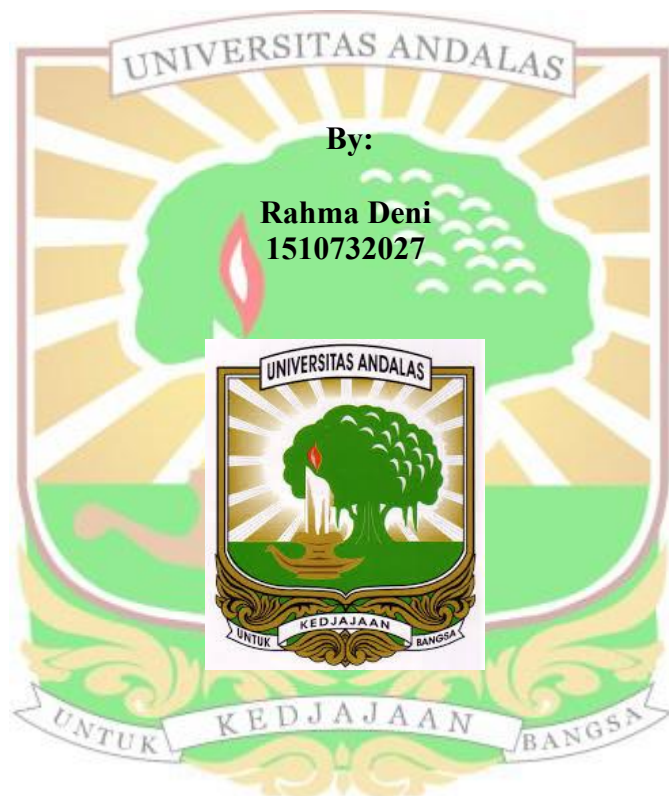


**TRANSLATING WORDPLAY FROM ENGLISH TO INDONESIAN IN
THE ADVENTURE OF THE ILLUSTRIOUS CLIENT BY CONAN DOYLE**

A Thesis

*Submitted in Partial Fulfillment of the Requirements
for The Degree of Sarjana Humaniora*



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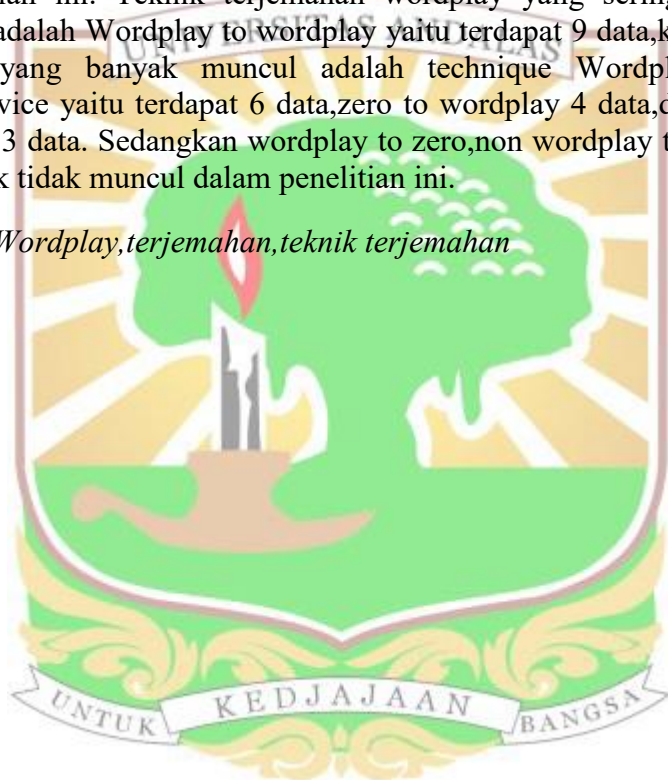
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ABSTRAK

Wordplay didefinisikan sebagai permainan kata-kata dengan cara kreatif untuk menciptakan efek-efek tertentu terutama efek lelucon maupun efek serius. Salah satu karya terkenal yang banyak mengandung wordplay adalah karya dari Sir Arthur Conan Doyle, salah satu karyanya yaitu *The Adventure of The Illustrious Client* dan diterjemahkan kedalam bahasa Indonesia menjadi *Klien terkenal* oleh Oci Hasan. Teori yang digunakan dalam terjemahan wordplay ini yaitu teori dari Delabastita. Hasil penelitian ini menunjukkan bahwa idiomatic wordplay merupakan tipe wordplay yang paling banyak muncul, yaitu terdapat 8 data, paronymy terdapat 3 data, homophony 6 data dan syntactic ambiguity 4 data. Sedangkan homography, homonymy dan morphological wordplay tidak muncul dalam penelitian ini. Teknik terjemahan wordplay yang sering muncul pada penelitian ini adalah *Wordplay to wordplay* yaitu terdapat 9 data, kemudian teknik yang kedua yang banyak muncul adalah *technique Wordplay to Related Rhetorical Device* yaitu terdapat 6 data, *zero to wordplay* 4 data, dan *wordplay to non wordplay* 3 data. Sedangkan *wordplay to zero*, *non wordplay to wordplay* dan *editorial* teknik tidak muncul dalam penelitian ini.

Kata Kunci: *Wordplay, terjemahan, teknik terjemahan*



ABSTRACT

Wordplay is defined as a playing on words in a creative and clever way to create a certain effect, especially jokes and serious effect. Sir Arthur Conan Doyle is one of famous for his wordplays as unique signature of his works, such as *The Adventure of The Illustrious Client* And translated into Indonesian *Klien Terkenal* by Oci Hasan. Applying Delabastita theories on wordplay and translation technique, there are 22 wordplays analyzed. As the result, idiomatic wordplay is the type of wordplay which appears the most, 8 data, while homography, homonymy and morphological wordplay does not appear at all. The most frequent technique discovered in translating wordplay is Wordplay to wordplay as many as 9 times data. While the second preferred translation technique is Wordplay to Related Rhetorical Device as many as 6 times data, zero to wordplay 4 data, wordplay to wordplay 3 data. Wordplay to zero, non wordplay to wordplay and editorial Technique does not appear at all.

Keywords: *wordplay, translation, translation techniques*

