

CHAPTER 2

LITERATURE REVIEW

2.1 Translation

Translation is the process of converting text or speech from one language into another language. The language that is translated is called as source language, and the converted one is named as target language. The translation process involves transferring the meaning of the original text to make it understandable to the target audience. Hence, translation is a way of communicating the meaning of the text to different languages.

In the process of translation, usually, it is done by using various strategies. Some scholars have investigated several strategies, including direct translation, dynamic equivalence, transliteration, and combinations of these to make translations more successful (Enriquez, 2019). Moreover, they also stated some methods such as translating word-for-word, focusing on meaning, adjusting for communication, making foreign things familiar, and making familiar things unfamiliar. These methods are used to make the meaning close to people, monitor the translation work, and look for the proper approach for translating the text (Handayani, 2019). In short, for doing the translation process, it requires suitable method and strategies for effective meaning transferring.

Common ways for translating English idioms include translating straight, stating the same thing in a different way, finding terms that signify the same thing culturally, and modifying things to suit better (Ahmed, 2024). Baker's eight strategies for translating include changing words to be more general, using words from the culture, and different ways of saying things (Valerian, 2021). A translation strategy is a method of resolving issues when translating (Khosravi & Khatib, 2012).

Good translation strategies are very important, especially when translating methods to be polite, because they modify the strength of the message in translated words (Moradi & Jabbari, 2014). Different ways, like copying, making things mean the same thing, changing things, and leaving

things out are used when translating parts of culture (Karimi & Rad, 2021). Translation strategies use thinking and help all the ways things are done when translating (Volkova, 2014). Using translation strategies that look at what the reader wants is very important to meet their goals (Inphen, 2020).

2.2 Subtitle

Subtitles are text or written translations of spoken dialogue in a film, video or television program. Subtitle text is displayed on the screen in a different language to help viewers who may not understand the original language or accent used in the audiovisual material. Luyken et al. (1991) defined subtitles as condensed written translations of original dialogue which appear as lines of text, usually positioned towards the foot of the screen. Subtitles are used to convey spoken dialogue, narration, or other relevant information in a different language or to assist viewers with hearing impairments. Moreover, Diaz and Remael (2007) pointed out subtitling as the process of translating the spoken or written content of a film or video into a different language and presenting it as text on the screen. The first example of subtitles appeared in 1903, in Edwin S. Porter's *Uncle Tom's Cabin*. In fact, they were not even called subtitles, they were called "intertitles", and they were shown as written signs printed on paper, then they were filmed and placed between sequences in movies. The first instance of a subtitle as we know them today came about in 1909, M. N. Tropp came up with the idea to show additional text on the bottom of the screen below the Intertitles. The new technique was called "subtitles". Furthermore, Metin Tekin (2019) pointed out that subtitles are transcriptions of film or TV dialogues, rendering seemingly oral source texts into written target texts and giving an account of the actors' dialogue as well as other linguistic information conveyed by the visual image and the soundtrack, such as letters, graffiti, captions, and songs. In addition, Chiaro et al. (2008) also added that subtitling is one of the most widespread modalities adopted for translating products of audiovisual translation besides dubbing. Based on those explanations, it can be concluded that subtitles are

useful in helping the audience understand the dialogue of animation movies easily.

Subtitles play an important role for people to understand the movie in terms of language understanding. Szarkowska and Jankowska (2015) stated that subtitles are important in ensuring accessibility and improving comprehension of audio-visual content. Moreover, Khalaf (2016) stated that subtitling is a type of translation, particularly in the audio-visual field which includes dubbing, voice-over, and audio description. Hence, integrating subtitles will enhance the message transfer of the movie through the understandable text read by those who are unfamiliar with its source language.

De Miguel (2023) and Leermakers (2024) stated several key steps in creating subtitles as follows:

1. **Transcription:** The process of transcribing the dialogue or audio content in first language by listening then typing the word by word.
2. **Translation:** First language is translated (meaning and context) into the targeted language.
3. **Time Coding:** Time coding involves putting the timestamps so the text will be existed in right frame.
4. **Line Length and Reading Speed:** This includes maintaining maximum length and reading pace.
5. **Formatting:** The setting of font size, color, and style should be readable and consistent.
6. **Quality Control:** A thorough review and editing process for checking accuracy, timing, and proper display of subtitles.
7. **Testing:** Doing test if there are mistakes before the export.
8. **Export:** Export the text into subtitles file format (e.g., srt, sub, ass) that can be added to the video during playback.

Moreover, other perspectives come from Amanzhol and Narikbayev (2023) who highlighted the challenges of subtitling as follows:

1. **Linguistics Challenges:** These challenges might be because of their sense or feeling and are often the reason behind misunderstandings and frustrations, one of the commonest issues in language is word's meaning.
2. **Technical Difficulties:** These problems can be solved using already installed systems, methods and operations; it is usually the responsibility of a technical officer to implement such solutions.
3. **Cultural Challenges:** these difficulties can be resolved by employing already existing information, processes, and structures; the person above who is responsible for handling such cases deals with all those gaps about this problem regarding its solution as per him/her.

2.3 Animation Movie

There are a lot of types of movies, one of them is animation movie. Sfetcu (2021) defined that animation is the optical illusion of motion created by the consecutive display of images of static elements. In film and video production, this refers to techniques by which each frame of a film or movie is produced individually. These frames may be generated by computers, or by photographing a drawn or painted image, or by repeatedly making small changes to a model unit (see claymation and stop motion), and then photographing the result with a special animation camera. When the frames are strung together and the resulting film is viewed, there is an illusion of continuous movement due to the phenomenon known as persistence of vision.

Animation movies are also divided into some types. The types of animated films include a variety of styles and techniques used to create animation. Following are some common types of animated films (Deguzman, 2024; Katatikarn, 2024; NKR, 2022; Shahbazi, 2024):

1. **Traditional Animation:** This involves drawing each frame by hand. It is a labor-intensive process, but the result is often visually stunning and charming. Classic Disney films like "Snow White" and "Bambi" are examples of traditional animation.
2. For example, 2D animation is the process of creating movements using static images in two dimensions and this can be seen in cartoons, anime and

video games where The Simpsons and Spongebob SquarePants are examples of 2D animation.

3. 3D Animation: This involves digitally modeling objects and manipulating them so as to make them appear to be moving three-dimensionally. It is often used in animated films, visual effects, and video games such as Pixar films like “Frozen” and “The Incredibles”.
4. Stop Motion Animation: This technique requires physical objects to be moved incrementally between each frame which has been individually photographed resulting into an illusion of motion hence it is used when doing Claymation and puppetry for instance “Wallace and Gromit” and “The Nightmare Before Christmas”.
5. Motion Graphics: Combines animation with graphic design that results into appealing visuals as well as narratives; it is commonly used on movie titles, music videos or even advertisements among others like opening sequences of movies such as “Who Framed Roger Rabbit” or “Space Jam”.
6. Motion Capture: It is a technology that tracks the movement of actors using sensors and cameras, translating it into digital animations that can be used in live-action films with CGI elements. Examples are “Avatar” and “The Lord of the Rings” trilogy.
7. Claymation: It is one form or type of stop-motion animation which makes use of clay figures for its creations. Examples include films like “Wallace and Gromit” and “The Muppet Christmas Carol”.
8. Rotoscope Animation: This is a process where each frame from the film footage is drawn over to create a hand-drawing look. Some movies you may find this in are; A Scanner Darkly and The Animatrix.
9. Whiteboard Animation: This involves drawing a scene on a white board then recording it as an illustrative story. Explainer videos and educational content widely utilize this technique of video production. An example includes How to Make a Whiteboard Video?
10. Typography Animation: Moving text having effects such as expanding, shrinking or any other visual effect works best for typography animation.

It's mainly seen in title sequences and credits with examples being opening sequences in movies like *The Matrix*, *The Avengers* et cetera.

Animation is the art of creating the illusion of movement through a series of static images or successive drawings Ill and Hummell (2010) argued that animation is the art of creating the illusion of movement through the rapid display of a sequence of static images. Paulo and Schlittler (2014) also said that animation is a technique used by motion designers or looking at motion graphics simply as a commercial application of animation. The technique of photographing successive drawings or positions of puppets or models to create an illusion of movement when the film is shown as a sequence. Moreover Kehr (2024) also pointed out that animation is the art of making inanimate objects appear to move. Based on those explanation it can be conclude that animation is an art form and technique that plays an important role in modern entertainment and visual communication, allowing us to express creativity, tell stories, and make inanimate objects come to life through the illusion of movement.

2.4 Study of Relevant Research

Some studies have investigated subtitling. Furgani (2016) has been conducted to explore the main challenges that translators face in the subtitling of English language films into Arabic. The research findings confirmed that the English into Arabic subtitling has three main challenges: linguistic challenges, cultural challenges, and technical challenges.

Another study by Kuswardani and Septiani (2020) analyzed the translation of subtitles from English to Indonesian in *Maleficent* movie. The research purposes are to analyze clarity, accuracy and naturalness. The finding indicated that the subtitles used in translating the *Maleficent* film have high accuracy because the subtitles in the *Maleficent* film are also high with a percentage of subtitle accuracy from respondents of 82.5%.

In addition, Khoirunnisa (2023) also examined foreign language learners' experience on using English subtitles for increasing interest to learn

English. The finding indicated that watching favorite video with English subtitle was beneficial for increasing interest to learning English more based on learners' experience.

There were little discussions concerning about subtitling, since the previous study only focused on three main challenges (Furgani, 2016), subtitle clarity, accuracy and naturalness (Kuswardani & Septiani, 2020) and learners' experience (Khoirunnisa, 2023). Even though the challenges faced by students are also important for making good subtitles. It can give information for students who will make subtitles about the solution how to face those challenges. Therefore, the researcher was interested in conducting the study in order to fill the gap of these previous studies by exploring what are the students' challenges and solutions in making subtitles of animation movies from Indonesian to English.