# CHAPTER I

# INTRODUCTION

## 1.1 Background of the Problem

Movies are a form of visual storytelling that combines images, sounds, and dialogues to entertain, inform, or provoke a thought. Movies are usually made by recording real world events or by creating animated illustrations, which are then edited and assembled into a full narrative. Movies are usually shown on screen in theaters, televisions, or through digital streaming services.

Many countries have made at least a movie on their own. The most known movie producer in the world would be Hollywood in America. Since many movies come from different languages, not all people are going to understand what the movie meant or what the character is talking about because the language that is being spoken is a foreign language to them. That is why translations are very important.

There are two forms of movie translation: *subtitling* and *dubbing*. According to Baker and Hochel (1998:74), subtitling is visual, involving the superimposition of a written text onto the screen. Dubbing, on the other hand, is verbal; it is one of several translation methods that utilizes the auditory channel in screen translation.

While the audience watches a movie, subtitles play a crucial role in facilitating the understanding of verbal communication nuances that would otherwise be missed without the presence of subtitles, enabling individuals to comprehend the content even if they are not familiar with the language spoken. Subtitling is the process of incorporating text into audio-visual media to express the message that is being spoken. Essentially, subtitles are a written abridgement of the spoken audio.

From the explanation above, I am going to conduct a research related to translation, especially the subtitling used in a movie script. The movie I am going to use is titled *Dungeons & Dragons: Honor Among Thieves* is a fantasy adventure story that

tells about a group of adventurers' struggle to stop an evil wizard who seeks to obtain a magical artifact called the Orb of Falazure. Set in the world of Dungeons & Dragons, they face various obstacles, engage in battles, and meet legendary animals in their quest to save the world and thwart the wizard's evil plans. (IMDb, 2023).

## 1.2 Identification of the Problem

I identify that since the language structures and cultures of English and Indonesian language are different, the translator has to master both languages in order to create a good and comprehensive translation. If the message that the script writer wants to convey is not conveyed fully through a good translation, then as a result, the audience may not understand the context of the movie script *Dungeons & Dragons: Honor Among Thieves*.

## 1.3 Limitation of the Problem

Based on the problem identification above, it is necessary to limit the problem so that the research is not too broad. I set the problem limitation to focus on the utterances in the whole movie script of *Dungeons & Dragons: Honor Among Thieves* and the analysis only focuses on the analysis of subtitling strategies based on the theory proposed by Gottlieb.

## 1.4 Formulation of the Problem

The problem in this research can be formulated as follows:

1. What are the subtitling strategies used in translating *Dungeons & Dragons: Honor Among Thieves* movie script from English to Indonesian language?
2. What are the most dominant subtitling strategies used in translating *Dungeons & Dragons: Honor Among Thieves* movie script from English to Indonesian language?

**1.5 Objectives of the Research**

Based on the above research formulation, the objectives of this research are as follows:

1. To classify and explain the subtitling strategies used by the translator in translating *Dungeons & Dragons: Honor Among Thieves* movie script from English to Indonesian language.
2. To explain the most dominant strategies used in translating *Dungeons & Dragons: Honor Among Thieves* movie script from English to Indonesian language.

**1.6 Benefits of the Research**

Based on the above, this research is expected to be useful for those who are interested in deepening their knowledge on translation, especially subtitling. And, this research, which is subtitling strategies found in movie scripts. This research is also useful because it is conducted through a new perspective or it is also clear if the researcher believes in doing something new and is not closed to further research.

**1.7 Systematic Organization of the Research**

The framework of the term paper writing which is titled "Gottlieb's Subtitling Strategies In Dungeons & Dragons: Honor Among Thieves (2023) Movie Script" is as follows:

**CHAPTER 1 INTRODUCTION:** This chapter contains the phase of the research layout, such as the background of the problem, the identification of the problem, the limitations of the problem, the formulation of the problem, the objectives of the research, the benefits of the research, and the systematic organization of the research.

**CHAPTER 2 THEORETICAL FRAMEWORK:** This chapter contains the experts theories study which I use in accordance with the title of the research and to analyse the research data, and previous of related studies.

**CHAPTER 3 RESEARCH METHOD:** This chapter contains time and location, research approach and method, research object and data, data collection technique, and data analysis technique.

**CHAPTER 4 GOTTLIEB'S SUBTITLING STRATEGIES IN DUNGEONS & DRAGONS: HONOR AMONG THIEVES (2023) MOVIE SCRIPT:** This chapter contains the result of my finding research, which is subtitling strategies used by the translator in translating *Dungeons & Dragons: Honor Among Thieves* Movie script from English to Indonesian language.

**CHAPTER 5 CONCLUSION:** This chapter contains the concluded statements from the research findings that have been explained in the previous chapter. In this chapter, there are also suggestions for future researches.