

FIGURATIVE LANGUAGE IN *HOWL'S MOVING CASTLE* BY DIANA WYNNE JONES AND ITS BAHASA INDONESIA TRANSLATION BY SYARIBAH NOOR BRICE

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Abstract

This research is aimed at 1) describing the types of figurative language found in *Howl's Moving Castle*, 2) explaining how they realized the bahasa Indonesia translation text, and 3) explaining the degree of acceptability to translation of the figurative language occurred in *Howl's Moving Castle* and their translations. This study applies a descriptive qualitative research method for collecting and describing the data. The data are in the form of phrases and sentences which contained figurative language found in *Howl's Moving Castle* by Diana Wynne Jones and their bahasa Indonesia translation by Syaribah Noor Brice. This research reveals three results. First, the types of figurative language found in *Howl's Moving Castle* are simile, metaphor, personification, hyperbole, synecdoche, and metonymy. Simile is mostly used in *Howl's Moving Castle*. Second, there are two translation strategies which occur in *Howl's Moving Castle* as figurative language to figurative language strategy and figurative language to non figurative language strategy. Figurative language to figurative language strategy is mostly used. Third, there are two categories in the degree of acceptability which occur in *Howl's Moving Castle* as acceptable category and less acceptable category.

Keywords: stylistics, figurative language, *Howl's Moving Castle*, translation strategies, degree of acceptability

INTRODUCTION

Language has an important role in communication. People are social creatures. They need to communicate with others for sharing what actually happens inside their mind. Therefore, people need language to communicate. They should acquaint with their new neighbours. Somehow people have needs to fulfill. Maslow (1943) states that people are motivated to achieve certain needs. Maslow divides five stages model. They are physiological, safety, social, esteem, and self-actualization. The first stage is psychological. People need to be entertained. When they feel bored, they look for activity which can make them happy and release stress. Usually, some of them watch films and the rest waste their time with reading novel.

Reading novel is one choice to do for several people. Many people said that novel is pleasing because it contains details of story. The rest thinks that novel is boring because it contains many words and sentence less or without picture inside. People

cannot force others to love reading books or watching films, because every single person in the world has a right to choose what they want to do. Readers are allowed to use their imagination when they read a book. They can wonder how it looks like. They also can imagine how it feels. When people watch film, they already know how it looks like because the director shows them how it looks like. They also already know how it feels because they can see the expressions of the actor or actress.

Magic is still being hot topic for people lately. There are several novels which use magic as the main topic. Usually, the writer combines magical things with love story and adventures. Therefore, the readers are curious with the book. For example *Harry Potter* which is written by J.K Rowling. It is about magic, love, and adventures. Even, it tells about students but the readers come from various ages. It was written in seven series.

J.K Rowling and Jonathan Stroud are the famous writers who are using magic as their general idea. There is also Diana Wynne Jones who writes *Howl's Moving Castle*. Diana also writes several books that are related to magic. Her books are *Fire and Hemlock*, *Archer's Goon*, *the Tough Guide to Fantasyland*.

There is a novel entitled *Howl's Moving Castle*. The topic is about magic. It tells about a life of wizard and his adventure with his friends and a girl. A girl who is cursed by a witch because of misunderstanding, comes to Howl's Castle to ask help. The girl is Sophie. When she arrived at the castle, she is unable to meet the wizard because the wizard is going away somewhere. She meets his fire demon, Calcifer. They promise to help each other because the fire demon also wants to be free from Howl. Breaking cursed is not simple as the curse is said. Sophie decides to stay until the fire demon helps her. It makes her also joining Howl and friends' adventures.

The researcher decides to do research about figurative language in *Howl's Moving Castle* by Diana Wynne Jones and *Howl's Moving Castle (Istana yang Bergerak)* translated by Syaribah Noor Brice. She finds several figurative languages in *Howl's Moving Castle*.

The researcher decides to do research on the degree of acceptability in *Howl's Moving Castle* and its bahasa Indonesia translation because the novel gets several bad reviews from readers. The reviewers are disappointed with the bahasa Indonesia translation because the translator is unable to translate the ST appropriately. The researcher wants to do research what the figurative languages in the TT are translated appropriately.

Howl's Moving Castle is a fantasy novel. The researcher is interested to analyze how figurative language is translated into bahasa Indonesia translation text. Based on several reviews, the bahasa Indonesia translation text is not satisfying for

Indonesia readers because of using the inappropriate terminologies. Thus, the researcher is interested to make research on the acceptability.

This research focuses in 1) what are the types of figurative language found in *Howl's Moving Castle*, 2) how are they realized the Bahasa Indonesia translation text translated by Syaribah Noor Brice, 3) to what degree of acceptability in the translation of the figurative language of the novel.

This research also has three objectives: to describe the types of figurative language found in *Howl's Moving Castle*, to explain how they realized the bahasa Indonesia translation text, and to explain the degree of acceptability to translation of the figurative language occurred in *Howl's Moving Castle* and their translation.

To answer the three objectives, several theories are used. The first objective is answered by applying Di Yanni's theory about figurative language. Figurative language is

categorized into seven types as simile, metaphor, hyperbole, personification. Litotes, synecdoche and metonymy. The second objective is answered by applying Delabstita's strategies. The researcher adopted Delabastita's pun translation strategies. There are three strategies which can be used to anylize as figurative language to figurative language, figurative language to non figurative language, and zero translation. The last objective is answered by applying Nababan and friends' theory, Translation Quality Assessment. They are acceptable, less acceptable, and unacceptable.

RESEARCH METHOD

A descriptive qualitative research method is applied in the research. Vanderstoep and Johnson (2009) stated that qualitative research is the research that relies on verbal data and non numerical in the same manner as the basic of analyze and creative problem solving of the research. This research analyzed the types of figurative language, explaining how they realized the bahasa Indonesia translation text, and explaining the degree of acceptability to translation of the figurative language occurred in

Howl's Moving Castle and their translation.

The data are the form of phrases and sentences which contained figurative language found in *Howl's Moving Castle* by Diana Wynne Jones and their bahasa Indonesia translation by Syaribah Noor Brice. The sources data are the book of *Howl's Moving Castle* written by Diana Wynne Jones as the ST and its bahasa Indonesia translation entitled *Howl's Moving Castle (Istana yang Bergerak)* by Syaribah Noor Brice as the TT. The contexts of data are sentences and phrases which contained figurative languages. The researcher is the primary instrument of the research. The secondary instrument, parameter of degree of acceptability supported by data sheet.

The trustworthiness is done in triangulation. The triangulation is maintained by checking the data source, the method and the theories employed by this research. The research invited two translation students and one linguistics student as peer reviewers.

FINDINGS AND DISCUSSIONS

Based on the data analysis, there are several types of figurative language which occur in *Howl's Moving Castle*. The researcher uses DiYanni's theories

of figurative language, they are such as simile, metaphor, litotes, personification, synecdoche, hyperbole, and metonymy. In the research, only one type does not occur. It is litotes. The first rank is simile. It is 44.25%. Simile occurs for 50 times of 113 data. In this *Howl's Moving Castle*, simile is more often occur than other types. The second rank is hyperbole. It is 31.86 %. It occurs for 36 times of 113 data. Personification is the third rank. It is 11.50%. Personification does not too often happen in *Howl's Moving Castle*. The frequency of personification is 13. The forth rank is metaphor. The percentage of metaphor is 8.85%. Its frequency is 10. After metaphor, there is synecdoche after. Synecdoche is 2.65%. The frequency of synecdoche is 3. The sixth rank is metonymy. It only occurs once in *Howl's Moving Castle*. The percentage is 0.88%. The last rank is litotes. Litotes does not occur in *Howl's Moving Castle*.

Based on the data analysis, figurative language is realized in the TT. The researcher adopts

Delabastita's translation strategies to identify figurative language in the TT. Delabastita's translation strategies are figurative language to figurative language, figurative language to non figurative language, and zero translation. In the TT, two of the strategies occur and one of the strategies does not occur. Zero translation is the strategy that does not occur. The first rank is figurative language to figurative language. Mostly the TT figurative language uses the strategy. It happens for 101 times. The percentage of the strategy is 89.38%. The second rank is figurative language to non figurative language. The frequency is 12. Its percentage is 10.62%. Zero translation does not occur in *Howl's Moving Castle*.

Based on data analysis, there are several categories from *Translation Quality Assessment* by Nababan, Nuraeni, and Sumardiono. They are acceptable, less acceptable, and unacceptable. In this research, only two of three categories which occurs in *Howl's Moving Castle (Istana yang Bergerak)* by Syaribah Noor Brice.

The first rank is acceptable. Mostly the TT figurative language is translated appropriately. The frequency is 109. The percentage is 96.46%. The second rank is less acceptable. The percentage is 3.54%. It occurs for 4 times. The last category is unacceptable. The category does not occur in *Howl's Moving Castle* because generally the translation is natural. Even there are several grammatical errors and unfriendly technical terms.

1. Types of Figurative Language found in *Howl's Moving Castle* by Diana Wynne Jones

a. Simile

Simile is the most figurative language frequently occurred in *Howl's Moving Castle*. The literary work contains many comparisons. When the writer wants to describe of a movement, she prefers to use comparisons.

ST : "That hat shop is making a mint these days, and all because of you! You made that green hat that makes **the Mayor's wife look like a stunning schoolgirl**, didn't you?"

TT : Toko topi itu menghasilkan banyak uang saat ini, dan semua itu karena kau! Kau menciptakan topi hijau yang membuat **istri walikota kelihatan seperti anak sekolahan yang memeson**a, iya, kan?"

(Code: 012/SI/SI/AC/FL-FL)

In the example above, type of figurative language which realized in the ST is simile. The ST uses 'like' to compare the Mayor's Wife look with a stunning school girl. Actually the Mayor's wife is not a school girl anymore. Sophie's good hat made the Mayor's wife look younger than the reality. The TT figurative language is also simile.

b. Hyperbole

In the research, hyperbole is second rank from several types of figurative language found In *Howl's Moving Castle*. The theme of *Howl's Moving Castle* is magic. Thus the writer tends to give something which is beyond our imagination.

ST : "**I'm dying of boredom**," Howl said pathetically. "Or maybe just dying."

TT : "**Aku mau mati karena bosan**," ujar Howl menyedihkan. "Atau mungkin hanya sekarat."

(Code: 075/ HY/ HY/ AC/ FL-FL)

Usually people are dying because of illness. Sometimes people also are dying because of an accident. In this example, Howl said that he is dying because of boredom. This is dramatic that no one can believe that Howl is true. So the ST is categorized as hyperbole. Type of TT figurative language is hyperbole also.

c. Personification

Personification is figurative language which is in the third rank based on Di Yanni's theories. Based on Keneddy's , any inhuman objects are given the human qualities and attributes to achieve dramatic effect.

ST : Much more important to Sophie, this fire had reached the glowing rosy stage, with **little blue flames dancing logs**, and placed beside it in the warmest position was a low chair with a cushion on it.

TT : Yang lebih penting buat Sophie, api ini merah menyala dengan **lidah api biru yang menari-nari di atas kayu bakar**, dan tepat di tempat paling hangat di sebelahnya terdapat sebuah kursi rendah dengan bantal di atasnya.

(Code: 018/ PE/PE/AC/FL-FL)

In the sentences above, the little blue flames are dancing in the logs. It is not literally dancing because the blue flames are not alive but the writer gives the human quality. Thus he ST figurative language is personification. The translator translates the ST figurative language into the TT figurative language. The TT figurative language is personification also.

d. Metaphor

Metaphor is the forth rank based on the DiYanni's theories. It is a way to describe an object by referring to something else that has similarity. Simile uses several sign words to compare something but metaphor compares without any sign words.

ST : "It's alright, **you little gray mouse**," he said, laughing rather pityingly.

TT : "Tak apa-apa, **tikus abu-abu**," ujarnya, tertawa dengan nada agak kasihan.

(Code: 011/ME/ME/AC/FL-FL)

In the example above, Howl meets Sophie in the street. Sophie looks shy because she does not meet people out for long time. She is busy to work at her hat shop. Sophie's look makes Howl felt sad of her. Howl compares Sophie with little grey mouse, because Sophie is shorter than him and she wears grey dress. The ST figurative language is metaphor because the writer compares Sophie with little grey mouse directly not using any sign words. The TT figurative language is metaphor also.

e. Synecdoche

The FL uses a part of a whole body to refer the whole body. Synecdoche only is used for several sentences in *Howl's Moving Castle*. Therefore synecdoche is the sixth rank. There are

three examples which are provided below.

ST : “Because when I happened to tear my eyes from Lettie’s lovely face for an instant yesterday, I could have sworn I saw **your long nose** poking round the corner of the house.”

TT : “Karena saat aku ingin menangis melihat wajah cantik Lettie kemarin contohnya, aku bersumpah melihat **hidung panjangmu** berkeliaran di sudut rumah.”

(Code: 052/SY/SY/AC/FL-FL)

In the example above, Howl was visiting Lettie’s house. He saw Sophie in the corner of the house but he preferred to mention only Sophie’s nose. Actually Sophie tried to hide but Howl still can see her. Type of ST figurative language is synecdoche because the writer only mentions a part of Sophie’s body to represent her. The translator translates the ST figurative language into the TT figurative language. The TT figurative language is synecdoche also.

f. Metonymy

Metonymy uses a word or a phrase to stand for related concept. The related concept is not explicitly mentioned. It uses a substitution to associate closest object with word for word. In *Howl’s Moving Castle*, metonymy only occurs once. The example is shown below.

ST : **Kingsbury** was a long way south and it was a bakingly hot day there.

TT : **Kingsbury** berada jauh di selatan dan saat itu cuaca panasnya bukan main.

(Code: 063/MET/MET/AC/FL-FL)

Sophie lived in Kingbury. In this context, Sophie moved to Howl’s castle. The do several adventures. Sophie thought that her house was a long way south. Here, she means that her house not literally the whole town. The ST figurative language is metonymy. The TT figurative language also is metonymy.

2. Translation Strategies of Figurative Language in *Howl's Moving Castle (Istana yang Bergerak)*

a. Figurative Language to Figurative Language

In the TT, the most translation strategy which occur is figurative language to figurative language. The translator prefers to translate the ST figurative language to the TT figurative language

ST : **Everyone** knows you are the one who will fail first, and worst, if the three of you set out to seek your fortunes.

TT : **Semua orang** menganggap anak tertua akan paling dulu mengalami kegagalan dan paling merasakan keburukan bila ketiganya pergi mencari keberuntungan.

(Code: 001/HY/HY/AC/FL-FL)

Type of figurative language that occurs in the sentence is hyperbole. The writer used word 'everyone' as the subject. She said that everyone know about that myth. Whereas probably several people do

not know that the older is unlucky than others. The translator translated the ST figurative language into the TT figurative language. Both of them are hyperbole.

b. Figurative Language to Non Figurative Language

The second rank of translation strategy which occurs is figurative language to non figurative language. Sometimes, the translator does not transfer the ST figurative language into the TT figurative language. She substitutes the ST figurative language to the simple phrases for the TT.

ST : **Sophie's heart was behaving oddly** even before she dared look out of the window.

TT : **Jantung Sophie berdetak keras** bahkan sebelum ia berani melihat keluar jendela.

(Code: 092/PE/AC/FL-NFL)

Type of figurative language that occurs in the ST above is personification. The ST figurative language that Sophie's heart can behave like human. The translator does not translate the ST figurative language into the TT figurative

language. She translates the ST figurative language to the point. Thus, the TT does not contain any figurative language.

3. Degree of Acceptability

a. Acceptable

In the TT figurative language, the most categories frequently occur is acceptable category. The translation seems natural. The terms which are used by the translator seem familiar for readers, phrases, clauses, and sentences which are used by the translator have been based on the rules of the TT.

ST : Howl sat on a tall stool **like a robed Roman senator** and considered.

TT : Howl duduk di bangku tinggi, **seperti anggota senat Romawi** yang berjubah, dan merenung.

(Code: 077/SI/SI/AC/FL-FL)

Type of figurative language that occurs in the ST is simile because it uses 'like' to compare Howl with a Roman senator. Howl who is a wizard uses a robe. It is similar with a Roman senator. Type of figurative language that occurs in the TT is simile also.

The translator translates the ST appropriately. The TT seems natural. The technical terms which are used by the translator seem familiar for readers.

b. Less Acceptable

The other category which occurs is in less acceptable category. There are only three sentences which are categorized as less acceptable. Generally the translation seems natural. The sentences are contained several grammatical errors based on the rules of the TT. The examples are shown below.

ST : Then, to Sophie's relief, she shut her eyes. **It was like a strong light being turned off.**

TT : Sophie lega, ia memejamkan mata. **Rasanya seperti lampu kuat yang dimatikan.**

(Code: 068/SI/SI/LA/FL-FL)

Type of ST figurative language which occurs is simile. The ST uses 'like' to compare Sophie's feeling with a strong light being turned off. The translator translates the ST figurative language into the TT figurative language. The TT figurative language

is simile also. The TT figurative language is categorized as less acceptable because there is inappropriate technical terms 'rasanya seperti lampu kuat yang dimatikan'. The translator translates the TT figurative language word by word. It is better if the translator translates 'strong light' into 'lampu terang'. The translation is 'rasanya seperti lampu terang yang dimatikan'. The translation will be natural.

CONCLUSION

Based on findings, there are several types of figurative language which occurs in *Howl's Moving Castle*. The data which are contained of figurative language are 113 data. Figurative language which occur in *Howl's Moving Castle* are simile, metaphor, personification, hyperbole, synecdoche, and metonymy. Litotes is absent.

Based on the findings, there are two translation strategies which occur in *Howl's Moving Castle (Istana yang Bergerak)*. They are figurative language to figurative language and

figurative language to non figurative language.

Based on findings in the previous chapter, there are two categories which occur in *Howl Moving Castle* as acceptable category and less acceptable category. Unacceptable category does not occur in *Howl's Moving Castle*.

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