

## CHAPTER III

### Method of the Study

The methodology is presented in this chapter to be a tool in conducting the study. This chapter presents the information about research approach, source of data, techniques of data collection and technique of data analysis.

#### 3.1 Research approach

In this research, the researcher uses qualitative approach. According to Dornyei(2007) qualitative research works with a wide range of data including recorded interviews, various types of text (for example field notes, journal, and diary entries, documents) and image (photos or videos). He also states that qualitative research is concerned with subjective opinions, experiences and feeling of individuals and thus explicit goal of research is to explore participants' views of the situation being studied. Qualitative research is fundamentally interpretive, which means that the research outcome is ultimately the product of the researcher's subjective interpretation of the data. Since this study concerns texts and images of two different languages, the researcher refers to qualitative approach. The interpretation of the data is in a form of a table which covers the onomatopoeia list of English version, Indonesian version, the onomatopoeia types, and the intersystemic translation, thus, qualitative approach is taken as the best way to conduct the study.

### 3.2 Source of the data

This study discussed onomatopoeia translation on a comic book. To provide and analyze the data, the researcher chooses an English comic, thus English is the SL and Indonesian version as the TL. The comic is the recently released one and available in both languages, and the researcher chooses *Smurfs the Astrosmurf*, a comic created by a Belgian artist named Peyo (pen name of Pierre Culliford, 1928-1992) published in Indonesia on April 11<sup>th</sup> 2012 and because its access to the English version is available. The English version was retrieved at October 23<sup>rd</sup> 2013 by downloading via ziddu.com

The other reason the researcher chooses this comic is that it is one of two best seller comics in the local book store; *The Adventure of Tin Tin* and *The Smurfs*. Unfortunately *The Adventure of Tin Tin* access for its English language is limited, so, *The Smurfs* is used as the main research data. *The Smurfs* is small blue fictional creature that lives in mushrooms. The story tends to be a simple tale of adventure and the behavior of those creatures such as *Lazy Smurf*, *Grouchy Smurf*, and *Brainy Smurf*. The story of *Smurfs TheAstrosmurfs* is about a Smurf, who wants to travel to outer space, so he builds a rocket, but it fails to take off and as a result, he becomes depressed. Papa Smurf and the other Smurfs make a plan to cheer him up. Papa Smurf and the other Smurfs made him drank a juice that put him into sleep, put him and his rocket into an inactive volcano where they disguise as “Swoofs” (Peyo, 2011).

### **3.3 Technique of data collection**

In order to collect the data, the researcher used some steps. The first steps it to look for the recent release of the comic book that are available in Indonesian version and find the English source. The second step, the researcher lists the onomatopoeic words discovered in both languages. The third step, after listing the onomatopoeic words, the researcher categorizes the onomatopoeia type using Thomas and Clara's classification, for the Indonesian version, researcher will also use Thomas and Clara's because there is no fixed rule of onomatopoeia for Indonesia. The fourth step, the researcher lists the onomatopoeia types discovered in a form of a table. The steps are elaborated in the following:

1. Search the recent release of the comic book in Indonesian version and find the English source.
2. Lists the onomatopoeic words from both versions.
3. Categorizing the onomatopoeia types.
4. Lists the onomatopoeia types.

### **3.4 Technique of data analysis**

In analyzing the data, the researcher takes three steps. The first step is to create a list of English version of onomatopoeia in the comic book and also the Indonesian version. Next, the researcher compares the onomatopoeia between the English version and the Indonesian version. The last step, researcher analyzes the types of onomatopoeia found and the intersystemic translation applied in the comic books. Because there is no fixed rule of onomatopoeia in Indonesia, in

order to analyze the onomatopoeia, the researcher is translating the onomatopoeic word into closest meaning of TL. The steps are elaborated in the following:

1. List the English version and Indonesian version onomatopoeia.
2. Compares the onomatopoeia of both versions.
3. Analyze the types of onomatopoeia and intersystemic translation applied in the comic books.
4. Interpret the data from each discussion as the result from the analysis
5. Conclude the result of the study