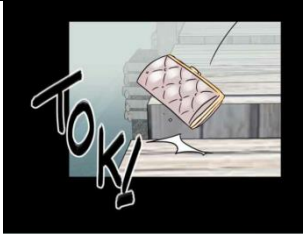
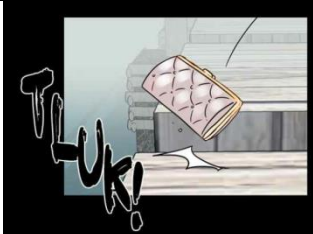




Dugh

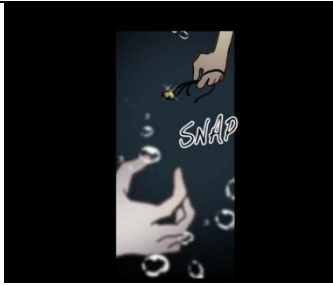

Sound
Effect by
Source:
Impact



Substitution
&
Repetition



This sound effect describes sound of the collision between two shoulders. For this sound is produced by the collision of two objects, therefore it can be indicated as **Impact** category. Comic translation strategy that applied to translate this sound effect is **Substitution**. It can be seen that in the original version, this sound effect is written uses uppercase, while in the translated version uses uppercase only on the first letter. And also, this sound effect is written in linguistic in the original version, while it is written in paralinguistic in the translated



					version.		
50.	 <p>TOK!</p>	 <p>TLUK!</p>	<p>Sound Effect by Source: Impact</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of wallet that falls against ground. This sound is produced by the collision between two objects; therefore, it can be indicated as Impact category. Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, it can be seen that there is a change in the font style. Then, for Repetition, sound effect of both versions is written in paralinguistic.</p>		



51.	 <p>SCRATCH</p>	 <p>SRRRK</p>	<p>Sound Effect by Source: Friction</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of fingers scratching the ground. It can be indicated as Friction category, since this sound is produced because one object prolongs contact only with a surface. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that the translator translates this sound effect in a different way. In the translated version, this sound is written in paralinguistic, yet in the original, this sound is written in linguistic.</p>		
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52.	 <p data-bbox="403 474 491 506">SNAP</p>	 <p data-bbox="800 457 852 490">Tas</p>	<p data-bbox="1039 198 1165 337">Sound Effect by Source: Breakage</p>	<p data-bbox="1207 198 1354 305">Substitution & Repetition</p>	<p data-bbox="1381 198 1638 1396">This sound effect describes sound of necklace that is broken off. It can be indicated as Breakage category, since this category includes all the sounds of breaking object. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that in the original version, this sound effect is written uses uppercase, while in the translated version, this sound effect uses uppercase only on the first letter. And also, the translator translates this sound effect in different form. In the translated version, this sound effect is written in</p>
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					paralinguistic, while in the original is written in linguistic.		
53.	 <p>CHOOM</p>	 <p>ZYUUUUNG</p>	<p>Sound effect by source: Sounds with Long Duration</p>	Substitution	<p>This sound effect describes sound of air pressure (Lyra's power) that is given to her enemy in the sea. Although this sound effect is produced from the air, but it more dominant in describing sound in Long Duration since there is a repetition on 'o' letter. This sound effect is indicated as Sounds with Long Duration. Comic translation strategy that applied to translate this sound effect is Repetition. It can be seen that this sound effect in both versions uses the same font</p>		



					style. And also this sound effect is written in the same form, in paralinguistic form.		
54.	 <p style="text-align: center;">VWIP</p>	 <p style="text-align: center;">VWUUT</p>	<p>Sound Effect by Source:</p> <p style="text-align: center;">Air Current</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of body movement when Ian wants to attack with his power. When he moves his arm, that movement produces an air, it means that there is a something moves through the air. Therefore, this sound effect can be indicated as Air Current category. Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, it can be seen that the font style used in the target text is changed. In the</p>		



					original version is bolder than in the translated version. For Repetition , it can be seen that this sound effect is written in paralinguistic in both version.		
55.	 <p>CRASH!</p>	 <p>DRAAAK!</p>	Sound Effect by Source: Impact	Substitution	This sound effect describes sound of Ian that hit the coral. It can be indicated as Impact category since this sound is produced from the collision between two objects. Comic translation strategy that applied to translate this sound effect is Substitution . It can be seen from the different font style that used in both version, and also in the target text the font is written bolder than		

					the original version. Moreover, this sound effect is written in paralinguistic in the target text, while in the original version, this sound effect is written in linguistic.		
56.	 <p>WHACK</p>	 <p>PRAAK</p>	Sound Effect by Source: Impact	Substitution	This sound effect produced when he gets rid of some foods. It can be seen that there is a collision of Ian's hand with the food. It means that this sound effect is indicated as Impact category. Comic translation strategy that applied to translate this sound effect is Substitution . It can be seen that the font style used in the translated version is changed; also there is more space between		



					each letters. The way the translator translates this sound effect is different. In the source text, this sound effect is written in linguistic, while in the translated version is written in paralinguistic.	
57.	 <p>slide</p>	 <p>Sreect</p>	Sound Effect by Source: Friction	Substitution	This sound effect produced when Shon's hand holds back the shelf door which will glide on Lyra. This sound effect is indicated as Friction , because his hand only prolonged contact with the surface of the shelf door. Comic translation strategy that applied to translate this sound effect is Substitution . It can be seen that in the translated version, the font is	



					<p>bigger than in the original version, and the first letter is written uses uppercase. And also, this sound effect is translated in the different form. In the translated version, this sound effect is written in paralinguistic form, while in the original is written in linguistic form.</p>		
58.	 <p>click</p>	 <p>Ceklik</p>	<p>Sound Effect By Property: Pitch</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of door knob when someone opens the door. This sound effect is indicated as Pitch since the sound that produced is shrill. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that in the translated</p>		

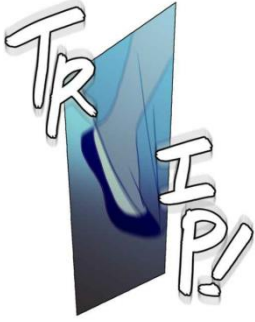

					version, the size of the font is a bit bigger than the original version, and the first letter is written uses uppercase.	
59.	 <p>blub blub</p>	 <p>blub blub</p>	<p>Sound Effect by Source: Sounds involving liquid and food</p>	<p>Repetition</p>	<p>This sound effect is produced because of water that entering the nose causing a 'blub blub' sounds. It means that this sound imitates sound of water and also because it is wet material that associated with solid object, wet material for water and solid object for people; therefore, it can be indicated as Sounds involving liquid and food category. Comic translation strategy that applied to translate this sound effect is</p>	



					<p>Repetition. It can be seen that the translator only moves the original sound effect into the translated version without any changes.</p>		
60.	 <p>RING~ RING~</p>	 <p>KRIING~ KRIING~</p>	<p>Sound Effect by Property: Pitch</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of cell phone ring. It can be indicated as Pitch category because the sound that produced is shrill. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that the translator translates this sound effect in different way. When it brings to the target text, this sound effect is written in paralinguistic. The translator makes the sound in a very</p>		



					typical sound of cell phone ring in Indonesia.		
61.	<p>FzZzk!</p>	<p>PzZzT!</p>	<p>Sound Effect by Property: Sounds with Long Duration</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of a sting. This sound effect is categorized as Sounds with Long Duration since there are some repetitions in 'z' letter, and the characteristic of Sounds with Long Duration category is repeated letters. Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, it can be seen there is a bit difference in the visual of both version. In the translated version, in the first letter, the font has a blur</p>		



					effect. And also, last three letters has no bold effect. And for Repetition , it can be seen that the translator translates this sound effect in a similar way. In both versions, this sound effect is written in paralinguistic.		
62.	 <p>WHOMP</p>	 <p>BUGH</p>	Sound Effect by Source: Impact	Substitution & Repetition	This sound effect describes sound of hand that dropped on the head. It means the collision between two objects is happen. Therefore, this sound effect can be indicated as Impact category. Comic translation strategy that applied to translate this sound effect is Substitution . It can be seen that the translator translates this		

					<p>sound effect in different way. In the translated version, this sound is written in paralinguistic, while in the original version is written in linguistic.</p>	
63.	 <p>SNORT</p>	 <p>MBPFT</p>	<p>Sound Effect by Source: Air Current</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of people snorting. This activity produced an air that comes out from the mouth, and then this sound effect is indicated as Air Current category. Comic translation strategy that applied to translation is Substitution. It can be seen that the translator makes a different sound when it brings to the target text. In the original text, this sound is</p>	



					written in linguistic, while in the translated version is written in paralinguistic.		
64.	 <p>TRIP!</p>	 <p>DUUK!</p>	Sound Effect by Source: Impact	Substitution	<p>This sound effect describes sound of tripping. It can be indicated as Impact category, since this sound is produced from the collision of foot with a hard object that makes she trip.</p> <p>Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that in the translated version there is a change in the font style. In the translated version, in each letter, the border line and the shadow is bolder than original</p>		



					version. And also, the translator translates this sound effect in different way. In the translated version, this sound effect is written in paralinguistic, while in the original version is written in linguistic.	
65.	 <p>WHACK!</p>	 <p>BUAAK!</p>	Sound Effect by Source: Impact	Substitution	This sound effect describes sound of a blow. This sound is produced from the collision between people's hand with people's face. It can be indicated as Impact category. Comic translation strategy that applied to translate this sound effect is Substitution . It can be seen that in the translated version used different font style, although it seems	



					similar, but it can be seen on 'A' and 'K' letters, there is a difference between the original text and the target text.		
66.	 <p>Achoo!</p>	 <p>huatchih!</p>	<p>Sound Effect by Source: Air Current</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of sneezing. And it means that there is a moving air. Therefore this sound effect can be indicated as Air Current category. Comic translation strategy that is applied to translate this sound effect is Substitution and Repetition. For Substitution, it can be seen that in the original version uses an uppercase in the first letter, but not for the translated version which all letter is written use a lowercase. For Repetition, it can</p>		

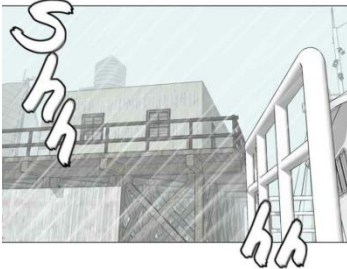
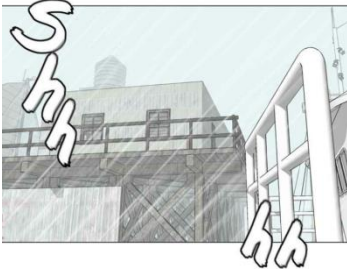
					be seen that both version this sound effect is written in similar way, in paralinguistic.		
67.	 <p>FWIP</p>	 <p>Pukk</p>	<p>Sound Effect by Source: Air Current</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of jacket movement. It means that there is an air moving; therefore it can be indicated as Air Current category. Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, it can be seen that all the letters in the original version is written use an uppercase, while in the translated version only the first letter that is written use an uppercase. For Repetition, it</p>		

					can be seen that both version is written in similar way, in paralinguistic.		
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68.	 <p data-bbox="422 451 474 480">Psh</p>	 <p data-bbox="800 440 852 469">Clh</p>	<p data-bbox="1045 196 1157 375">Sound Effect by Source: Air Current</p>	<p data-bbox="1205 196 1346 302">Substitution & Repetition</p>	<p data-bbox="1381 196 1633 1323">This sound effect describes sound of snuffle of people. When this sound is produced, there is an air that comes out from his mouth, so it means that there is an air moving. Therefore, this sound effect can be indicated as Air Current category. Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, it can be seen that first two letters in the target text is written uses uppercase. For Repetition, it can be seen that both version is written in paralinguistic.</p>		
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69.	 <p data-bbox="363 397 533 427">knock knock</p>	 <p data-bbox="751 406 900 435">TOK TOK</p>	<p data-bbox="1041 196 1163 337">Sound Effect by Source: Impact</p>	<p data-bbox="1205 196 1352 305">Substitution & Repetition</p>	<p data-bbox="1381 196 1638 1401">This sound effect describes sound of door's knocking. This sound effect is indicated to Impact category. Because it is clear that there is a collision between hand and the door. Comic translation strategy that applied to translate this sound effect is Substitution. Although there are no many changes, but there are some differences between the two, such as the use of uppercase in the first letter of target text. And also, the translator translates this sound effect in different way. It can be seen that in the target text, this sound effect is written in paralinguistic,</p>		
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					while in the original version is written in linguistic.		
70.	 <p>pitter patter</p>	 <p>zrash zrash</p>	<p>Sound Effect by Source: Sounds involving liquid and food</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of rain. Because this sound effect imitates sound of water, so it can be indicated as Sounds involving liquid and food category. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that the translator translates this sound effect in different way. In the original version, this sound effect is written in linguistic, while in the translated version, this sound</p>		

					effect is written in paralinguistic.		
71.	 <p>Shh hh</p>	 <p>Shh hh</p>	<p>Sound Effect by Property: Sound with Long Duration</p>	<p>Repetition</p>	<p>This sound effect describes sound of rain that accompanied by wind. This sound effect can be indicated as Sound with Long Duration category since there are some repetitions of 'h' letter. Comic translation strategy that applied to translate this sound effect is Repetition. It can be seen that the translator only moves the original version of sound effect to the translated version without any changes.</p>		

72.



SHA AAA



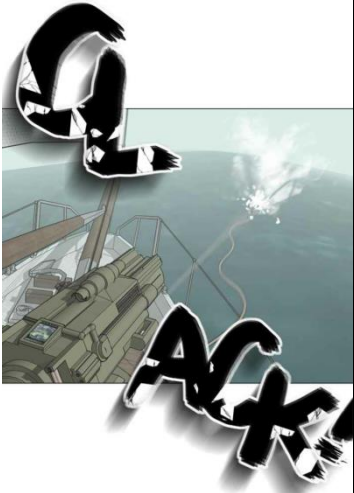
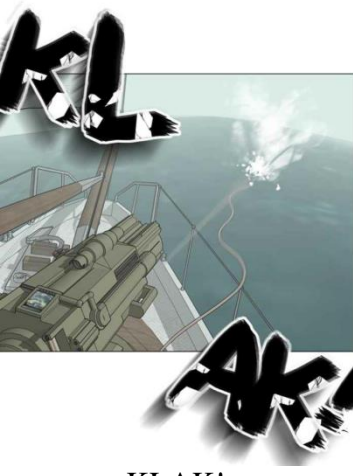


ZRAA AAA



Sound Effect by Property: **Sound with Long Duration**



Substitution & Repetition



This sound effect describes sound of rain that accompanied by wind. This sound effect can be indicated as **Sounds with Long Duration** category since there are some repetitions of 'a' letter.



Comic translation strategy that applied to translate this sound effect is **Substitution and Repetition**. For **Substitution**, it can be seen in the use of different font style in the translated version. And for **Repetition**, it can be seen that both version, this sound effect is written in paralinguistic.

73.	 <p>CLACK!</p>	 <p>KLAK!</p>	<p>Sound Effect by Source: Explosion and Gunshot</p>	<p>Repetition</p>	<p>It is very clear that this sound effect describes sound of gunshot; therefore this sound effect can be indicated as Explosion and Gunshot category. Comic translation strategy that applied to translate this sound effect is Repetition. It can be seen that there is no difference in the font style and size. And also, this sound effect is written in the same form.</p>		
74.	 <p>SHRUG</p>	 <p>BETS</p>	<p>Sound Effect by Source: Air Current</p>	<p>Repetition</p>	<p>This sound effect is produced from the body movement of people. It means that there is an air moving; therefore it can be indicated as Air Current category. Comic translation strategy that applied to translate</p>		



					<p>this sound effect is Repetition. It can be seen that both version is written in similar way. This sound effect is written in paralinguistic.</p>		
75.	 <p>bzzt bzzt</p>	 <p>bzzt bzzt</p>	<p>Sound Effect by Source: Air Current</p>	<p>Repetition</p>	<p>This sound effect describes sound of whispering of Ian and Lyra. It can be indicated as Air Current category because when they are whispering, they produced more an air than a voice. And 'bzztbzzt' sound describes sound of air that comes out from their mouth. Comic translation strategy that applied to translate this sound effect is Repetition. It can be seen that there is no difference between the original version and the translated</p>		

					version.		
76.	 <p>BANG</p>	 <p>DAK</p>	<p>Sound Effect by Source: Impact</p>	<p>Substitution</p>	<p>This sound effect describes of slapped table. This sound can be indicated as Impact category, since there is a collision between two objects, people's hand and table. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that the font style is change in the translated version. And also, there is a difference in the way this sound effect is written in the translated version there is a space between each letters. The translator also translates this</p>		

					sound effect in different way. In the translated version, this sound effect is written in paralinguistic, while in the original version is written in linguistic.		
77.	 <p>SLAM!</p>	 <p>BRAK!</p>	<p>Sound Effect by Source: Impact</p>	<p>Substitution</p>	<p>This sound effect describes of slapped table. This sound can be indicated as Impact category, since there is a collision between two objects, people's hand and table. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen of the use of different font style in the translated version. And the shadow effect in the back</p>		

					of the sound effect is also different between the original and the translated version. In the original the shadow is clearer than the translated version. And also, the translator translates this sound in different way. In the translated version this sound effect is written in paralinguistic, while in the original version is written in linguistic.		
78.	 <p>snore~</p>	 <p>KRRR~</p>	Sound Effect by Source: Air Current	Substitution & Repetition	This sound effect describes sound of people's snoring. This sound effect is indicated as Air Current category since there is an air moving when this sound is produced. Comic translation strategy that applied to translate		

					<p>this sound effect is Substitution. It can be seen that in the original version this sound effect written in lowercase, but when it brings to the translated version, this sound effect is written in uppercase. And also, the translator translates this sound effect in different way. In the target text, this sound effect is written in paralinguistic, while in the original version, this sound effect is written in linguistic.</p>	
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79.	 <p data-bbox="352 688 537 716">SHHAAAAA</p>	 <p data-bbox="737 742 915 769">ZRAAAASH</p>	<p data-bbox="1039 196 1163 444">Sound Effect by Property: Sounds with Long Duration</p>	<p data-bbox="1205 196 1346 224">Repetition</p>	<p data-bbox="1381 196 1633 1175">This sound effect describes sound of waves that accompanied by rain and wind. This sound can be indicated as Sounds with Long Duration category since there are some repetitions on some letters. Comic translation strategy that applied to translate this sound effect is Repetition. It can be seen that the translator makes the sound in the translated version in similar way. Both versions of this sound effect is written in paralinguistic.</p>
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80.



FWmp





BLUGH



Sound
Effect by
Source:
**Air
Current**


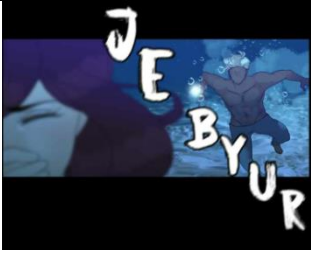
Substitution



This sound effect describes sound of body movement of Lyra. That body movement is produced an air, and it means there is an air movement, therefore, this sound effect can be indicated as **Air Current** category. Comic translation strategy that applied to translate this sound effect is **Substitution** and **Repetition**. For **Substitution**, it can be seen on the different font style that used in both versions. In the translated version, this sound effect is written bolder than the original version. For **Repetition**, it can be seen that both version have a similar way on

					making the sound effect. This sound effect is written in paralinguistic in both versions.		
81.	 <p>murmur murmur</p>	 <p>was was was was</p>	<p>Sound Effect by Source: Air Current</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of people who are dialoguing in whisper. It can be indicated as Air Currentcategory because when they are whispering, they produced more an air than a voice. And 'murmur murmur' sound d It can be indicated as Air Currentcategory because when they are whispering, they produced more an air than a voice. And sound of 'murmur murmur' describes sound of air that comes out from their mouth.</p>		

					<p>Comic translation strategy that applied to translate this sound effect is Substitution. It can be see that in the translated version is written in two lines. And also this sound effect is written in different form. In the translated version, this sound effect is written in linguistic form, while in the original version is written in paralinguistic form.</p>		
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82.	 <p>Bwuooooo</p>	 <p>Bwoong</p>	<p>Sound Effect by Property: Sounds with Long Duration</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of horn that used by Aleah to gather all the sirens. This sound effect can be indicated as Sounds with Long Duration category since there are some repetitions on ‘o’ letter.</p> <p>Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, it can be seen that in the target text, the border line of the font and the shadow is bolder than the original. And the font style that used is also different. For Repetition, this sound effect is written in paralinguistic. It</p>
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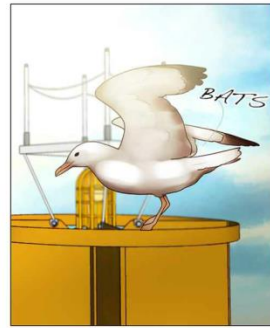
					means that the translator translates this sound effect in similar way.		
83.	 <p>SPLSHH</p>	 <p>JEBYUR</p>	<p>Sound Effect by Source: Sounds involving liquid and food</p>	<p>Substitution</p>	<p>This sound effect is produced when Lyra splash down herself into the water. Since this sound deals with watery thing, therefore, it can be indicated as Sounds involving liquid and food category. Comic translation strategy that applied to translate this sound effect is Substitution. It can be see that the use of different font in the translated version. Moreover, there is a space between each character in the target text.</p>		

84.	 <p data-bbox="422 418 470 448">ssk</p>	 <p data-bbox="802 440 850 469">ssk</p>	<p data-bbox="1041 196 1163 334">Sound Effect by Source: Friction</p>	<p data-bbox="1209 196 1346 225">Repetition</p>	<p data-bbox="1381 196 1635 1214">This sound is produced from the friction between rope and people. It can be indicated as Friction category since it produced because rope prolongs contact with the surface of people's skin. Comic translation strategy that applied to translate this sound is Repetition. It can be seen that there is no difference between the original version and the translated version. The translator only moves the original sound effect into the translated version without any changes.</p>		
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85.



flap


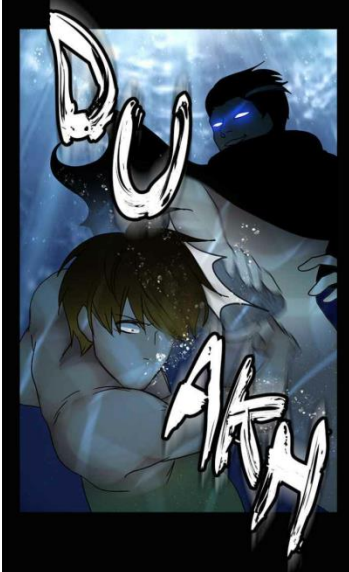




BATS



Sound Effect by Source:
Air Current



Substitution & Repetition



This sound effect describes sound of flapping bird. When it flaps, it produces an air. And It means that there is an air moving when this sound is produced. Therefore, it can be indicated as **Air Current** category. Comic translation strategy that applied to translate this sound effect is **Substitution**. It can be seen in the use of uppercase in all characters of target text that in the original is written in lowercase. And also, the way translator translates this sound effect is different. In the translated version, this sound effect is written in paralinguistic,

					while in the original version is written in linguistic.		
86.	 <p>THACK</p>	 <p>DUAKH</p>	Sound Effect by Source: Impact	Substitution	<p>This sound effect describes sound of beating. This sound effect is produced from the collision between two objects, people and people. Therefore, it can be indicated as Impact category. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that there is a difference on the font style between the two. And the way the translator makes the sound in the target text is also different. In the target text, this</p>		

					sound effect is written in paralinguistic, while in the original is written in linguistic.		
87.	 <p>SLAMP</p>	 <p>BLAMGH</p>	Sound Effect by Source: Impact	Substitution & Repetition	<p>This sound effect describes sound of Kori that slump herself on the ground. It is clearly concluded that, it is indicated as Impact category, since this sound effect is produced from the collision between people and the ground.</p> <p>Comic translation strategy that applied to translate this sound effect is Substitution. The translator translates this sound effect in different way. In the translated version, this sound effect is written in</p>		

					paralinguistic, while in the original version is written in linguistic.		
88.	 <p>CLASH</p>	 <p>PRANG!</p>	Sound Effect by Source: Impact	Substitution	<p>This sound effect describes sound of clash that produced because there is an object that hurtled strongly. It is clearly concluded that this sound effect is indicated as Impact category, since there is a collision between two objects.</p> <p>Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen in the use of different font style while it brings to the translated version. And the way the</p>		

					<p>translator translates this sound effect is also different. In the translated version, it is made in paralinguistic form, while in the original is made in linguistic form.</p>		
89.	 <p>CLANK</p>	 <p>KLANG</p>	<p>Sound Effect by Source: Impact</p>	<p>Repetition</p>	<p>This sound effect describes sound of bottle that is fallen down to the ground. It is clear that there is a collision between bottle and ground; therefore, this sound effect can be indicated as Impact category. Comic translation strategy that applied to translate this sound effect is Repetition. The translator translates this sound effect in similar form. Both versions of this</p>		

					sound effect is written in paralinguistic form.		
90.	 <p>foam</p>	 <p>bwush</p>	<p>Sound Effect by Source: Sounds involving liquid and food</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of foam that comes out from Aleah's hand. This can be indicated as Sounds involving liquid and food category since this imitates sound of watery thing. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that the translator translates this sound in different form. In the translated version, this sound effect is written in paralinguistic form.</p>		

91.



FLICK



CTAK

Sound Effect by Source: **Impact**

Substitution & Repetition

This sound effect describes sound of flick. It means that there is a collision between finger and people's forehead. It can be concluded that this sound effect is indicated as **Impact** category. Comic translation strategy that applied to translate this sound effect is **Substitution**. This sound effect is written in different form when it brings to the translated version. In the translated version this sound effect is written in linguistic form, while in the original version is written in paralinguistic form.

92.



SLAP







SRAK

Sound Effect by Source: **Friction**



Substitution & Repetition



This sound is produced when people opening the map on the table. There are some prolong contacts when this sound is produced, that are, hand with the surface of map, and map with the surface of table. Therefore, this sound effect is indicated as **Friction** category. Comic translation strategy that applied to translate this sound effect is **Substitution**. It can be seen that the translated version of this sound effect is written a bit bigger than the original. And, the way the translator translates this sound effect is also different. In the translated version,

					<p>this sound effect is written in paralinguistic form, while in the original is written in linguistic form.</p>		
<p>93.</p>	 <p>VRRRR</p>	 <p>DRRRR</p>	<p>Sound Effect by Property: Sounds with Long Duration</p>	<p>Repetition</p>	<p>This sound effect describes sound of boat machine. It can be indicated as Sounds with Long Duration category, since there are some repetitions on 'R' letter. Comic translation strategy that applied to translate this sound effect is Repetition. It can be seen that both version use the same font style and size. And also they are written in similar form. This sound effect is written in paralinguistic form in both versions.</p>		

<p>94.</p>	 <p>VWP!</p>	 <p>BATS</p>	<p>Sound Effect by Source: Air Current</p>	<p>Substitution, Repetition and Deletion</p>	<p>This sound effect describes sound of body movement when she wants to attack him. This sound produced because there is an air moving when she moves her hand. Therefore, it can be indicated as Air Current category. Comic translation strategy that applied to translate this sound effect is Substitution, Repetition and Deletion. For Substitution, it can be seen that there is a difference in the font style in both version, and then in the translated version this sound effect is written in uppercase while in the original version only uses an uppercase on</p>
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					<p>the first letter. For Deletion, it can be seen that in the original version there is an exclamation mark in the end, while it is deleted in the translated version. And for Repetition, it can be seen that both versions of this sound effect is written in the same form. They are written in paralinguistic form.</p>		
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95.	 <p>TAK TAK TAK</p>	 <p>TAK TAK TAK</p>	<p>Sound Effect by Source: Impact</p>	<p>Repetition</p>	<p>This sound effect describes sound of foot step of people that run fast. It can be seen that this sound is produced because of the collision between two objects, foot and ground. It means that this sound effect is indicated as Impact category. Comic translation strategy that applied to translate this sound effect is Repetition. It can be seen that there is no difference in both versions. The translator only moves the original sound effect without any changes.</p>		
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96.	 <p data-bbox="388 430 504 470">plip plip</p>	 <p data-bbox="787 462 871 495">tik tik</p>	<p data-bbox="1039 194 1165 446">Sound Effect by Source: Sounds involving liquid and food</p>	<p data-bbox="1207 194 1354 227">Repetition</p>	<p data-bbox="1386 194 1638 519">This sound effect describes sound of rain. It is indicated as Sounds involving liquid and food since this sound effect imitates sound of water.</p> <p data-bbox="1386 527 1638 1177">Comic translation strategy that applied to translate this sound effect is Repetition. It can be seen that there is no difference on the font style and size. And also both versions are written in similar way. In the translated version, this sound effect is written in paralinguistic form, as well as in the original.</p>		
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97.



RUMBLE







GEMURUH

Sound effect by Property: **Air Current**

Substitution & Repetition

This sound effect describes sound of roar of the wind when Ian comes out his power. It means that there is an air moving, therefore; this sound effect is indicated as **Air Current** category. Comic translation strategy that applied to translate this sound effect is **Substitution** and **Repetition**. For **Substitution**, it can be seen that the font style in the translated version is changed, and it affects the size of the sound effect. And for **Repetition**, it can be seen that both versions of sound effect is written in the same form. And this sound effect is only translated

					literally.		
98.	 <p>CRAK!</p>	 <p>CETAAR!</p>	<p>Sound Effect by Property: Pitch</p>	Substitution	<p>This sound effect describes sound of lightning. Because the sound that produced is shrill, it can be indicated as Pitch category. Comic translation strategy that applied to translate this sound effect is Substitution. It can be seen that in the translated version, the font style that is used is difference from the</p>		

					original version, as well as the font size. In the translated version is smaller than the original version.		
99.	 <p>W P R</p> <p>R R R R R</p> <p>WRRRRR</p>	 <p>W H U</p> <p>U U Z</p> <p>WHUUUZ</p>	<p>Sound Effect by Property: Sounds with Long Duration</p>	<p>Substitution & Repetition</p>	<p>This sound effect describes sound of strong wind. Since there is a repetition of 'R' letter, therefore; it can be indicated as Sounds with Long Duration category. Comic translation strategy that applied to translate this sound effect is Substitution and Repetition. For Substitution, it can be seen that the font style that is used in the translated version is different from the original</p>		

					version. And for Repetition , it can be seen that this sound effect is written in the same form in both versions.		
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