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## An Analysis of Translation Technique Used in the Fantasy Novel “Overlord”

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### Abstract

This research aim is to know what type of translation technique that is used in translating the fantasy and game term in the fantasy novel “Overlord”. Translation is really important when it comes to information, culture, message, etc between two or more different people who use different language. However, the problem arises when it comes to translate a fantasy stories or games because the translation technique is heavily relied on the culture. Meanwhile, the fantasy stories and games are usually not bounded by one specific culture. This is why this research is needed to be conducted, to answer the question regarding which translation technique that the translator used to approach the fantasy term in the fantasy stories or games, so they can avoid any unnatural or awkwardness translation in the target language. The method that is used to collect the data is to determine the analysis unit which is the fantasy novel “Overlord”. Then, the unit is divided into smaller part which is the fantasy and game term. This research is qualitative research because it uses qualitative method to collect and analyze the data. The descriptive-qualitative approach is used in this research after the data sample is taken from all chapters in the novel before finally reducing the unnecessary and irrelevant data for this research. In analyzing the data, this research used a method where the data condensation, data display, and verifying and drawing conclusion are conducted. The result of this research shown that there are seven (7) translation techniques used in the Novel (translated version), they are: discursive creation (60), established equivalent (15), borrowing (184), Amplification (9), literal translation (118), modulation (29) and Particularization (4).

**Keywords:** translation, translation technique, fantasy novel

### 1. INTRODUCTION

Translation is really important when it comes to information, culture, message, etc between two or more different people who use different language. Translating becomes a complex process because the translator needs to deliver the meaning from source language (SL) to target language (TL) as accurate as possible so there is no misunderstanding or misinterpretation form the source text.

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The problem arises when it comes to translate a fantasy stories or games because the translation technique and ideology are heavily relied on the culture. Meanwhile, the fantasy stories and games are usually not bounded by one specific culture. This makes it hard to determine which one of translation technique used to approach this kind of genre because the fantasy terms are not always exclusively belonged to the source language or there could be any similarities with the terms from the target language.

This is why this research is needed to be conducted, to answer the question regarding which translation technique that the translator used to approach the fantasy term in the fantasy stories or games, so they can avoid any unnatural or awkwardness translation in the target language.

The thing that is focused in this research is translation techniques that are used and the fantasy and game terms in the novel, and the objective it is to find out and describe the translation technique used in translating the fantasy and game terms in the novel.

Through the data and data analysis that this research provides, the future research may explore other things like analysis of translation quality in the fantasy novel "Overlord". This can give a better understanding to the readers about how well the translation is received by the fantasy novel or story's readers. It also helps the people or students who interest in the fantasy story translation to get a better picture about which type of translation technique and ideology used in the fantasy novel or story.

The theory that is used in this research for the translation technique is from Molina and Albir (2002). Translation technique, according to Molina and Albir (2002:448), is a procedure to classify and analyze how translation equivalence works at the level of micro unit of text, such as word, phrase, and sentence. They also stated that translation technique must have five characteristics, which are (1) influencing translation result, (2) classified by comparison in SL text, (3) are at micro level, (4) not interrelated but based on contextual contexts, and (5) are functional. There are 18 translation technique according to them, which is Adaptation, Amplification, Borrowing, Calque, Compensation, Description, Discursive Creation, Established Equivalent, Generalization, Linguistic Amplification, Linguistic Compression, Literal Translation, Modulation, Particularization, Reduction, Substitution, Transposition, and Variation.

## **2. RESEARCH METHOD**

This research is qualitative research because it uses qualitative method to collect and analyze the data (Sutopo in Djatmika, 2008:36). The descriptive-qualitative approach is used in this research. It is descriptive because in this research, the data is analyzed based on its characteristic. The result of this research also will be presented on a descriptive text. This research primary data source is based on fantasy

novel “Overlord”. This novel is written by Kugane Maruyama and illustrated by so-bin. It is published by KADOKAWA CORPORATION ENTERBRAIN on 30 July, 2012. It has 270 pages in total and uses Japanese language. One of technique for collecting data in library research, according to Glenn Bowen (2009), is document analysis that involves skimming (superficial examination), reading (thorough examination), and interpretation technique. The iterative process in this method combines the element of content analysis and thematic analysis. Content analysis is the organizing information process into some categories related to the research question. In this method, several procedures are needed to be done, which are determining the analysis unit, the sample, and taking note. This research uses qualitative data analysis by Miles and Huberman (2014) to make it simpler. There are three procedures in analyzing qualitative data according to Miles and Huberman. There are data condensation, data display, and drawing and verifying conclusion.

### 3. FINDINGS AND DISCUSSION

#### 3.1 Findings

From the data obtained, 7 translation techniques, according to Molina and Albir (2002), are found. They are; discursive creation (60), established equivalent (15), borrowing (184), Amplification (9), literal translation (118), modulation (29) and Particularization (4).

All of the type of translation techniques that are used in translating the fantasy and game term in the fantasy novel “Overlord” are shown in the table below:

Table 1. The type of Translation Techniques

NO	Translation Technique	Frequency	Percentage
1	Amplification	9	2.14%
2	Borrowing	184	43,91%
3	Discursive Creation	60	14.31%
4	Established Equivalent	15	3.57%
5	Literal Translation	118	28.16%
6	Particularization	4	0.95%
7	Modulation	29	6.92%
	Total	419	100%

#### 3.2 Discussion

The use of translation technique in translating the fantasy and game term in the novel is described and analyzed with several examples that are considered as representative data that are taken from the novel in form of word, phrase, or sentence. Further analysis is showed below.

### 1 ) Amplification

It is the translation technique that explicitly paraphrases information in the source language (SL) when it is transferred into the target language (TL). In this research, this technique was used for 9 times (2, 14%) by the translator to translate the fantasy and game terms in the novel, and below is one of the sample data.

Table 2. Sample Data of Amplification

SL	Then, by using the creator's tool kit-sold separately-players could edit <b>the appearance of their weapon and armour, as well as the advance setting of their in-game residences.</b>
TL	<i>Level kebebasan ini juga diaplikasikan pada visual. Jika kamu menggunakan tool untuk menciptakan sesuatu yang dijual terpisah, kamu bisa merubah penampilan senjata dan armor, data interior, visual karakter dan detail pengaturan dari rumah pemain.</i>

Analysis:

The sentence in the source language (SL) is translated to the target language (TL) with some word additions, which is *data interior* and *visual karakter*. This translation technique adds some additional information to the source language (SL) to give a better understanding to the readers.

### 2 ) Borrowing

It is the translation technique that borrows a word or phrase directly from the source language (SL), as a pure borrowing or naturalized borrowing. This technique is most used to translate the fantasy and game terms by the translator with 184 times (43,91%), and below is one of the sample data.

Table 3. Sample Data of Borrowing

SL	This is <b>an NPC</b> —just some data, right? What kind of <b>AI</b> can make data look like it's actually alive?
TL	<i>Bukankah dia hanya seorang NPC? Hanya berupa informasi elektro magnetik? Bagaimana dia bisa hidup seperti manusia, AI macam apa yang bisa melakukannya?</i>

Analysis:

In this sentence, there are two words that are directly borrowed from the source language (SL) which is NPC and AI. This translation technique is called pure borrowing. This technique is used because the terms are already known by the readers.

### 3 ) Discursive Creation

It is the translation technique that translates the source language (SL) word or phrases out of its context to make it equal with the target language (TL). This technique is usually used in translating movie

title. The translator used this technique for 60 times (14.31%) to translate the fantasy and game terms in the novel. Below is the one of the sample data.

Table 3. Sample Data of Discursive Creation

SL	For example, consider the class system, a fundamental element of character customization. Counting the <b>advance classes as well as the base ones</b> , there were well over two thousand.
TL	<i>Jumlah kelas-kelas yang terbentuk pada dasar game dengan mudah mencapai 2000 ketika kamu menambahkan kelas-kelas normal dan tinggi.</i>

Analysis:

The words advanced classes and the base one in the source language (SL) is translated into *kelas-kelas normal dan tinggi* in the target language (TL). These words are not translated literally, but instead it is translated by other words that are quite far from the literal meaning.

#### 4 ) Established Equivalent

It is the translation technique that translates the source language (SL) word by using a recognized term or expression by dictionaries or language use in the target language (TL) as an equivalent. This technique is used for 15 times (3.57%) to translate the fantasy and games terms in the novel, and below is one of the sample data.

Table 4. Sample Data of Established Equivalent

SL	The former was an elder lich-an undead being that was what remained of a caster who had pursued magic ability to its extreme-and the most elite type: <b>an overlord</b> .
TL	<i>Yang pertama adalah seorang Maharaja (Overlord) yang menduduki peringkat teratas diantara para Elder Liches-seorang Magic Caster yang berubah menjadi undead dalam pencariannya terhadap Magic</i>

Analysis:

The word an Overlord in the source language (SL) is translated into *seorang Maharaja* in the target language (TL). This term exists in the dictionary of the target language, that is why the translator used this technique to translate the word.

#### 5 ) Literal Translation

It is the translation technique that translate the source language (SL) by word-to-word and same structure in the target language (TL). This technique is the second most used by the translator to translate the fantasy and game terms in the novel with 118 times (28.16%). Below is one of the sample data.

Table 5. Sample Data Word to Word

SL	Once glance was enough to tell they weren't <b>mercenaries, travelers, or adventurers,</b>
TL	<i>Kelompok orang ini tidak terlihat seperti <b>tentara bayaran biasa, turis atau petualang</b></i>

Analysis:

The words in the source language (SL) is translated with their literal meaning, such as mercenaries into *tentarabayaran*, travellers into *turis*, and adventurers into *petualang*.

## 6 ) Particularization

It is the translation technique that gives more specific, concrete, or precise word in the target language. It is the opposite of generalization technique. This is the least technique used to translate the fantasy and game terms in the novel by the translator with 4 times (0.95%). Below is one of the sample data.

Table 6. Sample Data of Particularization

SL	This is an NPC—just some <b>data</b> , right? What kind of AI can make data look like it's actually alive?
TL	<i>Bukankah dia hanya seorang NPC? Hanya berupa <b>informasi elektro magnetik?</b> Bagaimana dia bisa hidup seperti manusia, AI macam apa yang bisa melakukannya?</i>

Analysis:

The word data in the source language (SL) is translated into *informasielektromagnetik*. The word is not translated into its literal meaning, instead it is translated with more specific explanation about it.

## 7 ) Modulation

It is the translation technique that modifies perceptive, focus, or cognitive which relates with the source language (SL). This technique is used for 29 times (6.92%) by the translator to translate the fantasy and game terms in the novel. Below is one of the sample data.

Table 7. Sample Data of Modulation

SL	The latter was an elder black ooze, <b>which was a slime race</b> that had some of the most powerful acid abilities in the game.
TL	<i>Yang lain adalah Elder Black Ooze, sebuah ras dengan kemampuan asam yang kuat terdekat dari yang terkuat diantara <b>tipe Slime.</b></i>

Analysis:

The word a slime race in the source language (SL) is translated into *tipe slime*. This word is not translated into its literal meaning; instead the translator changed the perspective a little bit and translated into *tipe*.

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#### 4. CONCLUSION

The results from findings and discussion of this research show that there are 7 translation techniques used in translating the fantasy and game terms in the fantasy novel “Overlord”, which is; *Amplification* (9), *Borrowing* (184), *Discursive Creation* (60), *Established Equivalent* (15), *Literal Translation* (118), *modulation* (29) and *Particularization* (4) with borrowing as the most frequent translation technique used in translating the fantasy and game terms in the fantasy novel “Overlord”. The translator believed by using this technique that the meaning of the words in the source language can be conveyed without any misunderstanding because the terms are already well known by the readers from the target language (TL). Otherwise since the most techniques used in this translation are borrowing and literal translation, the reader who don't know the Overlord game, seem that those terms are really strange, and the whole text seem difficult to understand, because the text seem unnatural

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