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## The Influence of Translation Technique on Translation Ideology in the Novel

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### Abstract

Translation is extremely crucial when communicating information, culture, messages, and so on between two or more people who speak different languages. 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. This research aim is to find out the influence of translation technique on ideology in translating the novel "Overlord". This is a qualitative study, and the data collected is used to determine the analytical unit, which is the fantasy novel "Overlord". The unit is then broken into smaller parts, which correspond to the fantasy and gaming terms. Following that, a data sample is drawn from chapters one through five of the novels before removing unneeded and irrelevant data for this study. The data were analysed base on Mile and Huberman techniques; data condensation, display, verification, and drawing conclusions. The findings of this research are the use of 7 translation techniques, which are: discursive creation (60), established equivalent (15), borrowing (184), Amplification (9), literal translation (118), modulation (29) and Particularization (4), and the most used translation technique is borrowing (184) and literal translation (118) in the novel. This means that the translation ideology that is used is foreignization which means that the translation is oriented to the source language culture.

**Keywords:** fantasy novel, translation, translation ideology

### 1. INTRODUCTION

Translation is really important when it comes to information, culture, message, etc between two or more different people who use different language. Translation has become a frequent yet significant part of literary world (Laksono, 2014). In terms of communication, translation is a form of instrument that connects two or more languages. In other words, everyone can interact and converse with those who speak different languages through translation. It means that if people have good translation skills, they will use them for communication because speaking or communication is an important skill (Supatmiwati,

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D., 2013; Supatmiwati, D., & Abdussamad, Z, 2020). That is why translation is so vital in bridging the gap between native speakers of other languages, and it has always been an essential component of communication. Generally, translation is the process of 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 from the source text (Palupi, 2021). 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 (Putrawan, 2018). Meanwhile, the fantasy stories and games are usually not bounded by one specific culture. That is why this research is needed to be conducted.

The things that are focused in this research are translation ideology that is used and the fantasy and game terms in the novel, and the objective it is to find out translation ideology 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” (Ciggy Shiggy, 2015). Meanwhile, the fantasy stories and games are usually not bounded by one specific culture (GWP Anggara, D Supatmiwati, MZP Hadi, et al. 2020) that is why this research is needed to be conducted. The things that are focused in this research are translation ideology that is used and the fantasy and game terms in the novel, and the objective it is to find out translation ideology 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.

This can give a better understanding to the readers about how well the translation is received by the fantasy novel or story’s readers. The theory that is used in this research for the translation ideology is from Lawrence Venuti (2004) where there are two types of translation ideology. Which is foreignization, the ideology that is oriented to the source language (SL), and domestication, which is oriented to the target language (TL), and the theory of translation technique is form Molina and Albir (2002), 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 (GWP Anggara, D Supatmiwati, MZP Hadi, 2023). Despite the fact that previous research focused on techniques and methods in translation this research focuses on the relationship between ideology and technique. The current study has systematically shed light on the effect of ideology on translation in general and, more

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specifically, fantasy game novels. Focus of this research is on the ideology chosen by the translator will be closely related to the translation methods which have been applied. As a decision maker, the translator's ideology will determine the choice of word within the translation process.

## **2. RESEARCH METHOD**

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. It is descriptive because in this research (Mey Kurniawan, 2015), 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, there are two translation techniques that are used the most when the translator translated the novel, which is borrowing and literal translation. The type of translation techniques used can be seen in Table 1.

Table 1 The type of translation techniques used

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%

From the data obtained, there are seven techniques of translation applied in the novel, the techniques classification base on the Molina and Albir (2002) technique. They are; Amplification (9), borrowing (184), discursive creation (60), established equivalent (15), literal translation (118), Particularization (4) and modulation (29). All of the type of translation techniques that are used in translating the fantasy novel “*Overlord*” depicted the ideology of the translation held by the translator.

### 3.2 Discussion

The most used translation techniques in the novel are borrowing and literal translation. It can be concluded that the translation ideology used by the translator to translate this fantasy novel is foreignization ideology because all those techniques are oriented to the source language (SL). This means that those techniques try to keep the source language culture as close as possible.

#### 1) Borrowing translation technique

- Example 1

SL        The latter was an **elder black ooze**, which was a slime race that had some of the most powerful acid abilities in the game.

TL        *Yang lain adalah **Elder Black Ooze**, sebuah ras dengan kemampuan asam*

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*yang kuat terdekat dari yang terkuat diantara tipe Slime.*

Analysis:

The game term from the source language, which is elder black ooze, in this sentence is translated without any changing to the target language. Instead translating it into *tetua Ooze hitam* which used literal and borrowing translation technique, the translator borrowed the words directly from the source language directly using borrowing translation technique.

- Example 2

SL      The former was an elder lich-an undead beingthat was what remained of a caster who had pursued **magic** ability to its extreme-and the most elite type: an overlord.

TL      *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**.*

Analysis:

The fantasy term from the source language, which is magic, in this sentence is translated using borrowing translation technique. Instead of using literal translation and translating it into *sihir*, the translator chose to borrow the word directly from the source language.

- Example 3

SL      During an enemy raid they could summon the major **elementals** (earth, wind, fire, and water)

TL      *Jika ada musuh yang menyerang tempat ini, benda tersebut akan memanggil **elemental** kelas tinggi dari tanah, air, api dan angin*

Analysis:

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The game term from the source language, which is elementals, in the sentence is translated with borrowing the word instead translating it using literal translation into word *unsur*. The translator believed that this term is already well known to the readers from the target language.

- Example 4

SL      --**a knight** was chasing them.

TL      *Seorang Knight sedang mengejar Emmot bersaudari.*

Analysis:

The fantasy term from the source language, which is knight, in the sentence is translated with borrowing the word from the source language. it can be translated into word *kesatria* using literal translation, yet the translator chose to use borrowing translation technique.

- Example 5

SL      His **armor** was rattling as he trembled.

TL      *Suara berderit datang dari armor yang dia kenakan.*

Analysis:

The fantasy term in from the source language, which is armor, in the sentence is translated without any changing in the target language. Instead of using literal translation to translate the word into word *baju pelindung*, the translator chose to borrow the word directly from the source language.

## 2) Literal translation

- Example 1

SL      **The races** players could choose from in Yggdrasil were split into three main categories: basic humanoid races (human, dwarves, elves, and so on);

TL      *Ras di dalam Yggdrasil dibagi menjadi 3 kategori divisi: klasik, ras humanoid seperti manusia, dwarf, dan elf;*

Analysis:

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The fantasy term from the source language, which is the races, in the sentence is translated using literal translation into word *ras*. The translator chose to use this technique because the word exists in the target language term.

- Example 2

SL     Anyone who saw it would know it was a top-tier-item. It was a **Guild Weapon**, so named because each guild could only have one.

TL     *Staff of Supreme quality adalah “senjata guild” yang dimiliki oleh setiap guild.*

Analysis:

The game term from the source language, which is guild weapon, in the sentence is translated into *senjata guild* using literal translation technique. The translator chose to use literal translation rather than borrowed the words from the source language because the term is already familiar in the target language.

- Example 3

SL     Once glance was enough to tell they weren't **mercenaries, travelers, or adventurers**,

TL     *Kelompok orang ini tidak terlihat seperti tentara bayaran biasa, turis atau petualang*

Analysis:

The fantasy term from the source language, which is mercenaries, travelers, or adventurers, in the sentence is translated using literal translation technique into words *tentara bayaran biasa, turis, atau petualang*. All of these terms exist in the target language term, so the readers are already familiar with them.

- Example 4

SL     Momonga prepared to **cast a spell**, stretching his finger out slowly toward a figure set up in a corner of the arena.

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TL *Di dalam arena, Momonga mempersiapkan jarinya untuk mulai **merapal** mantra ditujukan pada orang-orangan sawah di tengah arena*

Analysis:

The game term from the source language, which is cast a spell, in the sentence is translated using literal translation into word *merapal mantra*. Each word is translated using the term in the target language where the word cast translated into *merapal*, and the word spell translated into *mantra*.

- Example 5

SL **The sword** came down.

TL ***Pedang*** yang terangkat diayunkan ke bawah.

Analysis:

The term from the source language, which is the sword, in the sentence is translated into word ***pedang*** using literal translation technique. The translator chose this technique because the term is already well known in the target language.

The relationship between translation techniques and ideology is complex and multifaceted. Ideology can influence the choice of techniques, and techniques can be used to promote or reinforce particular ideologies. From the results of data analysis, the findings of this research are the use of 7 translation techniques, which are: discursive creation (60), established equivalent (15), borrowing (184), Amplification (9), literal translation (118), modulation (29) and Particularization (4), and the most used translation technique is borrowing (184) and literal translation (118) in the novel. This means that the translation ideology that is used is foreignization which means that the translation is oriented to the source language culture.

#### 4. CONCLUSION

The results from findings and discussion of this research show that the translation ideology that is used to translate the novel is foreignization ideology. The relationship between translation techniques and



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ideology is complex and multifaceted. Ideology can influence the choice of techniques, and techniques can be used to promote or reinforce particular ideologies. From the results of data analysis, the findings of this research are the use of 7 translation techniques, which are: discursive creation (60), established equivalent (15), borrowing (184), Amplification (9), literal translation (118), modulation (29) and Particularization (4), and the most used translation technique is borrowing (184) and literal translation (118) in the novel. This means that the translation ideology that is used is foreignization which means that the translation is oriented to the source language culture means that the translation ideology used is foreignization. Most of the fantasy and game terms in the novel are already well known by the readers from the target language, thus why borrowing translation technique is really effective to translate them. This study concludes with several recommendations for readers, especially those studying translation. This research can be used as a reference for future translation studies. The researcher is expected to address the study's limitations and provide additional information. This article will provide readers with a better grasp of translation techniques between English and Indonesian.

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