International Journal of Engineering & Technology, 7 (3.21) (2018) 389-394

International Journal of Engineering & Technology

Website: www.sciencepubco.com/index.php/IJET

Research paper

Translation Issues in the Children Comic 'Donald Duck'

Nurlaila[1*], Mangatur Nababan[2], Djatmika[3], Riyadi Santosa[4]

[1,2,3,4]Doctoral Program in Linguistics, Universitas Sebelas Maret, Surakarta, Indonesia
**Corresponding author E-mail: nurlaila.uns.2014@gmail.com*

Abstract

This research is conducted as other researches discussing translation issues focused on identifying techniques implemented to translate a specified translation issue rather than identifying all issues which are possible to be obstacles for translators. However, a research covering as many issues as possible becomes important in order to contribute theories and solutions to ease translator's job. The aim of this research is to identify translation issues in the English version of Donald Duck Comics. The data are texts contained in the comic panel involving words, phrases, clauses and sentences which are potential to be difficulties for translators. Document analysis is employed to collect the data by reading the comic thoroughly, and noting down them. The validation is conducted by focus group discussion involving one translation expert and three members of doctoral program students majoring in translation. The result of this research shows that there are nineteen (19) translation issues involving abbreviation, cultural terms, dialect, ellipsis, humor, idiomatic expressions, informal expressions, interjections, kinship terms, measurement unit terms, non-standard grammatical structure, onomatopoeia, pronoun, proper name, sarcastic expressions, slang, speaking fluency disorder, swearing and wordplay. The result of this research can be developed into a translation model providing a translation issues mapping along with translation techniques choices which can be used as a translators' guide.

Keywords: *translation issues; difficulties for translators; the English version of Donald Duck Comics*

1. Introduction

Translation issues, in this research, refer to words, phrases, clauses and sentences which are potential to be obstacles for translators. As the issues discussed are issues contained in the children comics, the obstacles can arise from linguistic or technical matters. The linguistic matters can be problems when the source text is unknown in the target language or it is known in the target language but its equivalence in the same form cannot be found (1). Besides that, translating for children requires attentions and considerations to the linguistic acquisition of children as target language readers (2). An expression understood by children as source text readers may not be undestood by children as target text readers or it may be understood by them but it does not fit norms and cultures of target language so that it is not allowed to be read by them. The technical matters, such as the limited space available for texts can be barriers too as an idea of the source text may not be expressed in the same number of words in the target text while the size of spaces and fonts cannot be changed randomly due to proportional ratio of texts and pictures of the comic.

There have been a lot of researches conducted to disscuss translation issues until today but those research didn't aim at identifying all translation issues possible to appear in translation activities infact they focused on identifying techniques applied to translate a specified translation issue. As an example, a research conducted by (3) tried to identify translation techniques employed for translating phraseological units. She focused on the phraseological unit as she stated that it is one of the most contemporary important translation issues which reflects a culture. Other research is the one which is conducted by (4) which tried to classify abbreviations in medical translation and to identify their translation. They focused on medical abbreviations as medical abbreviations are growing very fast in that they are not registered in the dictionaries. Another research is also done by (5) which studied translation techniques employed in cultural terms contained in subtitle, a translation issue they stated to be one of the important issues in translation study.

The current translation research trend which tends to focuse on a translation issue randomly rather than to discover more issues faced by translators lead to a curiousity wheter until to date there are issues left unnoticed. In fact, (6) stated that there are around 24.000 titles of foreign literature imported by Indonesia each year which means that translation issues faced by translators are not only wide but also they develop overtime. Researches covering as many translation issues as possible become important as a way to contribute theories and solutions which make translators job easier. Therefore, considering on the aformentioned gaps, this research is conducted to identify translation issues which are possible to be obstacles for translators. This research focuses on the translation issues contained in a children comic as it is a favourite reading for children which provides a light text and fulls of pictures (7). The result of this research can be developed into a model providing translation issues mapping along with translation techniques choices which can be used as a translators' guide. A research studying this area needs to be conducted continuously to monitor phenomenas appeared in translation practices and to offer solutions quickly.

2. Literature Review

Translation issues faced by translators in translating texts cover verbal and non-verbal aspects as stated by (8) that the combination of verbal and non-verbal aspects must be taken into account. Ver-

Copyright © 2018 Authors. This is an open access article distributed under the Creative Commons Attribution License, which permits unrestricted use, distribution, and reproduction in any medium, provided the original work is properly cited.

bal aspects in a text are related to linguistics elements while non-verbal aspects are related to non linguistics elements such as facial expressions, gestures, and paralinguistic speech characteristics ((9); Knapp & Hall in (10)). In comic, an object of this research, non-verbal aspects can be seen through pictures and cannot be separated from verbal aspects that are written text. Both of them are interrelated to run the story of comic (11). Eventhough those two aspects are important to be studied in translation resarch field, this research only focuses on verbal aspect.

One of experts proposing theory concerning translation issues on verbal aspects is (12) stating that translation issues may occur in the level of word which may appear in isolation as well as in combination forms and in the level of syntactic which consists of phrases, clauses, and sentences. Another expert proposing theory on the same field is (13) stating that translation issues on verbal aspects occur in the simplest to the complex level ranging from the level of word, above word, grammatical, textual and pragmatic.

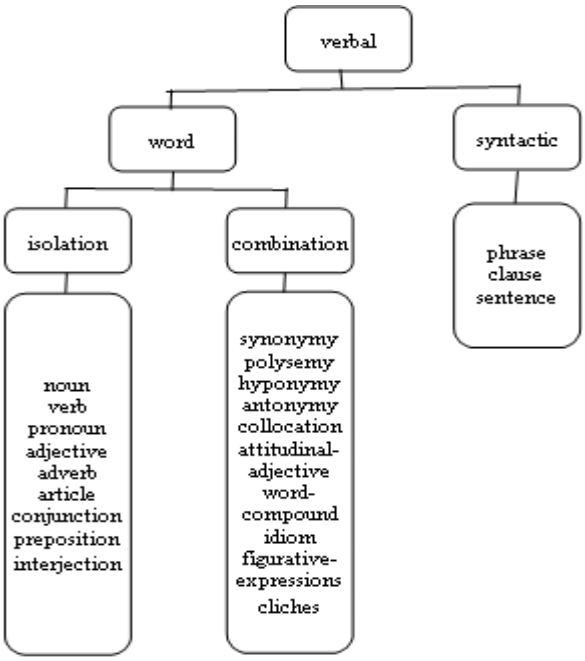

Fig. 1: translation issues on verbal aspects adapted from Armstrong (2005)

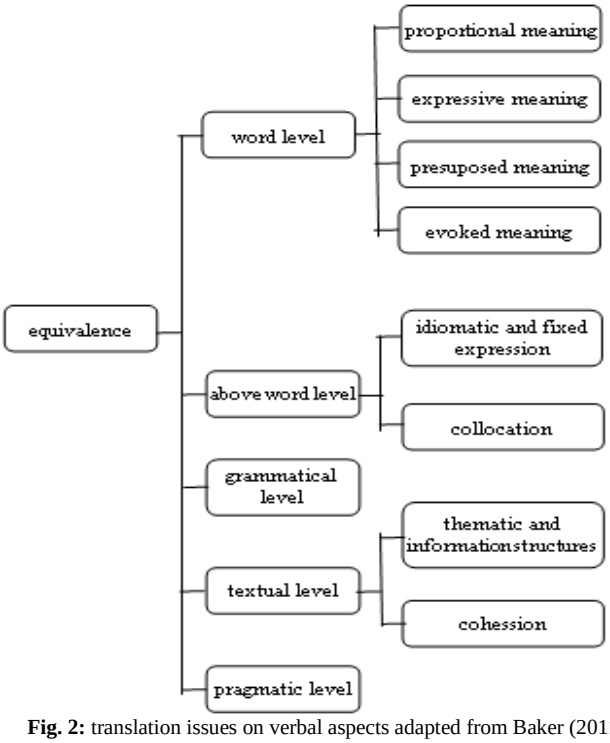

Fig. 2: translation issues on verbal aspects adapted from Baker (2011

Both (12) and (13) classify translation issues on word level into two categories involving individual words and words in group which are in Armstrong's theory called 'words in combination' whereas in Baker's called 'above word level'. Different from (12) who divides issues in the form of words in isolation into word classes, (13) tends to focuse on the meaning contained by the individual word. Not only dividing 'above word level' issues into two categories that is idiomatic expression and collocation as what (13) did, (12) also classifies it into synonymy, polysemy, hyponymy, antonymy, attitudinal adjectives, word compound and clichés.

Word in group which is meant by Armstrong doesn't only mean an expression composed by more than one word but also means a word which has relation or as a part of other group of word. For instance, a word 'car' is a hyponym of 'vehicle' and a hypernym of 'sports car' and 'hybrid car'. If translators aware that a word has relation with other, it will be easy for them to identify its equivalence in the target language.

This research uses Armstrong's theory to identify translation issues in Donald Duck comic as translation issues categorization is simpler and in detail.

3. Methodology

This is a qualitative research employing a case study method. The source of the data is the English version of Donald Duck Comics which their Indonesian translations are compiled into a bundle of comic entitled '*Komik terbaik Disney karya Carl Bark*' (back translation: Disney's best comics by Carl Bark). The data are words, phrases, clauses, and sentences contained in the comic panels which are potential to be obstacles for translators. The data are collected by document analysis dan taken by snowball sampling. By document analysis, the English version of Donald Duck comics was read thoroughly to note down the data. The snowball sampling carried out indicates that the data have been saturated in five first series of fifteen series compiled in the bundle. Therefore, the data collection stops at five first series. The data found were then classified based on their linguistic categories. The validation is done by checking the linguistic categories using dictionaries and discussing them in a focus group discussion involving one translation expert and three members of doctoral program students majoring in translation.

4. Results and Findings

The analysis shows that five series of Donald Duck Comics contain 3165 data consisting words, phrases, clauses and sentences which are potential to be obstacles for translators. The 3165 data cover twenty (20) kinds of lingusictic categories involving pronoun (1642), propername (385), cultural terms (205), onomatopoeia (182), interjection (167), dialect (122), idiomatic expression (77), ellipsis (76), informal expression (76), measurement unit terms (67), swearing (42), non-standard grmatical structure (37), kinship terms (24), speaking fluency disorder (16), sarcastic expression (15), slang expressions (11), wordplay (8), humor (7), and abbreviation (6), as shown in the table 1.

Table 1: Translation Issues in Donald Duck Comic

No.	Translation Issues	F	No.	Translation Issues	F
1	Pronoun	1642	11	Swearing	42
2	Propername	385	12	Non-standard Grammatical Structure	37
3	Cultural Terms	205	13	Kinship Terms	24
4	Onomatopoeia	182	14	Speaking Fluency Disorder	16
5	Interjection	167	15	Sarcastic Expressions	15

6	Dialect	122	16	Slang Expressions	11
7	Idiomatic Expressions	77	17	Wordplay	8
8	Ellipsis	76	18	Humor	7
9	Informal Expressions	76	19	Abbreviation	6
10	Measurement Unit Terms	67			
Total					**3165**

A translation issue that is most often to appear is pronouns with frequencies of 1642. They are often to appear as almost all verbal texts in the comic are spoken conversations which lead to frequent uses of pronouns. The pronouns which are possible to be difficulties for translators found in this research involve personal, possessive and reflexive pronouns as well as reference and address terms. Other categories such as relative and demonstrative pronouns were excluded as they don't require a lot of consideration in translating them. Pronouns can cause problems in a translation process as their equivalences which are found in bilingual dictionary may not always work in the target text. As an example, an English personal pronoun 'you' has some equivalent variants in Bahasa Indonesia such as '*kamu*' and '*Anda'*. Furthermore, the variant choices can also in the form of addresse terms such as '*paman', 'bapak'* and '*ibu*' (back translation: uncle, sir, mam). The selection of the variants depends on the register of the text. An English pronoun 'you' which is used by children to address to adults cannot be translated into varian '*kamu'* (back translation: you) as it is considered impolite in Bahasa Indonesia (14). Instead of using varian '*kamu'*, translators can use an addresse term '*paman'* (back translation: uncle), as it is found in the Donald Duck Comics translations.

The second most frequent translation issue is propername with frequencies of 385. Propername found in this research covers character, place, company, program, and brand names. Similar to pronoun, spoken conversations enables frequent mentions of propernames. Propername is an identity bearing inherent meanings reflecting character's characteristics (15). The meaning contained in it is phylosopical and culturaly bounded whose equivalence cannot be found by using bilingual dictionaries. It raises a question wheter it should be borrowed or translated into a target language propername illustrating similar characteristics. Borrowing it probably becomes the easiest way but may not always become the best choice as the national identity of a source text character will become different due to its pronounciation changes made by target language readers. One example taken from Donald Duck Comics is 'James' which is borrowed into the target text and is pronounced 'ja-mes' instead of 'jeims' by some target readers. The change of its pronunciation will lead to the change of its meaning.

The third most frequent translation issue is cultural terms which have been discussed in several literatures such as by (5) as well as (16). The cultural terms found in this research are based on (17) categorization covering artefact, ecology, food, habit, building, belief and transportation. Cultural terms are potential to be obstacles as the source text cultural terms may not be recognized in the target language. One example taken from Donald Duck Comic is 't-bones', a thick beef cut surrounding t-shaped bone, which is unknown in Bahasa Indonesia as the ways to cut and to cook beefs are different. Besides that, cultural terms may be recoqnized in the target language but there is no 'words for words' equivalence such as 'mountain cabin', a resort made of wood built in a mountain. In Bahasa Indonesia, a building serving the same function is called *'vila'* and the materials are commonly bricks. Another probability that makes cultural terms difficult is that cultural terms may have their equivalences but their uses are not accepted in the target language. One example is 'The Great Fakir' a pseudonym described as a seedy, tricky and silly character used by Gladstone to deceive Donald may not be accepted by countries whose majority of the people is Moslem.

A translation issue found which is categorized as a typical characteristic of comic is onomatopoeia which is a part of soundsymbolism with frequencies of 182. Onomatopoeia is a word representing sounds of animal, nature, things and human (Petkova in (18)). Onomatopoeias in the English language have been discussed and their structures have been mapped for translators' guidance such as conducted by (19) and (20). However, similar researches discussing Indonesian onomatopoeias haven't been found. Furthermore, English onomatopoeias have been included in the entry of English monolingual dictionaries while Indonesian onomatopoeias haven't been treated the same in Indonesian monolingual dictionary. It will cause difficulties for translators as they may understand source text onomatopoeias but not all of them are able to lexicalize onomatopoeias in their own language. Besides that, the way one culture lexicalizes a sound is different from another such as a sound of window glass broken by breached, taken from Donald Duck Comis is 'crash' while in Indonesia, the sound representing the same thing is '*prang'* (pronounciation: prang).

Another translation issue, besides onomatopoeia, which belongs to sound symbolism is interjection with frequencies of 167. Eventhough both of them belong to sound symbolism, they are discussed separately due to the differences of their functions. The function of interjection is to release a preassure and a feeling of speaker such as happiness, pain and effort (20). One example taken from Donald Duck Comic is 'yippee' which represents happiness. Interjection is potential to be an obstacle for translators as its equivalence cannot be found in bilingual dictionaries of English-Indonesian. Moreover, unlike English interjection whose meaning can be found easily in monolingual dictionaries of English, not all Indonesian interjections can be found by the same way in monolingual dictionary of Indonesian. Therefore, eventhough the translators may find the meaning of source text interjections, they don't have guidance in finding their equivalence in target language. The difficulty may also lead by lack of linguistic compentences to differentiate interjection in form of phrase and plain texts. Examples taken from Donald Duck Comic are 'oh, my stars!' and 'ye cats!' which will be meaningless and will not be considered as interjections in target language if they are translated literally.

The sixth most often translation issue is dialect with frequencies of 122. The dialect forms found in this research is based on the theory proposed by (13) covering geographical, social and temporal dialects. Similar to English, Bahasa Indonesia has all types of aformentioned dialects. However, dialects are included into issues which are potential to be obstacles for translators as some matters. Fisrtly, source text dialects may have no equivalences in the target language in the same form of dialect containing the same meaning. One example taken from Donald Duck Comic is "Speakin' o' sir quackly, ye'd better get the treasure out o' the castle before he hae time to strike!". The equal form of dialect of such expression will be very difficult to find in Bahasa Indonesia. Secondly, expressions expressed in the geographical, social or temporal dialects may have no equivalences in the same type of dialect. One example of social dialect taken from Donald Duck Comic is 'unca' which is used by children characters to address to their uncle. The equal social dialect expressed the same thing is not found in Bahasa Indonesia.

The use of spoken language in comic doesn't only affect on the frequency of pronoun and propername mentions but also raises another issue that is the use of informal expressions with frequencies of 86. The use of informal expressions in Donald Duck Comic is also caused by conversations dominated by main characters having close intrapersonal relations as family members or friends. Informal expressions can cause difficulties for translators as their equivalences may not always be found in the target language. One example taken from Donald Duck Comic is 'pests' used by Donald to address his nephews whose literal equivalent in Bahasa Indonesia is *'hama'*. The expression is used in the Sourse language informally as an analogy for annoying persons but its literal translation in Bahasa Indonesia is neither an informal expression nor analogy of the same thing. Informal expressions can also cause difficulties when they have equivalences in the target language but their uses are not allowed by norms and cultures in the

target language. One example taken from Donald Duck Comics is 'pipe down' which is used by children characters to command their uncle. The expression actually has its equivalence in Bahasa Indonesia but the way it is used that is spoken by children to his uncle is impolite and uncommon in Bahasa Indonesia.

The eight most often translaton issue found in this research which is also one of the discussion topics of (3) is idiomatic expression with frequencies of 77. However, there is a difference between this research and that conducted by (3). The diomatic expression in this research is not limited only to idiom but rather covers metaphors, simile and proverbs as it is stated by (21) that idiomatic expressions cover simile, metaphors, proverbs, sayings, jargon, dan phrasal verbs. This issue is potential to be a difficulty for translators as its meaning lies in its deep structure of text. One example taken from Donald Duck Comics is 'look who's going past with his nose in the air'. The expression doesn't really mean that a man's nose is in the air but rather to represent an adjctive word of 'arrogant'. Another thing that make idiomatic expressions difficult, as stated by (13) is that their equivalences of the same form may not always exist in the target language, they may have the same form in the target language but the meaning and the way they are used are different, they can be understood literally and idiomatically, the difference of frequency of use level, as well as the use contexts and rules are diferent between the source language and the target language.

Another translation issue affected by the use of spoken language is ellipsis with frequencies of 76. Ellipsis is a form of expressions which make some parts of a phrase, a clause or a sentence implicit. One example taken from Donald Duck Comic is 'to my mountain cabin, James!' which is an ellipsis form of 'Let's go to my mountain cabin, James!'. The expression may not raise a problem as long as translators can find a way to translate it in the same form of ellipsis in the target language. However, in some cases, ellipsis expressions of the source text form cannot be expressed in the same form of ellipsis in the target language. One example taken from Donald Duck Comics is 'Footsteps upstair!' which is an ellipsis form of 'there are footsteps upstairs!'. This expression will be uncommon in Bahasa Indonesia if it is translated in the same form the way it is expressed in the source text. Thus, in the Indonesian version of the comics, the expression is translated into a full form. However, translating ellipsis into a full form will also raise another problem as the space available in comic is limited and the number of words should adjust the space.

The tenth most often translation issue is measurement unit terms with frequensies of 67 times. Measurement unit terms found in this research cover currency, distance and weight. The measurement unit terms are potential to be obstacles for translators as their equivalences may uncommonly be used in the target language. One example taken from Donald Duck Comics is 'feet' which is uncommonly used by Indonesian and may not be familiar to Indonesian children. The measurement units commonly used for distance in Indonesia are metric system. This problem will raise a question wheter source text measurement unit terms should be borrowed as a new knowledge for Indonesian children or should they be translated into more common terms. However, translating them into more common measurement unit terms used in the target language doesn't always solve the problem as not all all of them are static. One example taken form Donald Duck Comics is 'fifty dollars' which may not be understood by some Indonesian children who haven't learnt about currency conversions. If it is converted into rupiahs for the sake of giving a better understanding to children it will leave a consequence that in the future the result of the conversion will be different along with the exchange rate changes.

The next issue is swearing expression with frequencies of 42. The form of swearing expressions found in this research are words, phrase and sentence. They are potential to be obstacles for translators as it is not easy to differentiate them with plain words and to translate them into swearing form in the target language. Similar to the idiomatic expressions case, swearing expressions must not be translated literally. One example taken from Donald Duck Comis is 'you half-baked cork screw' which is used to expressed annoyance to a person. This expression will be inaccurate, unnatural and difficult to understand if it is translated literally into Bahasa Indonesia. Besides that, the difficulty may also appear when a source text swearing expression doesn't have it's equivalence of the same form in the target language such as 'I'm going to sucker…!' which is used by Uncle Scrooge to express his anoyance. Furthermore, in some cases, a source text swearing expression is recognized in the target language but its use is not accepted by norms and cultures of target language. One example taken from Donald Duck Comic is 'Great Scott' which is a kind of euphemism swearing of 'God!' (22). In Indonesia, God and the name of sacred people is uncommon and sensitive to use as swearings.

Another translation issue found in this research is non-standard grammatical structure with frequencies of 38. In this research, non-standard grammatical structures refer to two styles of utterances involving incomplete utterances and grammatically non-standard sentence structure. One example of an incomplete utterrance taken from Donald Duck Comis is 'the'(spoken by Huei) 'jewel' (spoken by Louie) 'box' (spoken by Dewey) which is a sentence uttered by three speakers in three fragments placed in three ballons and in a row. This style of utterance is oftenly used by children characters named Huei, Louie and Dewey and will lead to difficulties for translators as this kind of source text utterance may not be able to translate in a same grammatical sequence and a same number of characters in the target text. On the other hand, an example of grammatically non-standard sentence structure is 'we is discovered' which is spoken by African tribes in the Donald Duck Comics. The use of inappropriate auxiliary in that sentence is difficult to translate in the same style of expression as there is no predicate change based on singularity or plurality of the subject in Bahasa Indonesia

The thirteenth translation issue is kinship terms with frequencies of 24. This issue also becomes one of the problems potential to be obstacles for translators as its equivalent may not exist in the target language. One example taken from Donald Duck Comics is 'grand-nephews' which has no exact equivalent in Bahasa Indonesia. English's kinship terms are more variative than Bahasa Indonesia's. For instance, to addres a son or a daughter from aunt or uncle Bahasa Indonesia has a term called 'sepupu' (back translation: can refers to niece or cousin) while English has two variants based on the gender that is 'cousin' for male and 'niece' for female. Difficulties may also appear as the characters in English version of Donald Duck Comics use family name after their first name while not all people of Indonesia use family name. In Indonesia, family name is only used by certain ethnics or by people having upper social classes.

The fourteenth translation issue is speaking fluency disorder with frequencies of 16. It is potential to be an obstacle for translators as it is related to character's characteristics in which if the translator doesn't translate it in the same form, the original characteristics of the character will change in the target language. Speaking fluency disorder forms found in this research are stammering uterances caused by a nervousness and stutterer of characters. In wrtitting, there is no difference between the two of them. One example of nervousness expressions is 'y-yes' spoken by Donald when he is shocked and nervous knowing a big gift offered to him. On the other hand, an example of stutterer utterances is 'a – a man'. Eventhough both of the expressios are possible to be translated into the same form in Bahasa Indonesia but the translation practice shows that their forms may not always be maintained which leads to a characteristic shift in the target language.

The next translation issue is sarcastic expression with frequency of 15. It is potential to be a difficulty for translators as it requires translator to have linguistic competence to identify its existence, understand its meaning and find its equivalence in the target text. The meaning of sarcastic expression lies in its utterance's deep structure. Thus, it must not be interpreted and translated literally. One example taken from Donald Duck Comics is 'well! Sir Don-

ald, the fearless clansman, has returned from out of this world!'. The expression isn't really used to indicate that Donald is a fearless clansman who has just arrived from traveling outer world but rather to tease him for being very frightened and fainted. The difficulty can also appear as a source text sarcastic expression may not be able to be translated into a same form in the target language due to norms and cultures of the target language. In the Donald Duck Comics, sarcastic expressions are used either by children to adult or vice versa while in Indonesia the use of sarcastic expressions by children to adult are not common and impolite.

The sixteenth translation issue is slang words with frequencies of 11. Eventhough slang is a part of informal expressions but in this research both of them are discussed separately as slang is used by certain members so that individuals outside its member may not understand the expression while informal expression in known widely. Two examples of slang found in the Donald Duck Comics are 'jeebs' and 'dough' which both of the expressions are usually used by children or teenagers. Those expressions are possible to be translated into Indonesian slang words '*bro*' and '*doku*'. However, not all source text slang has its similar form equivalence in the target text so that it may raise difficulties for translators. As an example is 'put up your dukes and let's go!' used by Donald to challenge his rival which has no equivalence in Bahasa Indonesia.

The seventeenth translation issue is wordplay with frequencies of 8. Wordplay is a combination of words functioning as humor constructed by the use of words having similar sound called 'near puns' or even words having same sound called 'exact puns' (23). The type of wordplay found in Donald Duck Comic is near puns such as in 'voodoo hoodoo is driving me coo-coo' and 'must be some fabulously rich potato - I mean potentate'. Wordplay can be an obstacle for translators as it requires linguistic competence to recoqnize and tranlaste it. It must not be translated litetraly as the humorous effect will be lost. Moreover, translating source text wordplay into wordplay in the target text expressiong the same meaning is not an easy job.

The eighteenth translation issue is humor with frequencies of 7. Eventhough the issue discussed in the previous paragraph, wordplay, is a part of humor, both humor and wordplay are discussed separartely as both of them have specific characteristics. Humor as stated by (24) can be in the form of verbal and non-verbal acts that make people aware of the ridiculousness of the acts. However, humor discussed in this research is the verbal one. Humor is potential to be an obstacle for translators as a source text humor may not always be considered funny in the target language and may be expected as a plain text. Furthermore, the humorous effect of a source source text will be lost if it is translated the way translator translate plain texts. Finding its equivalence in the target language is not an easy job either. One example taken from Donald Duck Comics is '*and how! His tracks are the one's that are fourteen feet apart!*' stated by Huey to answer Donald who finds a guide accompanied them in a jungle when they are attacked. This expression is categorised into humor as the condition is out of reader's prediction. A brave guide is supposed to accompany and to help visitors to get their destination.

The last issue is abbreviation with frequencies of 6. Abbreviation forms found in this research are shortening as in 'thanks' and acronym as in 'a.m'. It is important to discuss this issue as it may have no similar form of equivalence in the target language. Moreover, translating a source text abbreviation into a non abbreviation in the target text does not always become the best choice as it will add more characters of words. It can be an obstacle for translators as comic is designed to be a media communicating a text as brief and as efficient as possible (11). Besides that, translated texts are put into balloons provided in the original comic which is impossible to be resized randomly for the sake of fitting them to the length of translated texts. Texts in comic are considered to be graphic so that they should be proportional with pictures (11).

Considering other previous researches as conducted by (3), (4) as well as (5), this research will function as complementary research discussing various difficulties which are possible to be obstacles for translators. Translation issues dissucsed in the previous researches cover abbreviations, cultural terms, dialects, humor, idiomatic expressions, informal expressions, interjections, onomatopoeia, propernames, slang, swearing expressions and wordplay. This research shows that some issues have not been discussed as ellipsis, kinship terms, measurement unit terms, non-standard grammatical structure, pronoun, sarcastic expressions, and speaking fluency disorder. This research employs five series of English version of Donald Duck Comic as source of the data. If identifications were done using more series or using other types of source of data, the number of issues might be different.

5. Conclusion

The translation issues in this research refer to words, phrases, clauses and sentences which are potential to be obstacles for translator. The result of this research shows that there are nineteen translation issues contained in the five series of English version of Donald Duck Comics. The issues are pronoun (1642), propername (385), cultural terms (205), onomatopoeia (182), interjection (167), dialect (122), idiomatic expression (77), ellipsis (76), informal expression (76), measurement unit terms (67), swearing (42), non-standard grmatical structure (37), kinship terms (24), speaking fluency disorder (16), sarcastic expression (15), slang expressions (11), wordplay (8), humor (7), and abbreviation (6).

Acknowledgement

This is a part of an on-going dissertation research entitled 'prototype of children comic translation model (English into Indonesian)' funded by the Directorate of Research and Community Services – the Ministry of Research, Technology and Higher Education of the Republic of Indonesia.

References

[1] Larson ML. Meaning-Based Translation: A Guide to Cross-Language Equivalence. 2nd ed. Maryland: University Press of America; 1998. 586 p.
[2] Oittinen R. Translating for Children. Vol. 11. New York: Garland Publishing Inc.; 2000. 205 p.
[3] Subbotina V. Challenges of Translating Phraseological Units. Procedia - Soc Behav Sci. 2013;70:1487–92.
[4] Kuzmina OD, Fominykh AD, Abrosimova NA. Problems of the English Abbreviations in Medical Translation. Procedia - Soc Behav Sci. 2015;199:548–54.
[5] Horbačauskienė J, Kasperavičienė R, Petronienė S. Issues of Culture Specific Item Translation in Subtitling. Procedia - Soc Behav Sci. 2016;231(May):223–8.
[6] Abrams D. Is Indonesia a "Land Without Readers?" 2015.
[7] Boltz RH. What We Want: Boys and Girls Talk about Reading. Sch Libr Media Res. 2007;10(December):1–18.
[8] Nord C. Text Analysis in Translation: Theory, Methodology, and Didactic Appication of a Model for Translation-Oriented Text Analysis. Amsterdam: Rodopi; 2005.
[9] Cohn N. The Visual Language of Comics: Introduction to the Structure and Cognition of Sequential Images. London: Bloomsbury Academic; 2013. 221 p.
[10] Iglesias Fernández E (Universidad DG. Verbal and nonverbal concomitants of rapport in health care encounters: implications for interpreters. J Spec Transl. 2010;(14):216–28.
[11] McCloud S. Making Comics: Storytelling Secret of Comics, Manga and Graphic Novels. New York: HarperCollins Publishers, Inc; 2006. 265 p.
[12] Armstrong N. Translation, Linguistics, Culture: A French-English Handbook. Bassnett S, Reeves N, Wright C, Samuelsson-brown G, Stark S, Phelan M, editors. Clevedon, UK: Multilingual Matters LTD; 2005. 218 p.
[13] Baker M. In Other Words: A Coursebook on Translation. New York: Routledge; 2011. 304 p.
[14] Alwi, H., Dardjowidjojo, S., Lapoliwa., & Moeliono AM. Tata Bahasa Baku Bahasa Indonesia. Jakarta: Balai Pustaka; 2003.

[15] Aksholakova A. Proper name as a clue symbol of Identity. Procedia - Soc Behav Sci. 2014;112(Iceepsy 2013):465–71.
[16] Milostivaya A. On perception of culture codes in German translations (based on works by M . Bulgakov). Procedia - Soc Behav Sci. 2016;231(May):229–36.
[17] Newmark P. A TEXTBOOK OF TRANSLATION. New York: Prentice Hall International; 1988. 292 p.
[18] Riabova E, Kobenko Y. Onomatopoeia in the English and German Nursery Rhymes. Procedia - Soc Behav Sci. 2015;206(November):123–6.
[19] Kokko V. KPOW , CHINK , SPLAT : Translations of Sound Effects in Seven Comics. 2013.
[20] Feist J. "Sound Symbolism" in English. J Pragmat. 2013;45(1):104–18.
[21] Duff A. Translation. Hongkong: Oxford University Press; 1990.
[22] Ljung M. Swearing: A Cross-cultural Linguistic Study. England: Palgrave Macmillan; 2011.
[23] Partington AS. A linguistic account of wordplay : The lexical grammar of punning. 2009;41:1794–809.
[24] Ermida I. The Language of Comic Narratives: Humor Construction in Short Stories. Berlin: Mouton de Gruyter; 2008. 261 p.