

**TRANSLATION TECHNIQUES USED IN “LORE OLYMPUS”  
WEBTOON SEASON 1 BY RACHEL SMYTHE**

**TERM PAPER**



**By**

**Defina Maharani**

**2020130044**

**ENGLISH LANGUAGE AND CULTURE DEPARTMENT  
FACULTY OF LANGUAGE AND CULTURE  
DARMA PERSADA UNIVERSITY**

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Submitted in part-fulfillment of requirements for obtaining  
Sarjana Linguistik (S.Li) degree



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FACULTY OF LANGUAGE AND CULTURE  
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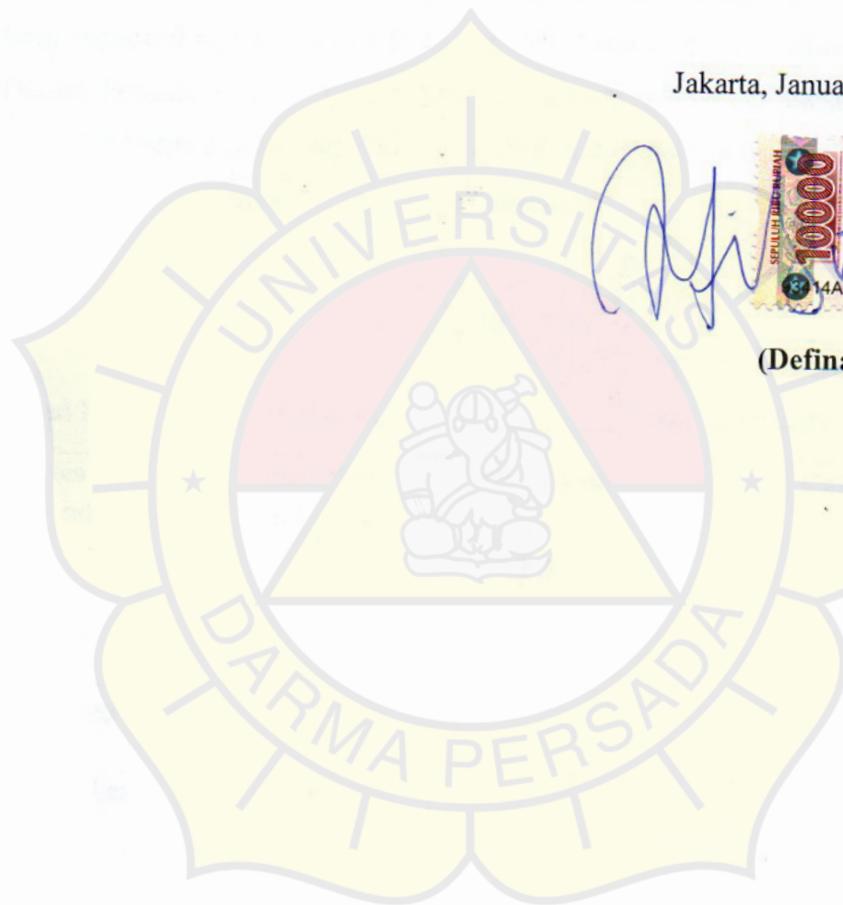
## INTELLECTUAL PROPERTY STATEMENT PAGE

I hereby declare that the term-paper is the results of my own work and not plagiarism of another work, the contents has become my responsibility. All the sources of my research and quoted or referenced have been stated correctly.

Jakarta, January 22<sup>nd</sup>, 2024

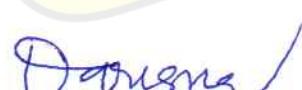


(Defina Maharani)



## **LETTER OF APPROVAL**

On recommendation of respective Supervisor, Academic Advisor, and Head of the Department, the term-paper submitted by Defina Maharani entitled “Translation Techniques Used in “Lore Olympus” Webtoon Season 1 By Rachel Smythe” has been approved and forwarded to the English Language and Culture Department, Darma Persada University, for final evaluation before the thesis defense for obtaining Sarjana Linguistik (S.Li.) degree to the respective candidate.

<b>Supervisor</b>	<b>Signature</b>	<b>Date</b>
(Nurul Fitriani, S.S., M.Hum.)		Jakarta, January 22, 2024
<b>Head of English Language and Culture Department</b>	<b>Signature</b>	<b>Date</b>
(Dr. Yoga Pratama, S.S., M.Pd.)		Jakarta, January , 2024
<b>Academic Advisor</b>		
(Bambang Trisno Adi, M.HSc., ESL))		Jakarta, January 22, 2024
Name : <b>Defina Maharani</b> Student Number : <b>2020130044</b>		

## TERM PAPER VALIDATION

On 02/07/2024, the term paper has been academically tested and defended in front  
of

### THE BOARD OF EXAMINES

One of whom sit as follows:

Advisor

Nurul Fitriani, S.S., M.Hum.

Examiner

Bambang Trisno Adi, M.HSc., ESL

Head Board of Examiners

Dr. Fridolini, S.S., M.Hum

Legally validated in Jakarta on 02/07/2024

Head of English Language and

Dean of Faculty of Language

Culture Department

and Culture



Dr. Yoga Pratama, M.Pd



Prof. Dr. Eng. Benyamin Kusumoputro,

M. Eng.

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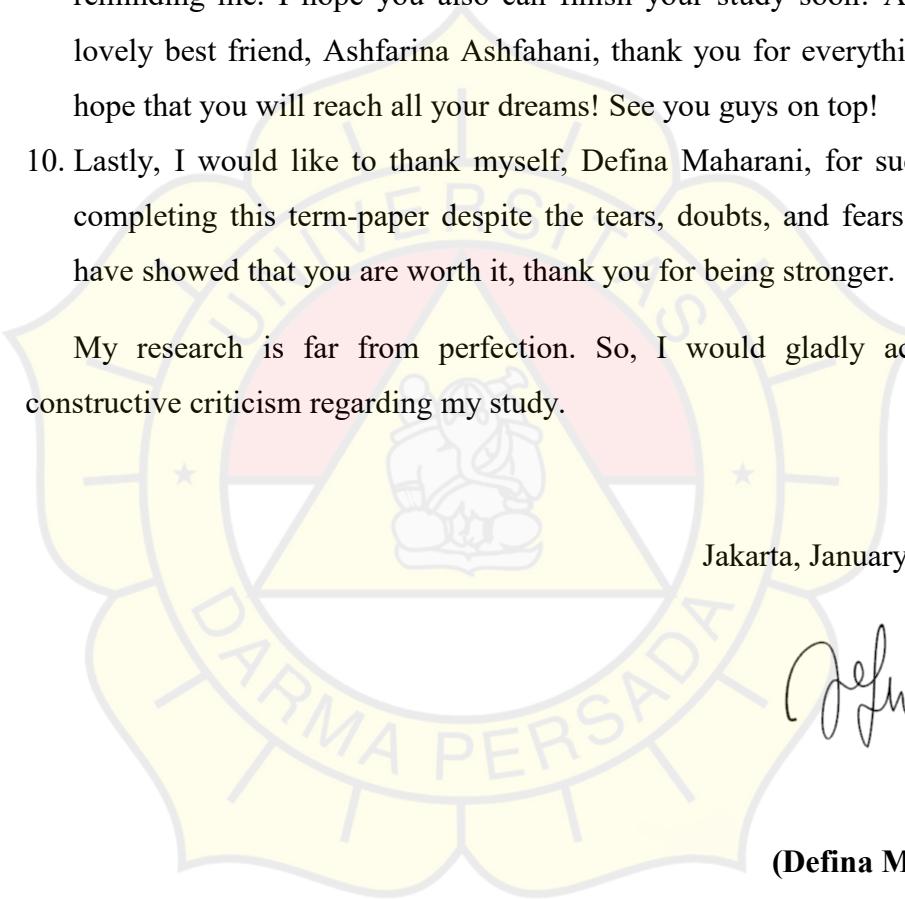
I would like to express my sincere gratitude and appreciation towards everyone who always guided and supported to the completion of this term-paper, which listed as follows:

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My research is far from perfection. So, I would gladly accept any constructive criticism regarding my study.

Jakarta, January 22, 2024



A faint watermark of the Darma Persada University logo is visible in the background. It features a circular emblem with a central figure, surrounded by the university's name in a stylized font.



A handwritten signature of the author, Defina Maharani, is placed next to her typed name.

**(Defina Maharani)**

# **TRANSLATION TECHNIQUES USED IN “LORE OLYMPUS” WEBTOON SEASON 1 BY RACHEL SMYTHE**

Defina Maharani

([definamhrani@gmail.com](mailto:definamhrani@gmail.com))

## **ABSTRACT**

The study aims to analyze the translation techniques used in “Lore Olympus” webtoon season 1 written by Rachel Smythe by using 18 translation techniques proposed by Molina and Albir. This research focuses only on the translation techniques used in words, phrases, clauses, and onomatopoeias found in the “Lore Olympus” webtoon season 1 as the data of the research. This research was conducted by using descriptive-qualitative method since the data of the research were non-numerical. The results shows that there are 11 translation techniques applied in the translation of the webtoon. The most dominant technique used in this webtoon is literal translation, which is used in 15 data. Borrowing is used in 11 data, reduction is used in 6 data, established equivalence is used in 6 data, amplification is used in 4 data, calque is used in 4 data, discursive creation is used in 3 data, linguistic amplification is used in 2 data, variation is used in 2 data, modulation is used in 1 data, and transposition used in 1 data. These translation techniques are used in the “Lore Olympus” webtoon to achieve equivalence and acceptable translation results for the target readers. Meanwhile, the other 7 translation techniques were not applied by the translators considering the genre of the webtoon and the language style used. This study reveals effective techniques for translating comics that emphasize the importance of context and specific considerations of the genre.

**Keywords:** *Digital Comic, Webtoon, Lore Olympus Webtoon, Translation, Translation Techniques*

# **TEKNIK PENERJEMAHAN YANG DIGUNAKAN DALAM WEBTOON “LORE OLYMPUS” SEASON 1 KARYA RACHEL SMYTHE**

Defina Maharani

([definamhrani@gmail.com](mailto:definamhrani@gmail.com))

## **ABSTRAK**

*Penelitian ini bertujuan untuk menganalisis teknik penerjemahan yang digunakan dalam webtoon “Lore Olympus” season 1 yang ditulis oleh Rachel Smythe dengan menggunakan 18 teknik penerjemahan yang diusulkan oleh Molina dan Albir. Penelitian ini hanya berfokus pada teknik penerjemahan yang digunakan pada kata, frasa, klausa, dan onomatope yang terdapat pada webtoon “Lore Olympus” season 1 sebagai data penelitian. Penelitian ini dilakukan dengan menggunakan metode deskriptif-kualitatif karena data penelitian ini berupa data non-numerik. Hasil penelitian menunjukkan bahwa terdapat 11 teknik penerjemahan yang digunakan dalam penerjemahan webtoon tersebut. Teknik penerjemahan yang paling banyak digunakan dalam webtoon ini adalah penerjemahan harfiah, yaitu sebanyak 15 data. Peminjaman digunakan pada 11 data, reduksi digunakan pada 6 data, kesepadan lazim digunakan pada 6 data, amplifikasi digunakan pada 4 data, calque digunakan pada 4 data, kreasi diskursif digunakan pada 3 data, linguistik amplifikasi digunakan pada 2 data, variasi digunakan pada 2 data, modulasi digunakan pada 1 data, dan transposisi digunakan pada 1 data. Teknik-teknik penerjemahan tersebut digunakan dalam webtoon “Lore Olympus” untuk mencapai kesepadan dan hasil terjemahan yang berterima bagi pembaca sasaran. Sementara itu, 7 teknik penerjemahan lainnya tidak digunakan oleh penerjemah dengan mempertimbangkan genre webtoon dan gaya bahasa yang digunakan. Penelitian ini mengungkapkan teknik penerjemahan yang efektif untuk menerjemahkan komik yang menekankan pentingnya konteks dan pertimbangan khusus genre.*

**Kata Kunci:** Komik Digital, Webtoon, Webtoon Lore Olympus, Terjemahan, Teknik Terjemahan

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