

**SUBTITLING STRATEGIES OF FIGURATIVE LANGUAGE IN
ZOOTOPIA MOVIE (2016)**

A THESIS

Submitted in Partial Fulfillment of the Requirement for the Degree of

Sarjana Humaniora



Written by:

Isnaini Maulia Amin

SRN. 196111086

**ENGLISH LETTERS STUDY PROGRAM
FACULTY OF CULTURES AND LANGUAGES
UIN RADEN MAS SAID SURAKARTA**

2023

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2023

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Subjects : Thesis of Isnaini Maulia Amin

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Assalamu 'alaikum wa rahmatullahi wa barakaatuh

After reading thoroughly and giving necessary advices, herewith, as the advisor, I state that the thesis of

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has already fulfilled the requirements to be presented before the Board of Examiners (*munaqasyah*) to attain the degree of *Sarjana Humaniora* in English Letters.

Thank you for the attention.

Wassalamu 'alaikum wa rahmatullahi wa barakaatuh

Sukoharjo, December 14th, 2023

Advisor,

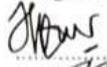
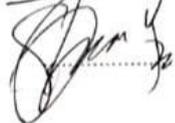


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RATIFICATION

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DEDICATION

This thesis is dedicated to:

1. My self
2. My beloved family
3. My friends
4. English letters department
5. My almatater

MOTTO

“We cannot solve our problems with the same thinking we used when we created them”

Albert Einstein

“If I have the belief that I can do it, I shall surely acquire the capacity to do it even if I may not have it at the beginning.”

Mahatma Gandhi

PRONOUNCEMENT

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I hereby sincerely state that the thesis entitled *Subtitling Strategies Of Figurative Language In Zootopia Movie (2016)* is my own original work. To the best of my knowledge and belief, the thesis contains no material previously published or written by another person except where due references are made.

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

Surakarta, December 22th 2023

Stated by,

A handwritten signature in black ink is written over a 1000 Rupiah stamp. The stamp features the Garuda Pancasila emblem and the text 'REPUBLIK INDONESIA', '1000', and 'METERAI TEMPORER'. A serial number 'DF719AKX749406964' is visible at the bottom of the stamp.

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ACKNOWLEDGEMENT

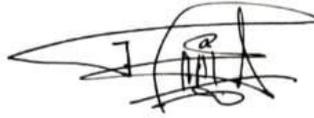
Alhamdulillahirobbil'alamin, thanks to Allah SWT the almighty god for all his blessings and grace so that researcher can complete the thesis as one of the requirement to attain the degree of sarjana humaniora in English Letters. The researcher has complete this thesis entitled Subtitling Strategies of figurative language in *Zootopia* movie (2016). This thesis that the researcher has done will be complete without support and assistance in the form of advice, criticism and input from various parties. Researcher would like to express their deepest gratitude to:

1. Prof. Dr. Toto Suharto, S.Ag.,M.Ag., as the Rector of UIN Raden Mas Said Surakarta .
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8. The researcher's parents especially her beloved mother who have given advice, encouragement, and prayers.

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9. The researcher's family.
10. The researcher's favorite k-pop group Enhypen who always comforts in sad and trouble situations.
11. The researcher's best friend who always beside her in every situation and condition.

Surakarta, December 22th, 2023

The Researcher,

A handwritten signature in black ink, appearing to be 'Isnaini Maulia Amin', written in a cursive style.

Isnaini Maulia Amin

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ABSTRACT

Isnaini Maulia Amin. 2023. *Subtitling Strategies Of Figurative Language In Zootopia Movie (2016)*. Thesis. Englis Letters Study Program, Faculty of Culture and Language. UIN Raden Mas Said Surakarta.

Advisor : Dr. M. Zainal Muttaqien, S,S., M.Hum

Keywords : Figurative Language, Subtitling Strategies, Translation, Zootopia, Movie.

Subtitling is the method of translation in the conversation from the movie that helps the viewer from another language understand the language used in the movie easily. There are also writers who convey their translation using figuretive language so that there is a message conveyed from their translation in the movie. Figurative language is a language disclosure technique, a style of discussion whose meaning does not refer to the literal meaning of the supporting words, but to the added meaning, the implied meaning. Figurative language is often used in literary language such as poetry, drama, theater, and song lyrics.

To answer the formulated research question, the are two theory which are applied in this research. For the first theory the researcher using theory of figurative language types from X.J Kennedy (1972) tha states types of figurative language eight types, there are: metaphor, simile, personification, hyperbole, allusion, metonymy, irony, and symbol. The subtitling strategies are using theory of Gotlieb (1992) that statement are subtitling strategies are ten, they are: expansion, paraphrase, transfer, imitation, transcription, dislocation, condensation, decimation, deletion, and resignation.

This research is a qualitative descriptive which the data is collected in the form of words or pictures rather than numbers. The data in this research is taken from the Zootopia movie. The data in this research is are all the words containing figurative language found in movie script Zootopia movie by screening the part of the film that contains figurative language and the researcher also used subtitles from Disney+ Hotstar to know what are subtitling strategies that translators use from the Zootopia movie. The data techniques for collectimg the data are capturing the utterances and words that the cast in Zootopia movie are containing figurative language and analyzing the subtitles that have been captured. Then, for the data analysis technique conduct to Spradley (1979) there are domain, taxonomy, componential, and cultural theme analysis.

The result of this study are the researcher has found 52 data of types figurative languages in Zootopia movie. The dominant data finding in this research is symbol types of figurative language and transfer strategies that translator use to added the subtitling in Zootopia movie.

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Table 3. 2 Taxonomy Table

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Table 4. 1 Types of Figurative Language

Table 4. 2 Subtitling Strategies of Figurative Language

Table 4. 3 Componential Table In This Research

LIST OF ABBREVIATIONS

SL	: Source language
TL	: Target language
SM	: Simile
MT	: Metaphor
PF	: Personification
HB	: Hyperbole
AL	: Allusion
MN	: Metonymy
IR	: Irony
SB	: Symbol
EP	: Expansion
PP	: Paraphrase
TF	: Transfer
IM	: Imitation
TS	: Transcription
DS	: Dislocation
CS	: Condensation
DM	: Decimation
DL	: Deletion
RS	: Resignation

CHAPTER I

INTRODUCTION

A. Background of the Study

Audiovisual translation was a response to the limitations and obstacles in understanding the meaning and message in films as a result of the introduction of verbal or spoken sound into films in 1920. Audiovisual translation is a term used to refer to the transfer of meaning originating from the spoken components contained in works or audiovisual products from one language to another language (Chiaro, 2013). According to Nida and Taber (1969), translation is a statement returns the content or message of the SL to TL with equivalent the same or close to it especially meaning and style of language. Objective the main translator is reveal the message again.

Subtitling is the method of translation in the conversation from the movie that helps the viewer from another language understand the language used in the movie easily. Subtitling is not only useful for those who do not understand the spoken language but also those who are hard to hear and have trouble of hearing or deaf. In this modern era, film industry has recently become an extremely popular media to gather the audience. Subtitling can be changed by the author whenever they want with the author's own style. There are also writers who convey their translation using figurative language so that there is a message conveyed from their translation in the movie.

According to X. J. Kennedy (1979) Figurative Language is language that

uses figurative of speech. A figurative of speech is a way of saying something other than the literal meaning of the word. Figurative language is the utilization of the richness of language, the use of certain varieties to obtain certain effects, the overall language characteristics of a group of literary writers and the distinctive way of expressing thoughts and feelings both orally and in writing. Figurative language is a language disclosure technique, a style of discussion whose meaning does not refer to the literal meaning of the supporting words, but to the added meaning, the implied meaning. Figurative language is often used in literary language such as poetry, drama, theater, and song lyrics. According to X.J Kennedy (1979), there are eight types of figurative language. There are: metaphor, simile, personification, hyperbole, allusion, metonymy, irony, and symbol.

The researcher chose the *Zootopia* movie as the object. *Zootopia* is a 2016 American 3D computer-animated adventure-comedy film produced by Walt Disney Animation Studios and distributed by Walt Disney Pictures. It was released on March 4, 2016 in the United States and Canada, (Wikipedia, 2016). From this movie, the researcher find many figurative language in the utterances and words that the cast in *Zootopia* movie.

According to the explanation above, the researcher wants to analyze figurative language. In this study, the researcher uses the *Zootopia* movie as a data source by using some of the subtitles that containing of figurative language in the movie as data in this study. This research uses the theory of figurative language by X. J. Kennedy (1979) to find out what types of figurative language

are found in the *Zootopia* movie. The researcher also uses the theory of Gottlieb (1994) to analyze what strategies are used in the subtitles in *Zootopia* movie.

There are a lot of people doing research on subtitling strategies and figurative language. There are some previous research in analyzing quality subtitling strategies on movies. The first previous study by Muhammad Kharisma Akbar, (2015) in his journal entitled *An Analysis of Subtitling Used in The Revenant Movie*. Another research is conducted by Ghaemi & Benyamin (2010). They analyzed the strategies used in the translation of inter-lingual subtitling in five different movie genres. They also discovered that movie genres have a great effect on the consideration of subtitling strategies, and the most frequent strategies in those five movies with different genres are paraphrase, deletion, imitation, and expansion.

Third, the researcher use study by Aulia Miranda (2019) identifying figurative language also used an unofficial script from www.scripts.com and the researcher underlined the figurative language, while researcher in this study used official subtitles from Disney+ Hotstar. Fourth, study by Suci Muzzahaddah (2019), this study also showed that most of the translations of all twelve short animation movies were accurately translated and the messages were delivered correctly into the target language. The last is study by Wikan Vidyadhari Pribadi (2018) this study also analyzed the acceptability degree of figurative language translation. The result are the translations of metaphor are 77.8%.

Based on thos explanation, the researcher analyzes subtitling strategies of

figurative language that containing in *Zootopia* movie. This study focuses in the utterances and word that the cast spoken in *Zootopia* movie. The researcher also hopes that this research can effect the readers's knowledge and insight about subtitling strategies and figurative language. Below, an example of the types figurative language and what are the subtitling strategies the translator use in this scene that researcher present to the reader:

20/IR/TF/Owner/00:12:50



Figure 1.1. 1 *Judy's new apartment.*

SL: **“Luxury apartments with charm.”**

The picture above shows that this scene included into the type of irony in figurative language according to X.J. Kennedy (1979), because in reality the apartment has absolutely no charm and looks very old. This scene is also included in transfer strategies in subtitling strategies by Gottlieb (1992) because the translator translates the words spoken by the apartment owner one by one.

Explain code:

- 20 : Data number 5

- IR : Irony types of figurative language
- TF : Transfer strategies of subtitling strategies
- Owner : Subject
- 00:12:50 : Timing

B. Limitations of the Study

Following the title, researchers focus only on the figurative language and strategies subtitling of *Zootopia* movie. The researcher chose the *Zootopia* movie as the object of this study. To assist this research, the researcher used X.J. Kennedy (1979) theory which explains about the types of figurative language. According Kennedy (1979) figurative language is divided into eight types, they are : metaphore, irony, simile, personification, hyperbole, allusion, metonymy and symbolan. This researcher also used theory of Gottlieb (1992), which explains how the strategies subtitling are used in *Zootopia* movies. According to Gottlieb (1992), there are ten subtitling strategies that can be adopted, they are expansion, paraphrase, transfer, imitation, transcription, dislocation, condensation, decimation, deletion, and resignation. The researcher collect the data based on the subtitles that have been translated in the movie.

C. Formulation of the Problems

The formulation of the problem is as follows :

1. What are types of figurative language is found in *Zootopia* movie?
2. What are the subtitling strategies used in translating figurative languages in the *Zootopia* movie?

D. Objectives of The Study

From the objectives of the problem above, the researcher formulates the objective of the study as follows :

1. To explanation the types of figurative language is used in *Zootopia* movie
2. To describe the strategies subtitling translation of figurative language in the *Zootopia* movie.

E. Benefits of The Study

For writing a study there must be benefits that can be obtained when reading this research. Based on the objective of the study above, the researcher has some certain aims to be given academically and theiritically.

1. Theoretical benefits

The researcher understand that in this research there are many errors, therefore the researcher is assisted by supervisor to be able to further refine his research so that it can be published properly and the researcher hopes that the results of this study can be used as a review reference or preview study for students who research about subtitling quality and figurative language. The researcher also hopes that this will expand students knowledge, subtitling strategies, and about figurative language.

2. Practical benefits

a. For the readers

Readers can get additional theories and information about subtitling quality and figurative language. Hopefully this study can enrich knowledge readers who are interested in the subject of subtitling strategies and figurative language.

b. For the researcher

This study will gain more knowledge for the researcher and also make researcher know information about subtitling strategies of figurative language.

c. For the lecturer

The result of the research can give more information about the types of figurative language and how to find subtitling strategies used in movie. This study also can be used as additional reference.

F. Definition of the Key Terms

In order to clarify the key terms used in this study, some definitions are put forward:

1. Translation

Translation is the replacement of textual material in one language by equivalent textual material in another language (Catford 1965, p.20).

2. Subtitling

Cintas & Anderman (2009, p.5) explained that subtitling is audiovisual translation which produces a written translation which is usually placed at the bottom center of the screen with the aim of conveying spoken dialogue from the SL. Subtitling is used to transfer the meaning of dialogues in one language into a text in another language. (Fawcett in Bogucki: 2004).

3. Subtitling strategies

Subtitle strategy is a strategy used by translators in making subtitles for films (Yahya, Baby Tiara, 2017). The subtitle creation strategy is very

important to use because this strategy not only helps translators in the process of translating film subtitles but also in producing good quality subtitles.

4. Figurative language

Style of language used by the writer or speaker to convey a message imaginatively and figuratively which aims to make the reader or listener get a certain effect from the style of language used. According to Dale & Warriner (1985, p.104), the definition of majas is the language used, namely figurative language to increase and multiply the effect by comparing and introducing an object with another or more general thing. This is due to the use of short majas words that change the value of taste or cause certain connotations.

5. Movie

A movie is a set of motion pictures or photographs in one frame with a storyline or message they would like to share with others to be enjoyed visually. According to Hiawan Pratista (2008), film is an audio-visual medium that combines both narrative and cinematic elements. The narrative element itself is related to the theme while the cinematic element is the plot or storyline that is continuous from beginning to end.

6. Zootopia

One of the animated movie which tells about the life of animals in a city called Zootopia. Zootopia is a 2016 American animated buddy cop action comedy film produced by Walt Disney Animation Studios and released by Walt Disney Pictures, (Wikipedia).

CHAPTER II

LITERATURE REVIEW

A. Theoretical Background

In doing a study, the researcher used to research other literary writings as proponents, reinforcement, and references to a study. In this study, the researcher uses a sociolinguistic approach, and it will explain it on this side.

1. Figurative Language

Based on X. J. Kennedy (1979), figurative language is a language that employs figurative speech. A figurative speech is a way of expressing something other than the world's literal meaning. A figure of speech occurs when a speaker or writer departs from the standard denotation of a term for the sake of novelty or emphasis. According to X. J. Kennedy (1979), there are eight types of figurative language. There are: metaphor, simile, personification, hyperbole, allusion, metonymy, irony, and symbol.

a. Types of Figurative Language

1) Simile

Simile is a comparison of two things, indicated by some connective, usually like, as, than, or a verb such as resembles. A simile expresses a similarity. Still, for a simile to exist, the things compared have to be dissimilar in kind. For example:

It is no simile to say, "Your fingers are like mine," it is a literal observation. But to say, "Your fingers are like sausages" is to

use a simile. Omit the connective say, “Your fingers are sausages”.

In simile sentences, the writer can compare his ideas or ideas with parables, objects or figures that have characteristics or are close in meaning to describe the ideas or ideas intended by the writer.

2) Metaphor

The metaphor represents that something else that it is not literal. It does not employ words like "like" or "as" to connect sentences. It indicates that a metaphor only makes sense when the parallels between the two objects are apparent or when the relationship is understood. According to X.J Kennedy (1979) metaphor is a collection of analogies that directly relate to two things in a short sequence. It signifies that the properties of the subject and object are the same, and the writer uses them to compare them. Metaphor is also used to explain or describe something by referring to other things that are considered to have similar characteristics to something or someone you want to describe. For example metaphor is not plainly limited in the number of resemblances it may indicate.

To use the simile “He eats like a pig” is to compare man and animal in one respect: eating habits. But to say “He’s a pig” is to use a metaphor that might involve comparisons of appearance and morality as well.

3) Personification

According to X.J. Kennedy (1979) personification is a figure of speech in which a thing, an animal, or an abstract term (truth, nature) is made human. Personification often goes apostrophe: a way of addressing someone or something invisible or not ordinarily spoken to. Personification means representing non-human things as if they were human. Personification imparts human traits and qualities, such as emotions, desires, sensations, movement and speech, often expressed by way of metaphor. In an apostrophe, a poet (in these examples Wordsworth) may address an inanimate object “Spade! with which Wilkinson hath tilled his lands”, some dead or absent person “Milton! thou shouldst be living at this hour”, an abstract thing “Return, Delights!”, or a spirit “Thou Soul that art the eternity of thought”.

4) Hyperbole

According to Kennedy (1979, p.496), hyperbole is an exaggeration to emphasize a point. It can be absurd or amusing. In fiction, hyperboles can give a character more depth and color. Hyperbole is a figure of speech in which an intentional exaggeration or overstatement is used to emphasize or describe something vividly. In fiction, hyperboles can give a character more depth and color. For example: “Faster than greased lightning,” “I’ve told him a thousand times.” These sentences not literal truth but use a figure of speech called overstatement or hyperbole.

5) Allusion

Allusion is figurative language that shows indirectly forwards a person or even that people have known together (X. J. Kennedy 1979). The type of allusion uses sentences that refer to events, legends, parables, figures or important events in the past that are considered known by both the speaker and the interlocutor to relate events in the present. Allusion can also be used in sentences to remember past events which can be used to describe the present. Proverbs and expressions are often used in allusion sentences to describe the desired idea.

For example a someone say, “Thanks, Romeo,” after she had offered some kind of romantic gesture. Traditionally, that “Romeo” from Shakespeare’s Romeo and Juliet movie (1996) is looked upon together of the foremost romantic fictional characters in history. during this example, that means someone have succeeded in telling ababout gentelmant, just by alluding to the present fictional romantic man.

6) Metonymy

Acording X.J Kennedy (1979) metonymy is the name of a thing is substituted for that of another closely associated with it. For instance, he say “The White House decided,” and mean the president did. A kind of metonymy, synecdoche is the use of a part of a thing to stand for the whole of it or vice versa. We say “She lent a hand,”

and mean that she lent her entire presence. Similarly, Milton in “Lycidas” refers to greedy clergymen as “blind mouths.” Another kind of metonymy is the transferred epithet: a device of emphasis in which the poet attributes some characteristic of a thing to another thing closely associated with it. When Thomas Gray observes that, in the evening pastures, “drowsy tinklings lull the distant folds,” he well knows that sheep’s bells do not drowse, but sheep do. When Hart Crane, describing the earth as seen from an airplane, speaks of “nimble blue plateaus,” he attributes the airplane’s motion to the earth.

7) Irony

Irony has a profound meaning than just being a figurative expression. The irony, according to Diyyani (2004:933), almost always comes from a difference or disparity between what occurs and what is expected.

For example: “Oh, sure, I just love to have four papers fall due on the day,” the statement contains irony. This is verbal irony, the most familiar kind, in which we understand the speaker’s meaning to be far from the usual meaning of the words in this case, quite the opposite. When the irony is found, as here, in a somewhat sour statement tinged with mockery, it is called sarcasm.

8) Symbol

X. J. Kennedy (2004, p.569) defines a symbol as any object

or action that signifies something other than its literal essence. An apple pie, for example, can symbolize the American way of life. Natural symbols such as light and darkness, fire and water can represent opposing ideas. The context determines the meaning of any symbol, whether it is an object, an action, or a gesture.

Example of symbol is “I cannot love you in the dark” The word “dark” that can be interpreted as bad. It can also mean that there is no bright future. What he means is that if he continues the relationship with his lover he thinks that he will not have a bright future.

2. Subtitling Strategies

According to Gottlieb (1994), subtitling is writing that flows according to the flow of speech, it determines the reception speed to keep the subtitling in line with the speech being spoken in dialogue, it skips at regular intervals, allowing new chunks of text to be read and hovers over the audiovisual landscape. Subtitling can provide more insight for audiovisual connoisseurs to make it easier to understand the speech spoken in the dialogue. To assess the quality of specific subtitling, the rendering of each verbal movie segment must be analyzed with regard to stylistic and semantic value. Based on Gottlieb (1992), there are 10 strategies for assessing a subtitling is expansion, paraphrase, transfer, imitation, transcription, dislocation, condensation, decimation, deletion, resignation. Which are explained in the following:

1) Expansion

Expansion subtitles have add something, Gottlieb (1992) also discussed that in theory, expansion is an extended expression or additional expression or additional explanation, but on condition that the rendering must be sufficient, so it's not too fast and time-consuming.

SL: "In fair Verona, where we lay our scene."

TL: *Di Verona **yang indah**, dimana kami bercerita*

The translator gives more explanation by adding "*yang indah*". It is because the movie shows the view and the description

about Verona that looks so beautiful, clean, metropolis city full of citizen's joy.

2) Paraphrase

Paraphrase is saying the same thing but the in different word. The words has changed but the meaning conveyed is different from the intended meaning.

. SL : This is the matter. Nurse, give leave a while We must **talk in secret**. Nurse comes back again I have remembered me, thou's hear our counsel. Thou know'st my daughters of **a pretty age**.

TL : *Suster biarkan kami sendiri Kami harus **bicara empat mata**. Suster, kembalilah Aku baru mengingatkan diriku. Dengar percakapan kami Suster, kini kau tahu putriku mulai **menjadi remaja cantik**.*

3) Transfer

Transfer or translate sentences/words in the source language accurately and completely into the target language. This strategy is suitable for slow-paced dialogue. this translation will be exactly the same as the meaning spoken in the dialogue in the film. Transfer is strategy of subtitling or translating the source text completely and accurately. It is transferring the full source text expression into the target text.

SL: Romeo : **Peace, Mercutio, peace!**. You talk of nothing

Mercutio : **True, I talk of dreams.**

TL: Romeo : **Tenanglah Mercutio, tenang. Kau Cuma mengada-ada.**

Mercutio : **Benar, aku bicara tentang mimpi.**

The clause “Peace, Mercutio, peace!” and “True, I talk of dreams” which each clauses is translated into “Tenanglah Mercutio, tenang” and “Benar, aku bicara tentang mimpi”. Here, it’s so clear that the translator only transfers the meaning of source language into target language literally.

4) Imitation

Imitation produces an identical expression in the target text. Imitation can be only applied to proper nouns or greetings. It is typically with names of people and places. Based on Muhammad Kharisma Akbar this is for the example of Imitation.

013/TR/HA1/HT1

SL: “You seen **Coulter?**”

TL: “*Kau lihat **Coulter?***”

5) Transcription

Translation of the transcription may be required when dealing with either audio or video, if there is a language barrier, or if there is foreign dialogue that is not understandable to the target audience. An example of this would be a movie in English which contains some foreign dialogue. Translation may also be necessary

when the dialogue content in the audio or video is garbled or mumbled and prevents the audience from understanding what is being said. Based on Muhammad Kharisma Akbar this is for the example of transcription.

564/TR/HA39/HT39

SL: “My pop, **he weren't** a religious man, you know?”

TL: “*Ayahku, **diabukan** orang yang religius.*”

6) Dislocation

The next strategy is dislocation or dislocation. Dislocation is the use of alternative words to translate a word because it has more meaning in TL.

SL: “**Spider-Pig, Spider-Pig**, does whatever a **Spider-Pig** does, can he swing, from a web? No he can't, he's a pig, **Look out! He is Spider-Pig.**”

TL: “***Babi, Labalaba.** Melakukan apapun yang dilakukan **Babi Labalaba.** Dapatkah ia berayun dari jaringnya? Tidak bisa, dia seekor babi. **Lihatlah. Dia seekor Babi Labalaba.**”*

7) Condensation

Condensation is a strategy that can be used in text dubbing. This strategy aims to condense content so that the simplicity and effectiveness of subtitles is maintained.

Sl: “**Now, by my maidenhead at twelve years old. I**

bade her come. **What , lamb! What lady bird.** God
Forbid! **Where is the girl? Juliet** “

TL: “*Aku akan memanggilnya. Tuhan melarang.
Juliet...*”

The translator condenses the sentence “Now, by my maidenhead at twelve years old.” has a meaning the Nurse ask Juliet to come. The Nurse uses the phrase “Lady bird” means “woman of bad reputation” and the use phrase “God forbid” means that Juliet should not be such kind of that girl. Furthermore, that sentence is translated by using condensation strategy because the Nurse speaks so loudly and fast.

8) Decimation

Decimation is a more extreme condensation strategy. This strategy tends to eliminate meaning so that subtitles can still be read on frames that are running too fast.

SL: “**What, drawn, and talk of peace?** I hate the word”

TL: “*Damai? Aku benci kata itu*”

The decimation appears when the translator translates the sentence. “What, drawn, and talk of peace?” which is translated into “*damai?*”. It means that there is an extreme condensation which he gets a quarrel with the Montague family named Benvolio.

9) Deletion

Deletion is a strategy that removes part or all of the text. This

is done when dialogue is considered less efficient and the meaning contained therein can be obtained from other audiovisual channels such as images and sound.

SL: "Put up your sword, **you know not what you do?**"

TL: "*Kenakan pedangmu!*"

The translator also makes deletion in doing the subtitling. The deletion appears when the translator deletes sentence "you know not what you do?". That sentence is spoken by Benvolio proposed to Tybalt when they both are in a quarrel between the Montague followers versus Capulet followers. Literally, that sentence has a meaning "*Tak taukah kau apa yang harus kau lakukan?*"

10) Resignation

The resignation strategy is used if the meaning of the text from the source language cannot be transferred to the target language at all and the meaning cannot be obtained from other audiovisual channels.

SL: "Well, **think of marriage now. Younger than you**

here in Verona, ladies of esteem Are made already

mothers I was your mother much young these years"

TL: "*Seingatku, aku melahirkanmu saat aku seusiamu*"

B. Previous Study

In this study, researcher would naturally have used previous research as a reference and benchmark when conducting a research. It is done to deepen their comprehension and understanding so that the research that researcher have conducted differs from earlier research and can be expanded upon by other researchers, who will then be able to refer to it in the future.

The first relevant research review is by Aulia, Miranda entitled *The Translation of Figurative Language in The Fault in Our Stars Movie*. In his research, the write was conducted by using descriptive qualitative method. The technique of collecting data was documentary sheet. The data were analyzed using Cresswel model. There are similarities and differences between Aulia and what the researcher was doing here. In other words, the same topic of translation figurative language was explored.

The technique of analyzing data were watching the movie with subtitle english and indonesia, identifying figurative language also used an unofficial script from www.scripts.com and the researcher underlined the figurative language, classifying figurative language used in the movie especially simile and personification, analyzing the figurative language and the translation by using theory of Larson (1984), checking the data and make sure the data was correct and validating the data. The finding showed that. The procedures that used by translator to translate figurative language are translating the figurative language in TL without reducing any meaning feature. There were 21 data of figurative language found in *The Fault in Our Stars* movie, specifically 4

sentences (19.04%) for simile, and 2 sentences (9.52%) for personification.

The second study is work by Suci Muzahaddah and entitled *Interlingual Subtitling Strategies From Indonesian To English In Short Animation Movies Translated*. This study finding that showed that seven of ten Gottlieb's subtitling strategies were used. Among all, the most used strategy was imitation with 207 (49.76%) data because the students who translated the short animation movies did not translated most of the third language, Arabic, and just imitate and took it as it was into the target language. This study also showed that most of the translations of all twelve short animation movies were accurately translated and the messages were delivered correctly into the target language.

The third is the study *An Analysis Of Figurative Language Translation In Pursuit Of Happiness Movie* by Wikan Vidyadhari Pribadi. This study found 179 figurative languages in *The Pursuit of Happiness* movie. The figurative languages were divided into three kinds, 148 metaphors (83%), 23 hyperboes (13%), and 8 similes (4%). This study also analyzed the acceptability degree of figurative language translation. The result are the translations of metaphor are 77.8% incule in

The last is *An Annalysis of Subtitling Used in The Revenant Movie* by Muhammad Kharisma Akbar This study similiar to the researcher, this study obtains 834 data which use subtitling strategies in *The Revenant* movie script. There are paraphrase 11.27%, transfer 64.39%, imitation 14.27%, condensation 6.83%, deletion 0.36%, and resignation 0.12% and transcription 0.12%. The most subtitling strategy used is transfer, because the subtitler translates the

source text completely and accurately. Three aspects for good quality that subtitling should fulfill: accuracy, acceptability, and readability. From 834 total counts of data there are 672 data or 80,5% to accurate, 156 data or 18,7 % to less accurate, 6 data or 0,7 % to inaccurate, 754 data or 90,4 % to acceptability, 74 data or 8,9% to less acceptability, 6 data or 0,7% to unacceptability, 777 data or 93,1% to high readability level, 54 data or 6,5% to moderate readability level, 3 data or 0,3 % to low readability level.

Parallel to that, there are differences and similarities between all previous studies with this study. The difference they only examine either figurative or subtitling, whereas in this study they combine the two, figurative language and the quality of the subtitling. Similarly, the theory of Gottlieb (1992) used to classify the same strategy of subtitling and the object taken is also about a movie, only the movie's title is lifted differently.

CHAPTER III

RESEARCH METHODOLOGY

A. Research Design

To conduct the research, research design is well needed. According to Creswell (2009:3) states that research design refers to some ways to integrate different component of research project in cohesive way to ensure the researcher able to answer any initial questions. The researcher use qualitative research and on this study. In this research, the author uses a qualitative approach because this study focuses on analyzing the figurative languages contained in the *Zootopia* film and analyzing the subtitling strategies used by translators. Qualitative research is research that intends to understand phenomena about what is experienced by research subjects such as behavior, perceptions, motivations, actions, etc. holistically, and by means of descriptions in the form of words and language, in a special natural context and by utilizing various natural methods (Moleong, 2005:6).

Bogdan and Biklen (1982) state that qualitative research is descriptive which data is collected in the form of words or pictures rather than numbers. According to Moleong (2010, p.6) that the descriptive qualitative research is a study that explains to understand the phenomenon of the subject of research, behavior, perception, motivation, action, holistically, and the way of describing the result in the form of words and sentences. The data of this study are all the words containing figurative language found in movie script *Zootopia* movie by

screening the part of the film that contains figurative language and the researcher also used subtitles from Disney+ Hotstar to know what are subtitling strategies that translators use from the *Zootopia* movie that the researcher had watched. The study involved collecting, collating, classifying, and analyzing data studies.

B. Research Instrument

Research instruments provide all necessary tools or equipment to collect data in a study. According to Sugiyono (2006: 102), a research instrument is a tool used to measure observed natural and social events (research variables). This research instrument is essential to support the process of searching, collecting, and processing data and information for a study to be accomplished.

The design used was descriptive qualitative which was done in order to explore and understanding the meaning of individuals or groups raised from social or human problems in which the researcher in qualitative method has a role as the key instrument (Tracey, 2013:25). In the study the researcher does, the key to this research instrument is the researcher because the researcher has been the main instrument in this study. From the initial process of searching for data, collecting data, poring over data, and to the end process, which is a conclusion, the researcher is fully engaged. In this process, the researcher was aided by the tools that the researcher had prepared for the study, some tools to support this research process-laptops,gadgets, notes, documents, and data sheets.

C. Data and Data Sources

Data is a description or information about the object of research. Data is

all facts and figures that can be used as material to compile an information, while information is the result of data processing that is used for a purpose (Arikunto, 2002). The form of data in this study are the original utterances spoken by the characters and text containing words, phrases, sentences, appear on the screen that are containing figurative language. The researcher also used subtitles from Disney+ Hotstar to examine the subtitles are containing figurative language from the *Zootopia* that the researcher had watched. Primary data source in this study is *Zootopia* movie that aired on Disney+ Hostar and was released in 2016. The researcher chose to take the subtitle Indonesia in the *Zootopia* movie to be the final data.

D. Data Collection Technique

The method for collecting data is a method or sequence of operations used by a researcher to collect information and data to support the study. Ary, Jacob & Sorensen (2010, p.431), explains the most common data collection methods used in qualitative research are observation, interviewing, questionnaire, and document or artifact analysis. In this research, the researcher uses documentation technique to collecting data. The researcher take several steps to collect data. This data collection technique method is very important because it can make it easier for researcher to find and collect data in *Zootopia* movie. According to Noor (2011, p.138), he explains that technique of collecting data is the way of collecting the data required to answer the research problem. In this study, the effort of the authors to be able to collect the needed data and information are :

1. The researcher watched and used the *Zootopia* movie subtitle to understand the story in the movie.
2. The researcher copied the subtitle text in Microsoft Word to print and read directly.
3. The researcher prints all the dialogues in the subtitles english and indonesia in order to indicate directly which are figurative language and which are not.
4. The researchers classify data by type of figurative and strategies of subtitling that transtolor use based on the theory employed.

E. Data Validation Technique

Validity is a standard of objective validity or factual truth. In this research, researcher need an expert in figurative language and subtitling to ensure this research validity. In the study, the researcher made sure that the data sources were accurate by comparing the frame that containing figurative language to lines they found and matching them back to the movie they used. It is done to minimize faults so that the data obtained is accurate. Usually when qualitative researchers look for or find evidence to document codes or themes in various data sources, they have actually done what is called triangulating information and providing validity to the findings of qualitative researchers. According to J.Tracy (2013, p236), triangulation is defined as using multiple points in geographical navigation, such as gathering the data through several sampling strategies, using more than one invesgator, or using contrasting methods of data collection. In triangulation, the reasearcher uses various sources, invesgator, research, and theories to provide corroborating evidence. Here the researcher

need an investigator or expert who will validate the researcher's data. In this research, the researcher asked Mr. Arkin Haris, M.Hum. to validate all the data that the researcher found.

F. Data Analysis Technique

The data analysis techniques are used to process data so that researchers obtain fixed data that can be used to answer problem formulations. The researcher used a theory from Spradly (1980) to analyze this data. Spradley (1980) divided data analysis techniques into four :

1. Domain

Domain analysis is the first step taken by a researcher to get a general picture of an object of research carried out. In domain analysis, the information that will be obtained is not specific and detailed but has received or found the domain in the object.

Table 3. 1Domain Table

DATA	NON DATA

2. Taxonomy

Taxonomic analysis is an advanced analysis of domain analysis. Where this analysis is no longer general or comprehensive. Instead, the analysis must be specific or detailed and focus on certain domains in accordance with the focus of the problem to gain more understanding and an overview of the phenomena in the research object.

Table 3. 2Taxonomy Table

Data Coding Table			
No.	Code	Figurative Language	Subtitling Strategies

3. Componential

Spradley (1979, p. 174) states that componential analysis is a systematic search for attributes associated with cultural symbols. The elements obtained can be sorted and categorized accordingly in the

componential analysis stage.

Table 3. 3Componential Table

Figurative Language	Subtitling Strategies									
	EP	PP	TF	IM	TS	DS	CS	DM	DL	RS
SM										
MT										
PF										
HB										
AL										
MN										
IR										
SB										

Explain code:

SM : Simile

MT : Metaphor

PF : Personification

HB : Hyperbole

AL : Allusion

MN : Metonymy

IR : Irony

SB : Symbol

EP : Expansion

PP : Paraphrase

TF : Transfer

IM : Imitation

TS : Transcription

DS : Dislocation
CS : Condensation
DM : Decimation
DL : Deletion
RS : Resignation

4. Cultural theme

Cultural analysis conducts by developing themes that go beyond such as an inventory of domains to discover the conceptual themes that members of a society use to connect these domains (Spradley, 1979: 185). Domains that are linked will make a unit and from that unity will be seen which one is dominant.

CHAPTER IV

FINDINGS AND DISCUSSIONS

A. Findings

This chapter is divided into two parts namely research findings and discussions. The researcher interprets the results of the findings of the researcher analysis of subtitling strategies in figurative languages are containing in *Zootopia* movie. The researcher use the theory of figurative languages by X.J Kennedy (1979) to analyze the data that the researcher have found. Researcher also use theory of subtitling strategies by Gotlieb (1992) to find out what strategies the translator used in the subtitling text in the form of words, phrases, sentences appear on the screen of *Zootopia* movie which contains figurative languages. The data of the research is taken from captured pictures from scenes and transcribed dialogues that have been translated through subtitling from utterances spoken by the cast in *Zootopia* movie.

1. Types of Figurative Languages.

The researcher identified and categorized the types of figurative language into eight types, namely: simile, metaphor, personification, hyperbole, allusion, metonymy, irony and symbol. The researcher has also counted all the data one by one, which the researcher categorized according to the eight types of figurative languages.

The researcher does not find allusion types in the *Zootopia* movie because this film does not relate to utterances that refer to events, legends, parables, figures or important events in the past. In calculating all the data

that researcher have calculated, there are different frequencies of the amount of the data from each types of figurative languages. Below is a table that explains the findings of the types of figurative languages in the *Zootopia* movie. The researcher reached the following conclusions:

Table 4. 1Types of Figurative Language

Types of The Figurative Language	Total	Percentage
Simile	6	11,6%
Metaphor	8	15,4%
Personification	1	1,9%
Hyperbole	11	21,1%
Allusion	0	0%
Metonymy	1	1,9%
Irony	10	19,2%
Symbol	15	28,9%
Total	52	100%

a. Simile

Simile is a comparison of two things, indicated by some connective, usually like, as, or a verb such as resembles. A simile expresses a similarity. the comparison in simile is conveyed indirectly because it uses a connecting word. According to Keraf (2001), simile is a comparison that is explicit. What is meant by the comparison that is

explicit is that it implies the something with another thing. The researcher found 6 data in the *Zootopia* movie which are indicated in the metaphor types of figurative language, the data code as follows: 33/SM/CS/Kudu/00:27:48, 44/SM/TF/Nick/00:45:20, 52/SM/TF/Bonny/01:19:09. This is for the example of the data:

36/SM/PP/Judy/00:33:25

Bellwether : “Us little guys really need to stick together, right?”

Judy : “*Like Glue*”

Based on the data above, the researcher identified the type of simile shown in the utterances and word spoken by Judy. Judy uses the figurative word "like glue" as her closeness to the bellwethers that they are prey will help the case of the predator Mr. Emmitt Otterton who disappeared without a trace. Judy said this because Judy wanted to always be with Bellwether like sticky glue.

39/SM/TF/Yax/00:39:56

Yax: “Told you Nangi has a *mind like a steel trap.*”

In this scene Judy and Nick are looking for Yax who can add information about Emmit Otterton, the missing otter. Here Yax asks Nangi for information as Emmit's yoga trainer, Yax praises Nangi's mind which is so strong that she likens it to "like a steel strap".

49/SM/TF/Nick/01:01:32



Figure 4.1. 1 *Nick was playing with Bellwether's hair*

Nick : “*It's like cotton candy.*”

This scene shows that this utterance is a simile, because Nick compared a sheep's wool like a cotton candy, this is the first time he has been that close to a sheep (Bellwether). Nick didn't stop playing with the hair on Bellwether's head and he felt like he was playing with cotton candy.

b. Metaphor

Metaphor is a collection of analogies that directly relate to two things in a short sequence. It signifies that the properties of the subject and object are the same, and the writer uses them to compare them. Metaphor is also used to explain or describe something by referring to other things that are considered to have similar characteristics to something or someone that want to describe. The researcher found 8 data in the *Zootopia* movie. The researcher elaborated three samples of utterances that indicated as the metaphor in the following explanation.

The researcher found 8 data in the *Zootopia* movie which are indicated in the metaphor types of figurative language, the data code as follows: 25/MT/TF/Nick/00:21:36, 32/MT/TS/Bonnie/00:27:13, 45/MT/TS/Judy/00:47:37, 51/MT/RS/Stu/01:17:50, 55/MT/DL/Judy/01:33:52. This is for the example of the data:

37/MT/TS/Nick/00:35:22

Nick: “And *time is money*. Hop along.”

In this scene, Judy stops Nick on his way to the ice cream shop. Here Judy is gathering information about the disappearance of Mr. Emmit was last seen buying popsicles from Nick. Nick doesn't want Judy to hinder his work by saying "time is money" which means Nick likens his time to very valuable money and tells Judy not to bother him, because if Judy wastes Nick's time it means Nick does not get any money.

41/MT/PP/Nick/00:40:05



Figure 4.1. 2 Nick and Judy succeed in getting information.

Nick : “Well, *I had a ball.*”

This scene is a metaphor because Nick actually didn't get the ball or was holding the ball but this scene shows that Nick describes his success in getting important information about the disappearance of Mr. Emmit thanks him for taking Judy the policeman to the neutral animal gathering place. Nick compared it to "I had the ball" because in every football match if he is the one who often holds the ball then he will be named "man of the match" which means victory is in the hands of those who often control the ball.

46/MT/TF/Nick/00:49:14



Figure 4.1. 3 *Nick and Judy getting caught.*

Nick: “Mime! **She is a mime.**”

Nick said this so that Judy could avoid punishment from Mr. Big. Mr. Big wants to kill Nick and Judy because they dared to sneak into the car where Mr. Big is hiding. Nick also lied to Mr. Big and coincidentally that day was his son's wedding, so Mr. Big was very

angry and Nick lied again and compared Judy to a mime so that Judy would be quiet and not refute Mr. Big's words. Big. This can be included in the figurative language type because Nick equates Judy with Mime, even though Judy is a cop.

c. Personification

Personification is a figure of speech in which a thing, an animal, or an abstract term (truth, nature) is made human. Personification often goes apostrophe: a way of addressing someone or something invisible or not ordinarily spoken to. Personification means representing non-human things as if they were human. Personification imparts human traits and qualities, such as emotions, desires, sensations, movement and speech, often expressed by way of metaphor. The researcher found 1 data in the *Zootopia* movie which are indicated in the personification types of figurative language, the data code as follows:

15/PF/TF/Leodore/00:07:50

Leodore: “It is my great privilege to officially assign you to **the heart of Zootopia.**”

Leodore calls zootopia “the heart”, which is part of humans, which means these utterances are personifications because they think zootopia lives with the heart.

d. Hyperbole

According to Kennedy (1979, p.496), hyperbole is an exaggeration to emphasize a point. It can be absurd or amusing. In fiction, hyperboles can give a character more depth and color. Hyperbole is a figure of speech in which an intentional exaggeration or overstatement is used to emphasize or describe something vividly. In fiction, hyperboles can give a character more depth and color. The researcher found 11 data in the *Zootopia* movie which are indicated in the hyperbola types of figurative language the data code as follows: 02/HB/TF/Judy/00:02:29, 03/HB/TF/Judy/00:03:41, 04/HB/TF/Bonnie/00:03:52, 08/HB/EP/Drill/00:06:01, 16/HB/TF/Judy/00:08:24, 17/HB/TF/Stu/00:09:20, 19/HB/PF/Gazelle/00:10:35, 22/HB/TF/Clawhauser/00:14:30, 24/HB/PP/Nick/00:20:35, 43/HB/DM/Nick/00:41:33. This is for the example of the data:

16/HB/TF/Judy/00:08:24

Judy: "I've been working for this **my whole life.**"

This utterances "my whole life" is hyperbole because actually Judy's dream since she was little was to become a police officer, and her mother and father were very worried because Judy was just a police officer, and in Zootopia, most police officers were predators who could be worried that they could prey on Judy at any time. Judy's father and mother really want Judy to stop her plans so that Judy doesn't go to Zootopia. but Judy

has been struggling with her efforts all this time and conveyed it excessively so that Judy could be allowed to go to Zootopia.

24/HB/PP/Nick/00:20:35

Nick: “**I'd lose my head if it weren't attached to my neck.** That's the truth.”

Nick forgot to bring his wallet because his son was whining for ice cream. Nick cursed himself because he wanted to buy his son ice cream but Nick forgot to bring his wallet so Nick exaggerated it to get Judy's sympathy. Nick uses the figurative word "I'd lose my head if it weren't attached to my neck" because to make it look like he would be embarrassed if he could not pay for the ice cream he had bought for his child, but actually Nick deliberately didn't bring his wallet so he wouldn't pay for the ice cream he had bought.

53/HB/TF/Weasel/01:22:16

Weasel: “I got movies that haven't **even been released yet.**”

Weasel deceives buyers so they are interested in buying the film collection he has. Weasel only lies to gain profit, Weasel is also a thief who likes selling stolen goods. Weasel only opened a makeshift shop with a table and merchandise which he sold and offered to people passing by. That “even been released yet” it to much.

e. Metonymy

Metonymy is a type of figurative language in which an object or concept is referred to not by its own name, but instead by the name of something closely associated with it. The researcher found 1 data in the *Zootopia* movie which are indicated in the metonymy types of figurative language the data code as follows:

23/MN/PP/Bogo/00:15:35

Bogo : “And **City Hall is right up my tail** to find them.”

These utterances “City Hall is right up my tail” show that Bogo thinks City Hall's subordinates ordered the police to look for the missing predator, when in reality it was Leodore the mayor who ordered the case to be looked for. Leodore assigns Bogo to look for the missing predators by deploying his troops to various places. Bogo uses the figurative word "City Hall" to describe Leodore.

f. Irony

Irony is a figure of speech and one of the most widely- known literary devices, which is used to express a strong emotion or raise a point. As defined, Irony is the use of words to convey a meaning that is opposite of what is actually said. The researcher found 10 data in the *Zootopia* movie which are indicated in the irony types of figurative language, the data code as follows: 05/IR/TF/Gideon/00:04:28,

06/IR/IM/Judy/00:04:51, 20/IR/TF/Owner/00:12:50, 28/IR/TF/Nick/
00:23:29, 30/IR/TF/Judy/00:27:05, 38/IR/TF/Nick/00:37:05,
40/IR/TF/Yax/00:39:59, 42/IR/TF/Nick/00:40:45. This is for the
example of the data:

05/IR/TF/Gideon/00:04:28

Gideon: “**Nice costume, loser.**”

Actually, what Gideon said was the opposite, because he was mocking Judy who was wearing a police costume. "nice" is the exact opposite of "loser" so if Gideon really wanted to praise Judy he would use the same words as the meaning of the word "nice" but here Gideon uses the word "loser" which means Gideon is mocking Judy for wearing a police costume. Gideon mocked because he believed that Judy would never be a police officer, that's why these utterances fall into the irony type of figurative language.

34/IR/CS/Rat/00:28:04

Rat: “Ugh! Yeah, **you're a real hero, lady!**”

The word "hero" is usually used as a term for someone who helps someone who is in trouble. The word "hero" is usually said after someone has helped, but in this scene it shows that the rat uses a high intonation and is angry because he received a parking tax on the side of

the road after Judy gave him a ticket. The mouse uses the word "hero" for Judy because usually police are heroes who help people solve their problems. These utterances are included in the figurative words of the irony type because the utterances do not match what is intended.

50/IR/TF/Bellwether/01:01:53



Figure 4.1. 4 *Bellwether's mug*

Bellwether: "But he did give me **that nice mug.**"

In this scene, Bellwether previously received a call from Leodore because today's meeting schedule was supposed to be canceled because Leodore was going to take care of something, but Bellwether had not canceled his schedule and made Leodore angry. Bellwether, who was with Judy and Nick, was embarrassed because Leodore's angry voice sounded very loud on the phone. Bellwether tries to divert her embarrassment by discussing the glass given to her by Leodore. Bellwether also mocks Leodore as "Leofart". Bellwether uses the words "nice mug" with a mocking and annoyed intonation as Leodore scolds her next to Judy and Nick. These utterances are included in the

figurative sentence of the irony type because Bellwether actually said "nice mug" in an annoyed tone, which means that is not the real meaning of what he said.

g. Symbol

Symbol is a figurative language that compares one thing with another symbol. Other symbols used have the meaning is the same depending on what sentence the symbol is used in. According to Kennedy (1983), a symbol is a kind of sign (a word or thing) that indicates something outside and outside of itself. Therefore the sign that appears later will be in the word used in the sentence. Comparisons used usually use objects, animals, symbols, or figures. The researcher found 15 data in the *Zootopia* movie which are indicated in the symbol types of figurative language, the data code as follows: 07/SB/TF/Travis/00:04:56, 10/SB/CS/Drill/00:06:13, 11/SB/PP/Drill/00:06:19, 13/SB/PP/Drill/00:06:27, 14/SB/TF/Drill/00:06:43, 18/SB/PP/Stu/00:09:42, 26/SB/DM/Nick/00:21:40, 27/SB/PP/Judy/00:22:03, 29/SB/DM/Nick/00:25:07, 31/SB/RS/Stu/00:27:11, 46/MT/TF/Nick/00:49:14, 48/SB/PF/Bellwether/01:01:08, 54/SB/TF/Weasel/01:23:03. This is for the example of the data:

12/SB/TF/Drill/00:06:25

Drill: "You're dead, **Farm Girl!**"

"Farm girl" suggests that it is a symbol intended for Judy, as her father and mother were farmers. Judy has both parents who work as farmers, rabbits are also synonymous with vegetables and fruit, that's why the "farm girl" symbol is intended for Judy even though her parents own the agricultural land and work as farmers.

2. Subtitling Strategies of Figurative Language

The researcher identified and categorized the subtitling strategies of figurative language into ten types, namely: expansion, paraphrase, transfer, imitation, transcription, dislocation, condensation, decimation, deletion, and resignation. The researcher has also counted all the data one by one, which the researcher categorized according to the ten subtitling strategies by Gottlieb (1992).

The researcher does not find dislocation types in the *Zootopia* movie because this subtitling in the movie no indication that there is dislocation strategies. In calculating all the data that researcher have calculated, there are different frequencies of the amount of the data from each strategies of fsubtitling strategies. Below is a table that explains the findings of the types of figurative languages in the *Zootopia* movie. The researcher reached the following conclusions:

Table 4. 2Subtitling Strategies of Figurative Language

Subtitling Strategies	Total	Percentage
Expansion	1	1,9%
Paraphrase	12	23,1%
Transfer	27	51,9%
Imitation	1	1,9%
Transcription	1	1,9%
Dislocation	0	0%
Condensation	3	5,8%
Decimation	3	5,8%
Deletion	1	1,9%
Resignation	3	5,8%
Total	52	100%

a. Expansion

Expansion is expanded expression, adequate rendering (culturespecific references etc.). So, expansion is a strategy which is used when the dialogue in the SL needs an explanation in the TL to make the audience more understand, especially language that consists of culture.

08/HB/EP/Drill/00:06:01



Figure 4.1. 16 *Judy took police training.*

SL: You're gonna have to master all of them... before you hit the streets, or guess what? **You'll be dead!**"

TL: "*Kalian harus menguasai itu semua...
...sebelum bertugas dilapangan.*

Atau kalian akan mati."

The translator adds the word "*atau*" to interpret the drill statement.

b. Paraphrase

Gottlieb (1992) stated that the paraphrase strategy is applied because the original's phraseology cannot be reconstructed in the same syntactic way in the target language. The paraphrase strategy is preferred in translating lines that contain a figurative expression. The figurative lines have a connotative meaning, but using the paraphrase strategy, the translator delivers it denotatively or prioritizes the meaning rather than its equivalent expression. Consequently, the meaning is facilely understandable for the targeted audience, yet the figurative expression translation is somehow lost in the target language.

18/SB/PP/Stu/00:09:42



Figure 4.1. 17 *Judy leaves and her parents cry.*

SL: "Oh, cripes, here come **the waterworks.**"

TL: "*Sial. Air mataku keluar.*"

The translator translates "the waterworks" in other words "*air mataku*" so that the audience can understand that Judy's father is very sad and is crying over Judy's departure to Zootopia.



Figure 4.1. 18 *Nick forgot to bring his wallet.*

SL: “I'd lose my head if it weren't attached to my neck. That's the truth.”

TL: “Aku akan bunuh diri kehilangan itu. Itu yang sebenarnya.”

The translator does not translate according to what Nick said but provides other words so that it can be more easily understood by the audience.

c. Transfer

Transfer or translate sentences/words in the source language accurately and completely into the target language. This strategy is suitable for slow-paced dialogue. this translation will be exactly the same as the meaning spoken in the dialogue in the film. Transfer is strategy of subtitling or translating the source text completely and accurately. It is transferring the full source text expression into the target text.

38/IR/TF/Nick/00:37:05



Figure 4.1. 19

SL: "Okay. **You're the boss.**"

TL "*Baiklah, kau bossnya.*"

Nick mocks Judy as the boss because Nick is afraid that Judy will sue him for not paying taxes. The translator translates all the words Nick said.

42/IR/TF/Nick/00:40:45



Figure 4.1. 20

SL: "**Flash is the fastest guy in there.**"

TL: "*Flash adalah pria tercepat di sini.*"

Nick lies to Judy, that Flash is actually a very slow moving sloth.
the translator translated every word Nick said.

d. Imitation

Imitation is identical expression, equivalent rendering (proper nouns, international greetings etc.), it maintains the same forms, typically with names of people and places.

06/IR/IM/Judy/00:04:51



SL: “**You don't scare me**, Gideon”.

TL: “*Kau tak membuatku takut*, Gideon.”

The translator did not change or change the translation of "Gideon" because that is the name of the character in the movie.

e. Transcription

Transcription is anomalous expression, adequate rendering (nonstandard speech etc.), it used in those cases where a term is unusual even in the source text, for example, the use of a third language or nonsense language.

45/MT/TS/Judy/00:47:37



Figure 4.1. 21 *Judy is annoyed with Nick.*

SL: "Oh, sweet cheese and crackers."

TL: "*Astaga.*"

The same as the previous example, here Judy shows an anomalous expression so that the translator only translates with the expression "*astaga*".

f. Condensation

According to Gottlieb (1992), the condensation strategy is to shorten the text in the least obtrusive way possible. It is because the translator considers certain aspects, such as time and space restrictions, or because certain parts have minor meanings in the whole sentence or phrase; hence it does not give a specific impact to the entire meaning.

33/SM/CS/Kudu/00:27:48



Figure 4.1. 22

SL: “**She feels like a failure!**”

TL: “*Dia orang yang gagal.*”

The translator did not interpret "*seperti*" and this resulted in a major change in meaning.

34/IR/CS/Rat/00:28:04



Figure 4.1. 23

SL: “Ugh! Yeah, **you're a real hero**, lady!”

TL: “*Ya, kau pahlawannya*”

The translator condensed "lady" and deleted it because the word "kau" already pointed to Judy without needing to use the word "lady".

g. Decimation

Decimation is abridged expression, reduced content (fast speech of some importance), it used to translate when the actors are quarrelling with the fast speaking. So, the translator is also condensing the utterance because the utterances have difficulty absorbing unstructured written text quickly, its also omitting the important element that confusing the audience and some taboo.

26/SB/DM/Nick/00:21:40



Figure 4.1. 24 Judy is separated from Nick and his son.

SL: “All right, give her a little **bye-bye toot-toot.**”

TL: “*Baik, beri dia salam perpisahan*”

The “toot toot” referred to in this movie is a sound which symbolizes that the sound is the sound of an elephant. So here the translator interprets bye bye toot toot as a “*salam perpisahan*”.

43/HB/DM/Nick/00:41:33



Figure 4.1. 25 Nick and Judy meet Flash.

SL: “Flash, **Flash, hundred-yard dash.** Buddy, it's nice to see you.”

TL: “*Falsh si cepat! Sobat, senang bertemu denganmu.*”

The translator didn't translate all the words, but the translator interpreted some of the words that Nick meant to call Flash.

h. Deletion

Deletion is omitted expression, no verbal content (fast speech of less importance), it deliberate exclusion of the entire source language and less important aspects.

55/MT/DL/Judy/01:33:52



Figure 4.1. 26 Clawhauser returns to his place.

SL: “Which means, hey, **glass half-full**, we all have a lot in common.”

TL: “*Yang berarti, kita semua memiliki kesamaan.*”

The translator did not translate the words "glass half-full".

B. Discussions

Based on the research findings above, there are two things discussed research findings the are the type of figurative language and subtitling strategies of figurative language in *Zootopia* movie. Related to the topic in this research is subtitling strategies of figurative language in *Zootopia* movie, there are many utterances that the cast of this movie thar use figurative language, and the researcher use the subtitling on Disney+ Hotstar to know what subtitling strategies that translator use in *Zootopia* movie. After all of the findings of this research, the disscusions are presented as follows:

First, an analysis of the type of figurative language of dialouges, and utterances by the cast are main in *Zootopia* movie is based on X.J Kennedy (1979). According Kennedy (1979) figurative language is divided into eight types, they are : metaphore, irony, simile, personification, hyperbole, allusion, metonymy and symbol. The researcher only found seven types figurative language in *Zootopia* movie. The researcher did not found allusion types because this movie there are no utterances, words, and texts that contain legends, events and memorable past events. The researcher has found 52 data in *Zootopia* movie. Based on the researcher analysis the symbol types was the dominant dana that are containing in *Zootopia* movie. The researcher has found 15 dialogues and utterances that indicate of symbol type.

X.J. Kennedy (1979) defines a symbol as "any object or action that signifies something other than its literal essence." which means that anything that can be concluded from something can be categorized as a figurative language symbol type. in this film the cast in it often symbolizes something with something else or usually Judy is always symbolized as a "farm girl" because both of her parents are farmers, "carrot face" because rabbits really like eat carrots and vegetables and eventually become symbolized by "*wortel*". Judy is always given a bad symbol because everyone only sees Judy as a weak rabbit and not suitable to be a cop for Zootopia city.

Second, the analysis of the subtitling strategies of figurative language of scene, text on frame, and captured by the cast in *Zootopia* movie is based on Gottlieb (1992). According to Gottlieb (1992), there are ten subtitling strategies that can be adopted, they are expansion, paraphrase, transfer, imitation, transcription, dislocation, condensation, decimation, deletion, and resignation. The researcher collect the data based on the subtitles that have been translated in the movie that are containing figurative language. the researcher analysis the transfer strategies was the dominant data that are containing in *Zootopia* movie. The researcher has found 27 scene, text on frame, and captured that indicate of transfer strategies. After the researcher used a componential table to find the culture theme, the researcher found that the dominant data were hyperbole and transfer.

Table 4. 3Componential Table In This Research

Figurative Language	Subtitling Strategies									
	EP	PP	TF	IM	TS	DS	CS	DM	DL	RS
SM	X	1	3	X	X	X	1	X	X	X
MT	X	1	2	X	3	X	X	X	1	1
PF	X	X	1	X	1	X	X	X	X	X
HB	1	2	7	X	X	X	X	1	X	X
MN	X	1	X	X	X	X	X	X	X	X
IR	X	X	8	1	X	X	1	X	X	X
SB	X	6	5	X	X	X	1	2	X	1

According to Gottlieb (1992), the transfer strategy means translating the SL completely and accurately from the SL to TL, in this case, from English to Indonesian. Transfer strategy requires literal meaning, or it is equipped with denotative meaning. It is denotative because its the word's main meaning, not including ideas or feelings people might connect with that word. The translator translated what is utterances and words spoken by cast in the *Zootopia* movie so that the intentions and words of the movie maker can be conveyed well to the audience who have watched the *Zootopia* movie.

CHAPTER V

CONCLUSION, IMPLICATION, AND SUGGESTIONS

A. Conclusions

In this chapter, the researcher wants to conclude the result of the research that the researcher has completed. Based on the title of this research, this thesis examines what are the types of figurative language theory by X.J Kennedy (1979) and subtitling strategies by Gotlieb (1992). The researcher analyzes frames that contain figurative language and analyzes what strategies translators use in translating the *Zootopia* film.

First, the data of the types of figurative language in the *Zootopia* movie that only have classified into seven types in X.J Kennedy (1979) theory. They are the simile, metaphor, personification, hyperbole, metonymy, irony, and symbol. In the *Zootopia* movie, the researcher did not find allusion types because this movie there are no utterances, words, and texts that contain legends, events and memorable past events. The researcher has found 52 data of types figurative languages in *Zootopia* movie. 6 data are classified as the simile type, 8 data are classified as the metaphor, 1 data are classified as the personification type, 11 data are classified as the hyperbole type, 1 data are classified as the metonymy type, 10 data are classified as the irony, and 15 data are classified as the symbol. This shows that the most dominant data frequency of figurative language in *Zootopia* movie basic on the utterances cast in that movie is symbol, while the data types with the lowest frequency are personification and metonymy.

Second, the data of subtitling strategies of figurative language are found in

the *Zootopia* movie are classified into nine strategies based on Gottlieb (1992) theory. They are expansion, paraphrase, transfer, imitation, transcription, condensation, decimation, deletion, resignation. The researcher did not find the dislocation in *Zootopia* movie because in the subtitling there is nothing to indicate that it is dislocation strategies. The researcher has found 52 data of subtitling strategies of figurative languages in *Zootopia* movie. 1 data are classified as the expansion strategies, 12 data are classified as the paraphrase strategies, 27 data are classified as the transfer strategies, 1 data are classified as the imitation strategies, 1 data are classified as the transcription strategies, 3 data are classified as the condensation strategies, 3 data are classified as decimation strategies, 1 data are classified as deletion strategies, and 3 data are classified as resignation strategies. This shows that the most dominant data frequency of subtitling strategies of figurative language in *Zootopia* movie basic on the frame translated in that movie is transfer, while the data types with the lowest frequency are expansion, imitation, and deletion strategies.

B. Implications

Based on the presentation of the findings above, the implications related to this study are that in *Zootopia* movie, the type of figurative language found a lot in the utterances spoken by the cast in the *Zootopia* movie. The author can also analyze what strategies the translator conveys to the audience using Gottlieb's theory. Figurative language is very important to analyze because this study might help future researchers understand what figurative language is contained in the *Zootopia* movie. It can be concluded that in this data the most dominant is the symbol type of figurative language and transfer strategies. the

researcher also did not find any allusions and dislocations in the Zootopia movie.

C. Suggestions

Based on the conclusion of this research, the researcher would like to give suggestion as follows:

1. For the next researcher

The researcher hope that this study can be used as a reference source for a research related to figurative language and about subtitling strategies used in movie. Researcher also hope that the next researcher can analyze in more detail and better than this this study then give innovation in the study of linguistic and translation, especially in figurative language and subtitling strategies.

2. For the readers

This study is expected to help readers in understanding more about figurative language and subtitling strategies. The researcher also hopes that readers can explore about this study on othr object after reading and understanding this study. Thus, readers can increase their knowledge.

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APPENDICES

Appendix 1: Validator Sheet

VALIDATION SHEET

The thesis data titled "SUBTITLING STRATEGIES OF FIGURATIVE LANGUAGE IN ZOOTOPIA MOVIE (2016)" had been checked and validated by Arkin Haris M.Hum., in:

Day : Wednesday

Date : December 13th, 2023

Surakarta, December 13th, 2023

Validator



Arkin Haris, M.Hum.

NIP 19891022 202012 1 004

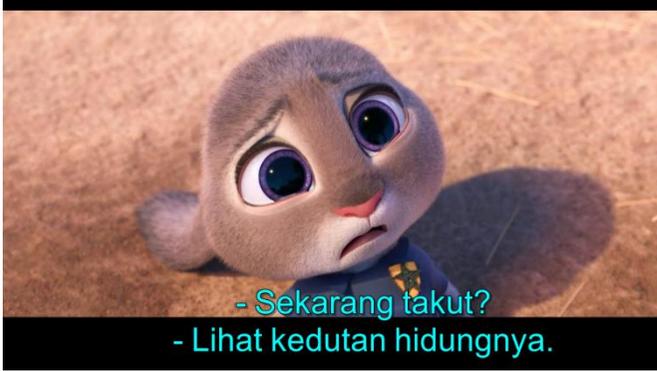
DATA OF VALIDATION

No.	Code	Data	Explanation	True/False
1.	01/HB/CS/Judy/00:01:55	 <p>SL: “But over time, we evolved and moved beyond our primitive, savage ways.”</p> <p>TL: “<i>Seiring waktu, kami berevolusi... ...dan meninggalkan hidup primitif.</i>”</p>	<p>Types: Hyperbole. Strategies: Deletion.</p> <p>Judy says wild becomes "savage" which means very wild. The translator uses deletion strategies because it does not translate "savage ways".</p>	False

2.	02/HB/TF/Judy/00:02:29	 <p>SL: “And i can make the world a better place.” TL: “<i>Dan aku bisa membuat dunia jauh lebih baik.</i>”</p>	Types: Hyperbole. Strategies: Transfer. Judy exaggerated her words by using "wolrd" which means the whole world would be much better if Judy was a police officer. the translator translated according to what Judy said.	True
3.	03/HB/TF/Judy/00:03:41	 <p>SL : “Because I am gonna make the world a better place.” TL: “<i>Karena aku akan membuat dunia menjadi</i></p>	Types: Hyperbole. Strategies: Transfer. Judy really wanted the world to be better after she became a police officer. The translator translated all the words Judy said.	True

		<i>lebih baik.”</i>		
4.	04/HB/TF/Bonnie/00:03:52	 <p>...dan 275 orang saudaramu. Kami mengubah dunia.</p> <p>SL: “Yes! Your dad, me and our 275 brothers and sisters we’re changing the world.” TL: “<i>Ya! Ibu, Ayahmu... ...dan 275 orang saudaramu. Kami mengubah dunia.</i>”</p>	<p>Types: Hyperbole. Strategies: Condensation.</p> <p>Bonny exaggerates that Judy's 275 siblings have changed the world by becoming farmers. The translator uses strategic condensation because Bonny's speech is compressed into two screens.</p>	True

5.	05/IR/TF/Gideon/00:04:28	 <p>Kostum keren, Pecundang.</p> <p>SL: “Nice costume, loser.” TL : “<i>Kostum keren, Pecundang.</i>”</p>	<p>Types: Irony. Strategies: Transfer</p> <p>Actually, what Gideon said was the opposite, because he was mocking Judy who was wearing a police costume. The translator translated all the words Gideon said.</p>	True
6.	06/IR/IM/Judy/00:04:51	 <p>Kau tak membuatku takut, Gideon.</p> <p>SL: “You don't scare me, Gideon”. TL: “<i>Kau tak membuatku takut, Gideon.</i>”</p>	<p>Types: Irony. Strategies: Imitation.</p> <p>Actually, Judy is afraid of Gideon because Gideon is a predatory animal. The translator uses strategies imitation because there is a name "Gideon" which is still translate to "Gideon".</p>	True

7.	07/SB/TF/Travis/00:04:56	 <p>- Sekarang takut? - Lihat kedutan hidungnya.</p> <p>SL: “Look at her nose twitch!” TL: “<i>Lihat kedutan hidungnya.</i>”</p>	<p>Types: Symbol. Strategies: Transfer.</p> <p>The twitching of a rabbit's nose symbolizes that the rabbit is threatened or afraid. The translator translates all the words of Travis.</p>	True
8.	08/HB/EP/Drill/00:06:01	 <p>Atau kalian akan mati!</p> <p>SL: You're gonna have to master all of them... before you hit the streets, or guess what? You'll</p>	<p>Types: Hyperbole. Strategies: Condensation.</p> <p>Drill only threatens the candidates so they can master all obstacles. translators use condensation strategies because they change "or guess what? You'll be dead!" become "<i>atau,</i></p>	True

		<p>be dead!” TL: “<i>Kalian harus menguasai itu semua... ...sebelum bertugas dilapangan. Atau kalian akan mati.</i>”</p>	<p><i>kalian akan mati.”</i></p>	
9.	09/PF/TF/Captain/00:06:09	 <p>SL: “Scorching sandstorm!” TL: “<i>Sengatan badai pasir.</i>”</p>	<p>Type: Personification. Strategies: Transfer.</p> <p>Drill said it was as if a sandstorm could sting candidates who were going through obstacles. The translator translates all the words spoken by Drill.</p>	False

10.	10/SB/CS/Drill/00:06:13	 <p data-bbox="1086 630 1339 662"><i>Kau mati, Kelinci.</i></p> <p data-bbox="840 710 1332 742">SL: “You're dead, Bunny Bumpkin!”</p> <p data-bbox="840 766 1176 798">TL: “<i>Kau mati, Kelinci.</i>”</p>	<p data-bbox="1518 311 1724 343">Types: Symbol.</p> <p data-bbox="1518 367 1848 399">Strategies: Condensation.</p> <p data-bbox="1518 478 1948 782">Bunny pumpkin symbolizes that it is Judy who is buried in the sand. The translator uses condensation strategies to translate "Bunny Pumpkin" to “<i>kelinci</i>”.</p>	True
11.	11/SB/PP/Drill/00:06:19	 <p data-bbox="1041 1141 1361 1173"><i>Kau mati, Bayi Wortel.</i></p> <p data-bbox="840 1228 1272 1260">SL: “You're dead, Carrot Face!”</p> <p data-bbox="840 1284 1232 1316">TL: “<i>Kau mati, Bayi Wortel.</i>”</p>	<p data-bbox="1518 829 1713 861">Types: Symbol</p> <p data-bbox="1518 885 1814 917">Strategies: Paraphrase.</p> <p data-bbox="1518 997 1948 1300">The carrot face symbolizes the rabbit, namely Judy, who fell and got into a mud puddle. The translator used a paraphrase because he translated “Carrot Face” to “<i>Bayi Wortel</i>”.</p>	True

12.	12/SB/TF/Drill/00:06:25	 <p>SL: "You're dead, Farm Girl!" TL: "<i>Kau mati, Gadis Petani.</i>"</p>	Types: Symbol. Strategies: Transfer Farm Girl symbolizes that this is the job of Judy's parents who work as farmers in their hometown. The translator translates all the words spoken by Drill.	True
13.	13/SB/PP/Drill/00:06:27	 <p>ST: "Enormous criminal."</p>	Type: Hyperbole. Strategies: Transfer. Drill says that Judy fought a very big Hippo and symbolized it with Enormous Criminal. The translator translated all the words Drill said.	True

		TL: <i>“Penjahat besar.”</i>		
14.	14/SB/TF/Drill/00:06:43	 <p>Toilet kotor. Kau mati, Bokong Berbulu.</p> <p>ST: <i>“Filthy toilet! You're dead, Fluff Butt.”</i> TL: <i>“Toilet kotor. Kau mati, Bokong Berbulu.”</i></p>	Types: Symbol. Strategies: Transfer.	True
15.	15/PF/TF/Leodore/00:07:50	 <p>[Pause]</p> <p>...ke jantung Zootopia. Kantor Polisi Satu.</p> <p>ST: <i>“It is my great privilege to officially assign</i></p>	Type: Symbol Strategies: Deletion.	True

		<p>you to the heart of Zootopia."</p> <p>TL: "<i>Secara resmi kutugaskan kau ...ke jantung Zootopia.</i>"</p>	<p>spoke quickly so the translator just translated "<i>Secara resmi kutugaskan kau</i>" and deletes the words "It is my great privilege to".</p>	
16.	16/HB/TF/Judy/00:08:24	<p>[Pause]</p>  <p>SL: "I've been working for this my whole life."</p> <p>TL: "<i>Aku telah mengusahakan ini sepanjang hidupku.</i>"</p>	<p>Types: Hyperbole.</p> <p>Strategies: Transfer</p> <p>Judy really tried hard to become a police officer that's why Judy said that. The translator translated all the words Judy said.</p>	True

17.	17/HB/TF/Stu/00:09:20	 <p>[Pause]</p> <p>Hebat! Semua orang menang!</p> <p>SL: “Terrific! Everyone wins!” TL: “<i>Hebat! Semua orang menang!</i>”</p>	<p>Types: Hyperbole. Strategies: Transfer.</p> <p>Stu is so excited when Judy wants to take his gift that he says that everyone wins. The translator translates all the words spoken by Stu.</p>	
18.	18/SB/PP/Stu/00:09:42	 <p>[Pause]</p> <p>Sial, air mataku keluar.</p> <p>SL: “Oh, cripes, here come the waterworks.”</p>	<p>Types: Hyperbole. Strategies: Paraphrase.</p> <p>Stu was so sad when Judy was leaving for Zootopia that he said that his tears flowed like waterworks. The translator uses paraphrase strategies because it translates "the waterworks" to</p>	True

		TL: <i>“Sial. Air mataku keluar.”</i>	<i>“air mataku”.</i>	
19.	19/HB/PF/Gazelle/00:10:35	 <p>SL: “I keep on hitting the ground” TL: <i>“Ku terus terjatuh, terjatuh berulang kali.”</i></p>	Types: Hyperbole. Strategies: Paraphrase. Gazelle sings that she often falls but she keeps getting up and keeps trying. The translator uses a paraphrase strategy because it makes the translation easy to understand.	True
20.	20/IR/TF/Owner/00:12:50	 <p>SL: “Luxury apartments with charm.”</p>	Types: Irony. Strategies: Transfer. Actually the apartment is very simple and small. The apartment also looks old. The translator translates all the words spoken by the apartment owner.	True

		TL: <i>“Apartemen mewah dengan pesona.”</i>		
21.	21/HB/TF/Clawhauser/00:14:20	<p>[Pause]</p>  <p>ST: <i>“There you went, you little dickens!”</i></p> <p>TL: <i>“Di sana kau, Iblis kecil!”</i></p>	<p>Types: Hyperbole.</p> <p>Strategies: Tranfer.</p> <p>Clawhauser finds his donut stuck in his neck which makes him annoyed and happy at the same time. Translator translates all the words Clawhauser said.</p>	False
22.	22/HB/TF/Clawhauser/00:14:30	<p>[Pause]</p>  <p>SL: <i>“That poor little bunny's</i></p>	<p>Types: Hyperbole.</p> <p>Strategies: Transfer.</p> <p>Clawhauser said that Judy would be eaten alive because Judy was the smallest rabbit among the police. The translator translated every word Clawhauser said.</p>	True

		<p>gonna get eaten alive.”</p> <p>TL: “<i>Kelinci malang itu akan dimakan hidup-hidup.</i>”</p>		
23.	23/MN/PP/Bogo/00:15:35	 <p>SL: “And City Hall is right up my tail to find them.”</p> <p>TL: “<i>Dan Balai Kota menugaskanku untuk menemukan mereka.</i>”</p>	<p>Types: Personification.</p> <p>Strategies: Paraphrase.</p> <p>Bogo said chief Leodore assigned the police to find 14 missing mammals. The translator uses the pparaphrase strageies because it translates "right up my tail" into "<i>menugaskanku.</i>"</p>	True

24.	24/HB/PP/Nick/00:20:35	 <p>[Pause]</p> <p>Aku akan bunuh diri jika kehilangan itu. Itu yang sebenarnya.</p> <p>SL: “I’d lose my head if it weren’t attached to my neck. That’s the truth.”</p> <p>TL: “Aku akan bunuh diri kehilangan itu. Itu yang sebenarnya.”</p>	<p>Types: Hyperbole.</p> <p>Strategies: Paraphrase.</p> <p>Nick forgot to bring his wallet because his son was whining for ice cream. the translator uses paraphrase strategies because it translates "i'd lose my head" into "<i>aku akan bunuh diri</i>".</p>	True
25.	25/MT/TF/Nick/00:21:36	 <p>[Pause]</p> <p>Lihat senyum itu, itu senyuman ulang tahun!</p>	<p>Types: Symbol.</p> <p>Strategies: Transfer.</p> <p>Happy Birthday is symbolized as everyone's happy day, so Nick said that to his son because his smile was so big. The translator</p>	True

		<p>SL: “That’s a “happy birthday” smile.”</p> <p>TL: <i>“itu senyuman ulang tahun!”</i></p>	<p>translates all the words that Nick said.</p>	
26.	26/SB/DC/Nick/00:21:40	<p>[Pause]</p>  <p>SL: “All right, give her a little bye-bye toot-toot.”</p> <p>TL: <i>“Baik, beri dia salam perpisahan”</i></p>	<p>Types: Symbol.</p> <p>Strategies: Deletion.</p> <p>Nick's son loves elephants so much that whatever the elephants do he will follow. bye-bye toot-toot is symbolized as farewell by the distinctive sound of an elephant. The translator uses deletion strategies because it interprets "bye-bye toot-toot" to "salam perpisahan”</p>	True

27.	27/SB/PP/Judy/00:22:03	 <p>[Pause]</p> <p>Hei, Pria kecil...</p> <p>SL: “Hey, little Toot-Toot...” TL: “<i>Hei, Pria kecil...</i>”</p>	Types: Symbol. Strategies: Paraphrase. The toot-toot here symbolizes Judy who is greeting Nick's child who really likes elephants. the translator uses paraphrase strategies because it translates "little toot-toot" into " <i>Pria kecil</i> ".	True
28.	28/IR/TF/Nick/00:23:29	 <p>[Pause]</p> <p>Kerja bagus, Pria besar.</p> <p>SL: “Way to work that diaper, big guy.” TL: “<i>Kerja bagus, Pria besar.</i>”</p>	Types: Irony. Strategies: Paraphrase. Nick praised his friend after getting the money and shared the money with him. translators use paraphrase strategies because translating " Way to work that diaper" to " <i>Kerja bagus</i> ".	True

29.	29/SB/DC/Nick/00:25:07	 <p>[Pause]</p> <p>...dengan ekor kecilnya...</p> <p>Till finally she has no choice but to go back home... with that cute, fuzzy-wuzzy little tail between... her legs to become...</p>	<p>Types: Symbol</p> <p>Strategies: Resignation.</p>	True
30.	30/IR/TF/Judy/00:27:05	 <p>[Pause]</p> <p>Dan lebih. Semua orang sangat baik,...</p> <p>SL: “And more. Everyone's so nice”</p>	<p>Types: Irony.</p> <p>Strategies: Transfer.</p> <p>the irony is that Judy says that everyone is very nice to Judy, even though everyone looks down on Judy because she is just a rabbit. The translator translated</p>	True

		TL: “Dan lebih. Semua orang sangat baik...”	all the words Judy said.	
31.	31/SB/RS/Stu/00:27:11	<p>[Pause]</p>  <p>SL: “Holy cripes, Bonnie, look at that.” TL: “<i>Astaga, Bonnie, Lihat itu!</i>”</p>	<p>Types: Hyperbole. Strategies: Resignation.</p> <p>Stu was very surprised after seeing the costume Judy was wearing. The translator uses the resignation strategies because it translates "Holy cripes" to “Astaga”.</p>	True
32.	32/MT/TS/Bonnie/00:27:13	<p>[Pause]</p>  <p>SL: “Oh, my sweet heaven!”</p>	<p>Types: Hyperbole. Strategies: Resignation.</p> <p>Bonnie was very surprised and happy when she saw Judy who was just a meter maid. The translator uses resignation strategies because it translates</p>	True

		TL: “ <i>Astaga!</i> ”	"oh, my sweet heaven!" into " <i>Astaga!</i> ".	
33.	33/SM/CS/Kudu/00:27:48	<p>[Pause]</p>  <p>SL: “She feels like a failure!” TL: “<i>Dia orang yang gagal.</i>”</p>	<p>Types: Simile. Strategies: Condensation.</p> <p>Nick senses that Judy is very sad and equates Judy's sadness with failure. Translators use condensation strategies because they condense the translation.</p>	True
34.	34/IR/CS/Rat/00:28:04	<p>[Pause]</p> 	<p>Types: Irony. Strategies: Deletion.</p> <p>The rat was actually cursing Judy for giving her car tax. the translator uses deletion strategies because it deletes the "Ugh!"</p>	True

		<p>SL: “Ugh! Yeah, you're a real hero, lady!”</p> <p>TL: “<i>Ya, kau pahlawannya</i>”</p>	because it is included in filler words.	
35.	35/PP/TS/Weasel/00:28:44	<p>[Pause]</p>  <p>SL: “Catch me if you can, Cottontail!”</p> <p>TL: “<i>Tangkap aku, Ekor Bulu!</i>”</p>	<p>Types: Symbol.</p> <p>Strategies: Condensation.</p> <p>The cottontail symbolizes that it is a rabbit, and the rabbit in question is Judy. the translator uses condensation strategies because it does not translate "if you can" and just translated “<i>Tangkap aku</i>”.</p>	True

36.	36/SM/PP/Judy/00:33:25	<p>[Pause]</p>  <p>SL: “Us little guys really need to stick together, right? Like glue.”</p> <p>TL: “<i>Kita harus selalu bersma, kan? Selalu Bersama.</i>”</p>	<p>Type: Simile. Strategies: Paraphrase.</p> <p>Judy and Wealther's closeness is likened to the stickiness of glue. the translator uses paraphrase strategies because it translates "like glue" into "<i>selalu bersama</i>".</p>	True
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37.	37/MT/TS/Nick/00:35:22	<p>[Pause]</p>  <p>SL: “And time is money. Hop along.” TL: “<i>Dan waktu adalah uang. Pergilah.</i>”</p>	<p>Types: Metaphor. Strategies: Paraphrase.</p> <p>Nick said that time is money and told Judy to go because Nick was going to work. The translator uses paraphrase strategies because it means "hop along" to be “<i>pergilah</i>”.</p>	True
38.	38/IR/TF/Nick/00:37:05	<p>[Pause]</p>  <p>SL: “Okay. You're the boss.” TL: “<i>Baiklah, kau bossnya.</i>”</p>	<p>Types: Irony. Strategies: Transfer.</p> <p>Nick mocks Judy as the boss because Nick is afraid that Judy will sue him for not paying taxes. The translator translates all the words Nick said.</p>	True

39.	39/SM/TF/Yax/00:39:56	 <p>[Pause]</p> <p>Sudah kubilang Nangi punya ingatan seperti baja.</p> <p>SL: “Told you Nangi has a mind like a steel trap.”</p> <p>TL: “<i>Sudah kubilang Nangi punya ingatan seperti baja</i>”</p>	<p>Types: Simile.</p> <p>Strategies: Transfer.</p> <p>Yax calls Nangi's memory like a steel trap because Nangi's memory is very strong. The translator translates every word Yax said.</p>	True
40.	40/IR/TF/Yax/00:39:59	 <p>[Pause]</p> <p>Kuharap aku punya ingatan seperti gajah.</p>	<p>Types: Irony.</p> <p>Strategies: Transfer.</p> <p>Yax wants his memory to be strong like an elephant. Whereas actually Nangi doesn't remember anything that Yax asked. The</p>	True

		<p>SL: "I wish I had a memory like an elephant."</p> <p>TL: "<i>Kuharap aku punya ingatan seperti gajah.</i>"</p>	<p>translator translates every word</p> <p>Yax said.</p>	
41.	41/MT/PP/Nick/00:40:05	<p>[Pause]</p>  <p>ST: "Well, I had a ball."</p> <p>TL: "<i>Aku hebat.</i>"</p>	<p>Types: Hyperbole.</p> <p>Strategies: Paraphrase.</p> <p>Nick felt like he had won and was in control. The translator uses paraphrase strategies because it translates "I had a ball" to "<i>hebat</i>".</p>	True
42.	42/IR/TF/Nick/00:40:45	<p>[Pause]</p>  <p>Flash adalah pria tercepat di sini.</p>	<p>Types: Irony.</p> <p>Strategies: Transfer.</p> <p>Nick lies to Judy, that Flash is actually a very slow moving sloth. the translator translated every word Nick said.</p>	True

		<p>SL: “Flash is the fastest guy in there.”</p> <p>TL: <i>“Flash adalah pria tercepat di sini.”</i></p>		
43.	43/HB/DC/Nick/00:41:33	<p>[Pause]</p>  <p>Flash si cepat! Sobat, senang bertemu denganmu.</p> <p>SL: “Flash, Flash, hundred-yard dash. Buddy, it's nice to see you.”</p> <p>TL: <i>“Falsh si cepat! Sobat, senang bertemu denganmu.”</i></p>	<p>Types: Hyperbole.</p> <p>Strategies: Deletion.</p> <p>Nick exaggerates that Flash is the fastest animal. translators use deletion strategies because words are repeated and less important.</p>	True

44.	44/SM/TF/Nick/00:45:20	<p>[Pause]</p>  <p>Pertama, kau melempar seperti kelinci.</p> <p>SL: "First off, you throw like a bunny." TL: "<i>Pertama, kau melempar seperti kelinci.</i>"</p>	<p>Types: Simile. Strategies: Transfer.</p> <p>Nick taunts Judy because she threw it not far from him. the translator said every word Nick said.</p>	True
45.	45/MT/TS/Judy/00:47:37	<p>[Pause]</p>  <p>Astaga.</p> <p>SL: "Oh, sweet cheese and crackers." TL: "<i>Astaga.</i>"</p>	<p>Types: Hyperbole. Strategies: Resignation.</p> <p>Judy was so annoyed after hearing Nick's excuse that she couldn't say a word. translators use resignation strategies because they do not translate according to the actual meaning.</p>	True

46.	46/MT/TF/Nick/00:49:14	<p>[Pause]</p>  <p>Pantomim! Dia seorang pantomim.</p> <p>SL: "Mime! She is a mime." TL: "Pantomim! Dia seorang pantonim."</p>	<p>Types: Metaphor. Strategies: Transfer.</p> <p>Nick said this so that Judy could avoid punishment from Mr. Big. The translator translates every word Nick said.</p>	True
47.	47/SB/PP/Mr.Big/00:49:40	<p>[Pause]</p>  <p>Sapalah Nenek. Bekukan mereka!</p> <p>SL: "Say hello to Gram-mama. Ice 'em." TL: "Sapalah nenek. Bekukan mereka!"</p>	<p>Types: Symbol. Strategies: Transfer.</p> <p>Mr.Big symbolizes that Judy and Nick have to greet their dead grandmother, that means Judy and Nick have to die so they can greet Mr.Big's grandmother. The translator translates every word</p>	True

			Mr. Big said.	
48.	48/SB/PF/Bellwether/01:01:08	<p>[Pause]</p>  <p>SL: "Oh, mutton chops." TL: "Sial."</p>	<p>Types: Hyperbole. Strategies: Resignation.</p> <p>Bellwether was very upset because her files were scattered because she wasn't careful so she swore at herself. The translator uses resignation strategies to translate the swear word into "sial".</p>	True
49.	49/SM/TF/Nick/01:01:32	<p>[Pause]</p> 	<p>Types: Simile. Strategies: Transfer.</p> <p>Nick just noticed the soft fleece and he compared it to cotton candy. The translator translates all the words Nick said.</p>	True

		<p>SL: “It’s like cotton candy.”</p> <p>TL: <i>“Ini seperti permen kapas.”</i></p>		
50.	50/IR/TF/Bellwheter/01:01:53	 <p>SL: “But he did give me that nice mug.”</p> <p>TF: <i>“Tapi dia memberiku gelas bagus itu.”</i></p>	<p>Types: Irony.</p> <p>Strategies: Transfer.</p> <p>Bellwether said that Leodore's glass was good, but the glass actually looked bad. The translator translated all the words spoken by Bellwether.</p>	True
51.	51/MT/RS/Stu/01:17:50		<p>Types: Hyperbole.</p> <p>Strategies: Resignation.</p> <p>Stu was very excited when a car delivering pies was in front of him. the translator uses resignation strategies because it</p>	True

		<p>SL: “Oh, not all of them, though. Speak of the devil. Right on time.”</p> <p>TL: “<i>Tidak semuanya, Omong-omong... sudah waktunya.</i>”</p>	<p>changes "speak of the devil" to "Omong-omong..."</p>	
52.	52/SM/TF/Bonny/01:19:09	<p>[Pause]</p>  <p>SL: “Savage? Well, that's a strong word. But it did hurt like the devil.”</p> <p>TL: “<i>Liar? Itu kata yang cukup kuat. Tapi itu cukup menyakitkan.</i>”</p>	<p>Types: simile.</p> <p>Strategies: Transfer.</p> <p>Bonnie complained when she received an attack from a rabbit that turned savage because of the plant. the translator translated every word Bonnie said.</p>	True

53.	53/HB/TF/Weasel/01:22:16	 <p>[Pause]</p> <p>SL: “I got movies that haven't even been released yet.”</p> <p>TL: “<i>Aku bahkan punya film yang belum ditayangkan.</i>”</p>	<p>Types: Hyperbole.</p> <p>Strategies: Transfer.</p> <p>Weasel deceives buyers so they are interested in buying the film collection he has. the translator translated all the words Weasel said.</p>	True
54.	54/SB/TF/Weasel/01:23:03	 <p>[Pause]</p> <p>SL: “I got movies that haven't even been released yet.”</p> <p>TL: “<i>Aku bahkan punya film yang belum ditayangkan.</i>”</p>	<p>Types: Symbol.</p> <p>Strategies: Transfer.</p> <p>Night Howlers symbolized in this film are plants that make animals wild and uncontrolled. the translator translated all the words</p>	True

		<p>SL: “I stole them Night Howlers so I could sell 'em.”</p> <p>TL: “<i>Aku mencuri Pelolong Malam agar bisa kujual.</i>”</p>	Weasel said.	
55.	55/MT/DL/Judy/01:33:52	<p>[Pause]</p>  <p>SL: “Which means, hey, glass half-full, we all have a lot in common.”</p> <p>TL: “<i>Yang berarti, kita semua memiliki kesamaan.</i>”</p>	<p>Types: Metaphor.</p> <p>Strategies: Deletion.</p> <p>Judy compared all the citizens in Zootopia to glass half-full. the translator uses deletion strategies because it does not translate "glass half-full".</p>	True