

CHAPTER IV

CONCLUSION AND SUGGESTION

4.1 CONCLUSION

According to the finding and discussion, several things can be concluded from this research. Based on the first objective of the research, there are five types of wordplay in total. The five types (Phonological & Graphological Wordplay, Polysemy, Idiomatic Wordplay, Morphological Wordplay, and Syntactic Ambiguity) are stated in the Chapter I. Since the researcher analyzes all wordplay in the short story, there are several data that cannot be categorized into one of those five types of wordplay. With the amount of 4 data of idiom Wordplay appears to be the most types found in this research. The least types found in this short story are Paronymy with the amount 2 data found in this research.

Regarding the second objective of the research, there are four techniques used to translate the wordplay in this research. The four techniques are Wordplay to Wordplay, Wordplay to Non-wordplay, zero to wordplay and wordplay to Related Rhetorical Device. The technique that is mostly used in this short story is Wordplay to wordplay with the amount 8 data found in this research.

4.2 SUGGESTION

The researcher suggests to the other researchers who conduct a research on wordplay that it is a way better for them to find more various data sources so that it is not only limited to short story, novels or films that have mostly been done

previously including this research. It could be posters or memes, which are quite popular these days. That would be very challenging and appealing to conduct the research. Besides, since the three techniques (Wordplay to zero, Nonwordplay to Wordplay and editorial technique) are omitted from this research, so the researcher thinks that it would be great if the other researchers who are going to have the similar theme of research and use the same techniques do an inquiry on those three techniques



