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**ANALYSIS OF ONOMATOPOEIA TRANSLATION  
PROCEDURES AND ACCEPTABILITY OF  
BILINGUAL FABLE STORY BOOKS BY CITRA  
NIDYA (2023)**

**THESIS**

Proposed as a Compulsory Prerequisite  
for a Bachelor's Degree in Applied Linguistics (S.Tr.Li)

**POLITEKNIK  
NEGERI  
JAKARTA**  
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

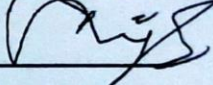
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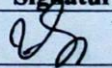
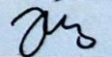
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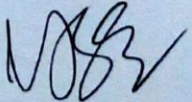
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**PREFACE**

Praise and gratitude are due to the presence of God Almighty for His grace and gifts so that the writer can complete this bachelor thesis entitled, “Analysis of Onomatopoeia Translation Procedures and Acceptability of Bilingual Fable Storybooks by Citra Nidya (2023).” The writer realizes that without the help and guidance of various parties in the preparation of this bachelor thesis, it is very difficult for the writer to complete it. Therefore, the writer would like to thank:

- a. Dra., Ina Sukaesih, Dipl. TESOL, M.M., M.Hum, as the Coordinator of English for Business and Professional Communication Study Program.
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- d. The lecturers who are willingness to be the part of raters of this bachelor thesis.
- e. All the staff of the Study Program of English for Business and Professional Communication who gave the helpful insights.
- f. The writer's parents and family who have provided support to finish this bachelor thesis.
- g. My friends who have helped a lot in providing support and encouragement to complete this bachelor thesis.

The writer realizes that there are still many shortcomings in writing this report so that the writer is very open to suggestions and criticisms given for the sake of perfection of this bachelor thesis.

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**ABSTRACT**

Anisya Zahrah Anjani, English for Business and Professional Communication  
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Acceptability of Bilingual Fable Storybooks by Citra Nidya (2023)

This study aims to analyze the translation procedures and the level of acceptability of onomatopoeia in four bilingual fable storybooks by Citra Nidya (2023). The research focuses on the types of onomatopoeia found based on Thomas & Clara's (2004) theory, the translation procedures used based on Newmark's (1988) theory, and the quality of the translation, especially from the aspect of acceptability according to the parameters of Nababan et al. (2012). The method used in this research is descriptive qualitative with data collection techniques through content analysis and Focus Group Discussion (FGD) with raters. The results show that there are 25 onomatopoeia data, consisting of two types: sound made by human (64%) and miscellaneous sound (36%). Five translation procedures were used, with the most dominant procedure being functional equivalent (44%). Other translation procedures used are naturalization 5 (20%) data, synonym 4 (16%) data, paraphrase 3 (12%) data, and transference 2 (8%) data. In terms of acceptability, most of the translations are considered natural and acceptable to the target language with a score of 2.6. This study shows that to translate bilingual fable storybooks, the most effective translation procedure used is the functional equivalent so that the translation results have a high level of acceptability.

**Keywords:** acceptability, bilingual fable storybooks, onomatopoeia, translation procedure

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**ABSTRAK**

*Anisya Zahrah Anjani, Program Studi Bahasa Inggris untuk Komunikasi Bisnis dan Profesional, Analysis of Onomatopoeia Translation Procedures and Acceptability of Bilingual Fable Storybooks by Citra Nidya (2023)*

Penelitian ini bertujuan untuk menganalisis prosedur penerjemahan dan tingkat keberterimaan onomatope dalam empat buku cerita fabel bilingual karya Citra Nidya (2023). Penelitian ini berfokus pada jenis onomatope yang ditemukan berdasarkan teori Thomas & Clara (2004), prosedur penerjemahan yang digunakan berdasarkan teori Newmark (1988), serta kualitas terjemahan khususnya dari aspek keberterimaan menurut parameter Nababan et al. (2012). Metode yang digunakan dalam penelitian ini adalah deskriptif kualitatif dengan teknik pengumpulan data melalui analisis isi dan Focus Group Discussion (FGD) bersama rater. Hasil penelitian menunjukkan bahwa terdapat 25 data onomatope, terdiri dari dua jenis yaitu suara manusia (64%) dan suara benda mati (36%). Lima prosedur penerjemahan digunakan, dengan prosedur paling dominan adalah functional equivalent (44%). Prosedur penerjemahan lain yang digunakan adalah naturalization 5 (20%) data, synonym 4 (16%) data, paraphrase 3 (12%) data, dan transference 2 (8%) data. Dari segi keberterimaan, sebagian besar terjemahan dianggap alami dan dapat diterima bahasa target dengan nilai 2.6. Penelitian ini menunjukkan bahwa untuk menerjemahkan buku cerita fabel bilingual, prosedur penerjemahan yang paling efektif digunakan adalah functional equivalent sehingga hasil terjemahannya memiliki tingkat keberterimaan yang tinggi.

**Kata kunci:** buku cerita fabel bilingual, keberterimaan, onomatope, prosedur penerjemahan





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**LIST OF ABBREVIATION**

SL	: Source Language
TL	: Target Language
AS	: Animal Sound / Call of Animal
HS	: Human Sound / Sound Made by Human
NS	: Nature Sound / Sound of Nature
MS	: Miscellaneous Sound







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## CHAPTER I INTRODUCTION

### 1.1 Background of the Study

Onomatopoeia is a part of phonetics that studies sound symbols. Its use is often found in novels, comics, or children's storybooks. According to Twiyanti (2016), onomatopoeia has a function as adding information in the form of words or phrases from a sound or voice produced from the environment around humans to explain the sound and add imagination to the readers. Onomatopoeia can be recognized from the content of the story in a book. For the fable children's story books, they often appear together with pictures. According to Thomas & Clara (2004), onomatopoeia has types of sound symbols that can be produced from the sounds of nature, animals, and even humans.

The sound results in the form of words or phrases from onomatopoeia are different in each country. In fable story book, especially, in Indonesia, the sound of a cat is commonly used '*meong*' while in English it is more acceptable to say '*meow*', the sound of a dog '*guk guk guk*' in English is '*woof woof woof*'. The same applies if it is in the form of a verb such as '*menggonggong*' in English would be '*barking*'. Not only animal sounds, but onomatopoeia can also take the form of human sounds such as '*hmmm*' or '*mumblng*', '*hufft*' translated in English into '*phew*', '*aduh!*' in English would be '*ouch*', and so on. Onomatopoeias of natural sounds also commonly appear in a narrative or story, such as '*wussss*' to '*whoosh*' to represent sounds of blowing wind.

The differences in onomatopoeia in each country make it difficult to translate into other languages. Catford (1965) defines translation as the process of replacing the source text into an appropriate target text equivalent. This is aligned with translating onomatopoeia which requires cultural equivalence in the target language (TL). Twiyanti (2016) stated that translating onomatopoeia is a challenge that is quite difficult for translators to handle because they have to find onomatopoeia that is equivalent to the TL which is rarely found in dictionary.



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Nadiyah (2022) in her research on the strategy of translating onomatopoeia in the novel *Room* by Emma Donoghue found that the most widely used translation strategy is non-onomatopoeia words with similar meanings and forms. In her analysis, she found that the word '*flush*' which represents the sound of running water was translated into '*penyiram*'. The word '*penyiram*' does not represent onomatopoeia. Consequently, the above-mentioned strategy is suitable with the translation result. Another research conducted by Humaira & Cholsy (2020) also mentioned that the difference in phonology in each language makes the form of onomatopoeia different. They also stated that this affects the quality of translation and the translation procedure used.

The writer is interested in conducting research about onomatopoeia translation especially in the children storybook because onomatopoeia makes the plot more alive and can help to enrich children's vocabulary and imagination. The writer found four bilingual fable storybooks by Citra Nidya published by Mizan in 2023 that also uses onomatopoeia words in its stories. The four books present stories full of moral messages with easy-to-understand language and interesting animal illustrations.

It consists of four titles entitled "*Hore Aku Bisa Mendapatkan Uang* (Yay I Can Earn Money)", "*Klik! Klik! Potong Rambut Itu Asyik!* (Snip! Snip! Getting a Haircut is Hip)", "*Mengapa Aku Harus Keramas?* (Why Do I Have to Shampoo?), and "*Ceklik! Ceklik! Aku Potong Kuku* (Click! Click! I Trim My Nails). All four of which have a cute Sulawesi squirrel named Jojo as the main character, who is smart, independent, and curious. The quality of this story was recognized through the Dar! Mizan Awards 2024 which was given to Citra Nidya as Favorite Newcomer Author.

Based on the observation about onomatopoeia in those books, the writer found that there are different translations from the equivalent onomatopoeia in the TL. In Citra Nidya's bilingual fable storybook there is onomatopoeia of the sound produced by humans that sounds '*yah*' translated into '*ouch*' in English. The





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context of the sound 'yah' is to describe or express the disappointment of the main character, but according to Oxford Dictionary, 'ouch' is stands for expressing a sudden pain. That translation is loss of context and affects the quality of the acceptable onomatopoeia in the TL.

As stated above, onomatopoeia in different countries is certainly not the same. Even though some onomatopoeia translations are absorbed words, the meaning may be different. This is due to the difference in expression and there is no equivalence of the exact word in translating the onomatopoeia. This shows that onomatopoeia translation needs to use proper translation procedures to match the commonly used equivalents. Translating must also pay attention to the quality of the translation. According to Nababan et al. (2012), in terms of achieving acceptable translation quality, the translator should make the translation as natural as possible and not stiff when read into the target language (TL).

Considering these phenomena, the writer focuses this research on analyzing the translation procedure and acceptability of onomatopoeia in bilingual fable storybooks. Newmark (1988) distinguishes between translation procedures and methods. Translation method is the strategy used to translate the whole text. Some methods are oriented towards the source language (SL) and some are oriented towards the target language (TL) while procedures are used to translate smaller language units such as sentences, phrases, or words. Based on this reason, the writer chooses to use translation procedures rather than translation methods. Not only the procedure of onomatopoeia translation, the writer also wants to analyze the quality of onomatopoeia translation found in bilingual fable storybooks by focusing on the acceptability aspect. The acceptability aspect is chosen because in translating onomatopoeia, it is not easy to find the right word equivalent. This makes acceptability more relevant in determining whether the translated onomatopoeia is linguistically and culturally acceptable. Children, as the primary readers of bilingual fable books, tend to focus more on sounds rather than the word-for-word meaning. If the translated onomatopoeia sounds natural, as



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indicated by the acceptability parameter, its readability will also be considered good. Therefore, the acceptability quality of onomatopoeia translation is needed.

There are several previous studies related to the translation of onomatopoeia from English to Indonesian and vice versa. Haninisa et.al (2020) analyzed the translation technique and acceptability of onomatopoeia terms in The Adventure of TinTin comic book. Furthermore, Twiyanti (2016) analyzed onomatopoeia word classes and translation procedures in the novel Harry Potter and The Prisoner of Azkaban. Moreover, Fitriani & Ifianti (2021) analyzed onomatopoeia translation methods and procedures in Little Abid's bilingual children's story books in the basic knowledge series. Based on the previous studies, the writer finds that the topic to be studied has similarities, which is analyzing the translation of onomatopoeia. However, previous studies have not analyzed the translation of onomatopoeia, especially in bilingual fable storybooks.

By referring to the previous studies, the writer focuses on analysis the translation procedures and acceptability of onomatopoeia words appearing in bilingual fable story books published by Mizan written by Citra Nidya (2023). The research data are taken from the texts in four Indonesian-English bilingual fable story books entitled “*Hore Aku Bisa Mendapatkan Uang* (Yay I Can Earn Money)”, “*Klik! Klik! Potong Rambut Itu Asyik!* (Snip! Snip! Getting a Haircut is Hip)”, “*Mengapa Aku Harus Keramas?* (Why Do I Have to Shampoo?), and “*Ceklik! Ceklik! Aku Potong Kuku* (Click! Click! I Trim My Nails). This study analyzes the translation procedure based on the Newmark's (1988) theory and will analyze the translation quality on the aspect of acceptability based on Nababan et al. (2012) theory.

## 1.2 Statement of the Problem

Based on the background of the study, the research questions of this study are as follows.

1. What are types of onomatopoeia found in the four bilingual fable storybooks by Citra Nidya (2023)?





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2. What are the translation procedures of onomatopoeia implemented in the four bilingual fable storybooks by Citra Nidya (2023)?
3. How is the quality of translation, especially in the aspect of acceptability of the translated onomatopoeia found in the four bilingual fable storybooks by Citra Nidya (2023)?

### 1.3 Objectives of the Study

The objectives of this study are as follows.

1. To identify the types of onomatopoeia found in the four bilingual fable storybooks by Citra Nidya (2023).
2. To identify the translation procedures used in translating onomatopoeia in the four bilingual fable story books by Citra Nidya (2023).
3. To examine the acceptability of the translated onomatopoeia from Indonesian to English in the four bilingual fable storybooks by Citra Nidya (2023).

### 1.4 Limitation of the Study

This study only analyzes the translation procedures of onomatopoeia implemented in four bilingual fable storybooks published by Mizan written by Citra Nidya (2023) “*Hore Aku Bisa Mendapatkan Uang* (Yay I Can Earn Money)”, “*Klik! Klik! Potong Rambut Itu Asyik!* (Snip! Snip! Getting a Haircut is Hip)”, “*Mengapa Aku Harus Keramas?* (Why Do I Have to Shampoo?), and “*Ceklik! Ceklik! Aku Potong Kuku* (Click! Click! I Trim My Nails). The data is obtained from the Indonesian-English texts in the bilingual fable story books which predicted to be onomatopoeic words. This study is conducted using the translation procedure by Newmark (1988) due to translate smaller language units such as sentences, phrases, or words and the translation quality analysis of acceptability aspect by Nababan et al. (2012) due to translating onomatopoeia focus more on sounds rather than the word-for-word meaning. The writer also uses the theory of Thomas & Clara (2004) to analyze the types of onomatopoeia found in the bilingual fable story books.



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## 1.5 Significance of the Study

The significances of this research are as follows.

1. Theoretically, this research is useful in further studying onomatopoeia translation, especially in bilingual fable children's storybooks from Indonesian to English which are still rarely examined.
2. Practically, this study is expected to be useful for translators and book editors to know how the translation procedure is appropriate for translating onomatopoeia. Moreover, this study is expected to be useful for academics who also study onomatopoeia translation in children's storybooks or other sources.





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## CHAPTER V

### CONCLUSION AND SUGGESTIONS

#### 5.1 Conclusion

This research analyzed the translation of onomatopoeia in bilingual fable storybooks written by Citra Nidya (2023), focusing on three aspects: the types of onomatopoeia found, the translation procedures used, and the quality of translation in terms of acceptability. The findings show several significant insights.

- a. Based on the analysis of 25 data of the onomatopoeia words, the most dominant type of onomatopoeia identified in the four bilingual books is sound made by humans, with a frequency of 16 (64%) data, while the 9 (36%) data are classified as miscellaneous sounds. This suggests that the stories prioritize human emotional expressions and sound effects that are familiar to children, rather than animal or nature-related sounds.
- b. Based on the analysis of translation procedure used in the 25 data of onomatopoeia words, the most frequently translation procedure used by the translator is functional equivalent, found in 11 (44%) data. This procedure is effective in preserving the communicative function of the onomatopoeia in the target language. Other procedures include naturalization 5 (20%) data, synonym 4 (16%) data, paraphrase 3 (12%) data, and transference 2 (8%). Each procedure is selected based on the linguistic and cultural nature of the onomatopoeia involved.
- c. Based on the results of a focus group discussion with raters, assessing the translation quality in the aspect of acceptability of the onomatopoeia words in the four bilingual fable storybooks by Citra Nidya (2023), most of the data with a frequency of 18 data have an acceptable translation with a score of three (3). Followed by 4 data that has less acceptable translation with a score of two (2), and lastly, 3 data had an unacceptable translation with a score of one (1). The average score is 2.6, which indicates a generally acceptable level



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of translation quality. The procedures that consistently lead to high acceptability are functional equivalent and transference, whereas procedures like synonym and paraphrase sometimes result in semantic shifts or loss of expressive value.

- d. In summary, translating types of onomatopoeia sound made by human and miscellaneous sound will reached high level of acceptable if used functional equivalent procedure and will have unacceptable score if used synonym procedure. Of five (5) out of 16 data onomatopoeia sound made by human is translated using functional equivalent. Moreover, of six (6) out of 9 data onomatopoeia miscellaneous sound also used the same translation procedure. This study shows that to translate bilingual fable storybooks, the most effective translation procedure used is the functional equivalent so that the translation results have a high level of acceptability.

## 5.2 Suggestions

Based on the findings of the study on translation procedures and the translation quality in the aspect of acceptability of onomatopoeia in the four bilingual fable storybooks by Citra Nidya (2023), several recommendations are provided. The following recommendations are suggested.

- a. Future studies can expand this research by analyzing other genres or by comparing different language pairs to observe how onomatopoeia is handled across cultural contexts. Moreover, examining the effect of onomatopoeia translation on readers' comprehension and engagement can be a promising direction.
- b. It is recommended that translators of children's bilingual literature prioritize the use of functional equivalents when dealing with expressive onomatopoeia. This ensures the target readers mostly children can grasp the emotional and narrative function of the sounds without confusion. Translators should also avoid relying solely on synonymy or paraphrase when dealing with culturally loaded expressions, unless those procedures preserve both meaning and tone.





- c. Authors and publishers of bilingual storybooks should collaborate closely with translators to ensure culturally embedded expressions, especially sound symbolism, are rendered accurately and effectively. A translation glossary or translator's note can be provided for context if needed.

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**CURRICULUM VITAE**



Anisya Zahrah Anjani | Depok, Jawa Barat | [anisyazahrah@gmail.com](mailto:anisyazahrah@gmail.com) | Anisya Zahrah Anjani became a student of Politeknik Negeri Jakarta, majoring in Business Administration Department and focusing on English for Business and Professional Communication (BISPRO) Study Program in 2021. In 2025, Anisya will have finished Degree in Applied Linguistics (S.Tr.Li.). During her studies in BISPRO, She has also taken part in various translation-related internships such as translating press release articles at the Ministry of Maritime Affairs and Fisheries and book synopses of English novels at the Department of Archives and Libraries of Depok Municipality, as well as successfully completing an internship at a digital media company, Haibunda, by writing 30 to 40 articles for a month with English reference sources.

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## APPENDICES

List of Abbreviation : The writer generates some codes to assist of collecting the data. Here is the example.

001 : Data number

AS : Types of the onomatopoeia;  
Animal Sound

15 : Pages

**Final code** : **001/AS/15**

SL : Source Language

TL : Target Language




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## COLLECTED DATA OF ONOMATOPOEIA

**Table 1** List of Onomatopoeia Words Found in the book “*Hore Aku Bisa Mendapatkan Uang* (Yay I Can Earn Money)”

Data No.	Context	Source Language (Indonesian)	Target Language (English)	Types of Onomatopoeia				Translation Procedures	Acceptability			Remarks
				Animal Sound	Human Sound	Nature Sound	Miscellaneous Sound		1	2	3	
001/HS/3	Jojo is thinking about how to get a lot of money.	Aku ingin uangku banyak. <b>Hmmm....</b> , bagaimana, ya, caranya?	I want to have a lot of money. <b>Hmmm....</b> , how am I going to do that?		✓			Transference			✓	The translation feels natural and commonly used in the target language so the translator just moves the words into the target text.

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002/HS/4	Jojo has an idea to buy money.	Coba beli uang di pasar, <b>ah!</b>	<b>Oh</b> , I will try to buy it at the market!	✓					Naturalization	✓	<p>“Ah!” and ‘Oh!’ have the same meaning in expressing getting an idea or solution suddenly. However, the translation is done by naturalizing the pronunciation that is more commonly used in English.</p>
003/HS/6	Jojo was disappointed that money can't be bought at the market.	<b>Yah</b> , tidak bisa beli uang. Bu Kuda malah marah	<b>Ouch</b> , but it turns out that I cannot buy money. Mrs. Mare is unexpectedly angry.	✓					 Synonym	✓	<p>The translation is unnatural and unusual. The meaning is lost and there is a change of context between the source text and the target text but still translated one by one.</p>





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004/MS/14	Jojo looked for other ways to get more money by treating coins like a fish.	Bagaimana jika aku lempar uangku ke kolam? Lalu aku beri makan. <b>Plung! Plung!</b>	What if I toss my money into the pond? And feed it afterwards? <b>Clunk! Clunk!</b>					✓	Synonym		✓	Plung! Plung! and Clunk! Clunk! are not entirely the same in English as they differ in nuance and meaning. Plung! Plung! describes an object falling into water while Clunk! Clunk! describes the sound of a hard object falling or hitting.
005/HS/23	Jojo finally managed to make a lot of money through his hard work selling bookmarks that he designed himself.	<b>Hore!</b> Akhirnya aku mendapatkan uang!	<b>Yay!</b> Finally Ifun can earn money!		✓				Functional Equivalent		✓	"Hore!" in Indonesian is equivalent to 'Yay!' in English as both are onomatopoeias or exclamations of joy used spontaneously to express a sense of pleasure, relief or enthusiasm.

**Table 2** List of Onomatopoeia Words Found in the book “*Klik! Klik! Potong Rambut Itu Asyik! (Snip! Snip! Getting a Haircut is Hip)*”

Data No.	Context	Source Language (Indonesian)	Target Language (English)	Types of Onomatopoeia				Translation Procedures	Acceptability			Remarks
				Animal Sound	Human Sound	Nature Sound	Miscellaneous Sound		1	2	3	
006/HS/3	Jojo feels that his long hair makes him uncomfortable.	Lagi-lagi rambutku masuk ke telinga. <b>Iiuh, risih!</b>	Not again! Some strands of my hair kept getting into my eyes and my ears! <b>So irritating!</b>		✓			Paraphrase			✓	Acceptable because the meaning is conveyed well, but not in sound form anymore but in narrative form.
007/HS/8	Jojo had to wait in a queue to get his hair cut.	Ada tiga orang yang datang sebelumku. <b>Hmmm....</b> , aku harus mengantre.	There were three customers ahead of me. <b>Hmmm....</b> , I had to wait for my turn.		✓			Functional Equivalent			✓	The word then becomes a 'loan word'





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008/MS/10	Jojo saw that his other friends didn't feel itchy when they got their hair cut. Then, Jojo saw them getting their hair cut.	Sepertinya mereka tidak ada yang gatal-gatal. <b>Klik! Klik! Klik! Klik!</b>	Nobody looked itchy. <b>Snip! Snip! Snip!</b>					✓	Functional Equivalent	✓	“Snip! Snip! Snip!” is widely used in children's storybooks and comics in the English-speaking world to describe the sound of scissors. Same function.
009/MS/10	The sound of a hair shaving machine.	Ngeeeng...! Ngeeeng...!	Buuuz...! Buuuz...!					✓	Functional Equivalent	✓	It should be the zzz sound that is lengthened not the vowel sound.
010/HS/14	Jojo was surprised because there were many haircuts style.	<b>Wow</b> , ternyata ada banyak pilihan model rambut.	<b>Wow</b> , there were so many different haircuts to choose from.	✓					Transference	✓	“Wow” is a direct and natural equivalent between Indonesian and English because the original text borrows the word WOW from English, so the translation is acceptable. The word “Wow” has the meaning of admiration or surprise.



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011/HS/17	Jojo was disappointed that his chosen hairstyle didn't suit him.	<b>Yaaah</b> , tidak bisa. Kata Pak Gori, model itu hanya cocok untuk anak kuda.	Unfortunately, I couldn't get that one. Mr. Gori said that style was only suitable for a foal.				✓	Paraphrase	✓ The translation is done by amplification of meaning in one segment of the text. The meaning still clearly conveyed.
012/HS/18	Jojo was very happy that the chosen hairstyle was finally approved by Mr. Gori.	“Kalau begitu, aku mau model yang itu!” <b>Hore!</b> Pak Gori setuju.	“In that case, I want that hair style, please!” <b>Hurray!</b> Mr. Gori agreed.		✓			Naturalization	✓ "Hurray!" is an adjustment from the source language to the target language that occurs in the way it is pronounced.



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**Table 3** List of Onomatopoeia Words Found in the book “*Mengapa Aku Harus Keramas?* (Why Do I Have to Shampoo?)

Data No.	Context	Source Language (Indonesian)	Target Language (English)	Types of Onomatopoeia				Translation Procedures	Acceptability			Remarks
				Animal Sound	Human Sound	Nature Sound	Miscellaneous Sound		1	2	3	
013/MS/4	Jojo made an annoying noise by rubbing his head with his finger.	Garuk—Garuk!	Scratch—Scratch!				✓	Functional Equivalent			✓	It can be used expressively, as it is an imitation of the sound that is common in conveying the sound when the skin is rubbed with the nails because of itching.
014/HS/5	Jojo felt his head getting itchy.	Aduh, malah semakin gatal!	Ouch, it's getting itchier!		✓			Functional Equivalent			✓	Ouch has the same meaning as Aduh as the context is both describing mild physical pain.

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015/HS/7	Jojo smelled a bad odor from his head because of dirt on his scalp.	“Tiuh, bau!” teriak Jojo.	“Eww, it smells!” Jojo shouts.	✓					Naturalization	✓	“Eww” can be used to express disgust, amusement, or discomfort with something. Here, the translation is to naturalize the spelling or pronunciation that is more commonly used in the target text.
016/MS/10	The sound of water falling on the floor when Jojo takes a shower.	<b>Byur! Byur!</b> “segaaar,” kata Jojo.	<b>Splash! Splash!</b> “So refreshing!” says jojo.				✓		Functional Equivalent	✓	“Splash!” is the most common and natural equivalent to describe the sound of water splashing or spilling.
017/HS/12	Jojo finally found his shampoo with a soft sound.	“ <b>Nah</b> , ini punyaku! Sampo anak-anak yang tidak pedih di mata,” gumam Jojo.	“ <b>Ah</b> , here it is! Kids shampoo that doesn’t sting the eyes,” murmur Jojo.	✓					Functional Equivalent	✓	“Ah!” is commonly used in the target text when expressing pleasure at finding something.





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Hak Cipta milik Politeknik Negeri Jakarta											
018/HS/12	Jojo finally found his shampoo with a soft sound.	“Nah, ini punyaku! Sampo anak-anak yang tidak pedih di mata,” <b>gumam</b> Jojo.	“Ah, here it is! Kids shampoo that doesn’t sting the eyes,” <b>murmur</b> Jojo.		✓				Functional Equivalent	✓	“Murmur” can be used as a suitable equivalent because the context of “Gumam” is to make a normal, but slightly low, sound.
019/MS/13	Jojo is taking a shower	<b>Gosok! Gosok!</b> “Ini cukup! Busa! Busa! Aku suka busa! Busa!” Jojo bernyanyi.	<b>Rub! Rub!</b> “That’s enough! Foam! Foam! I love foam! Foam” Jojo sings.				✓		Functional Equivalent	✓	“Rub! Rub!” has the same meaning as ”Gosok! Gosok!” because the context describes the sound of lightly rubbing a body part.
020/HS/14	Jojo was shocked and in pain as the shampoo foam entered his eyes.	<b>Aduuuh</b> , busanya masuk ke mata dan mulut. Rasanya pahit! Harus segera dibilas.	<b>Oh no</b> , the foam got into his eyes and mouth. It tastes bitter! It has to be rinsed off quickly.		✓				Paraphrase	✓	The translation is incorrect as the word “Oh no” describes an emotional reaction or shock without giving the nuance of pain whereas the word “Ouch” means there is physical pain being experienced.



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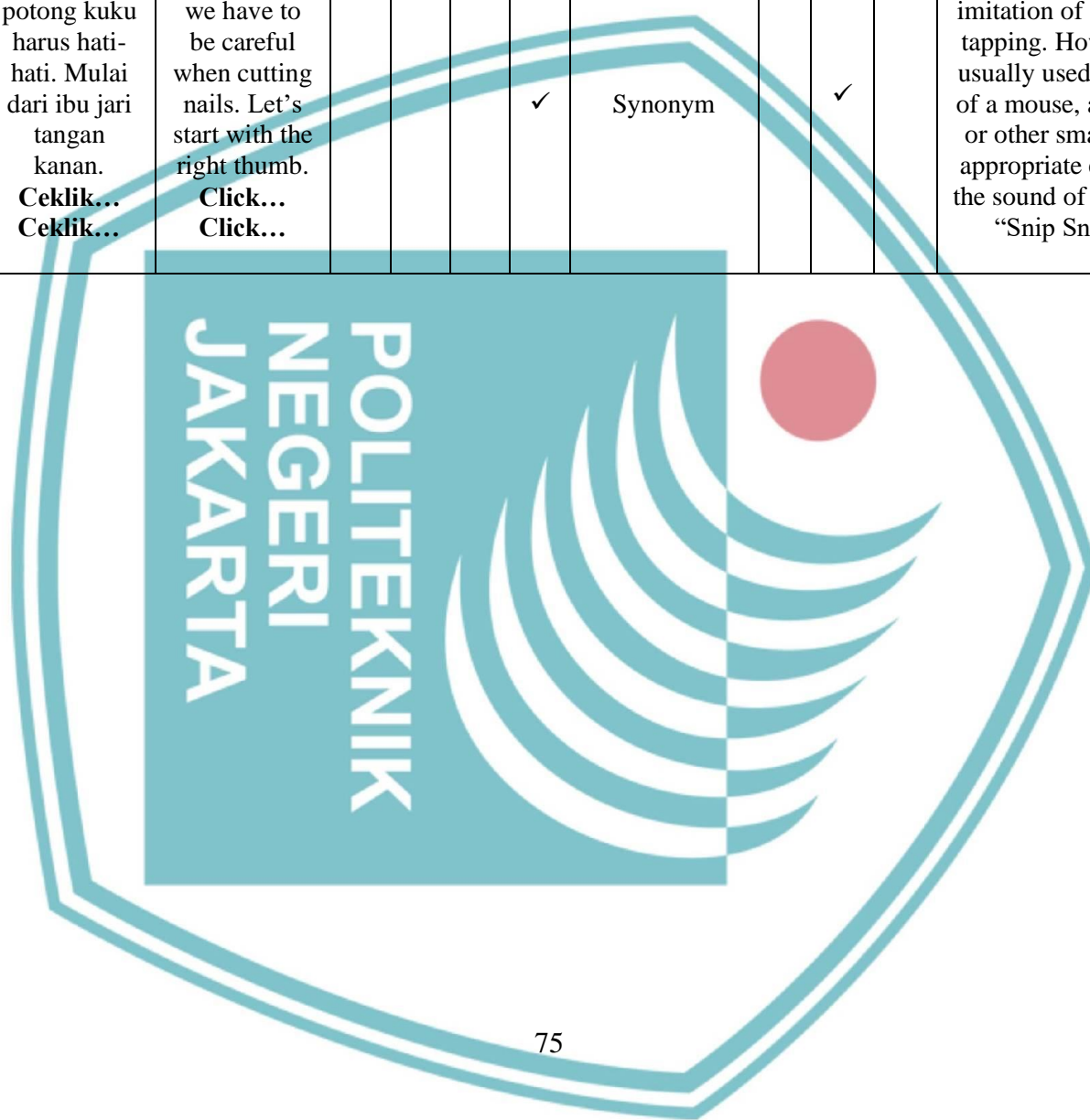
Hak Cipta milik Politeknik Negeri Jakarta											
021/MS/18	Jojo is drying off his body.	<b>Lap lap!</b> Lap pakai handuk.	<b>Wipe wipe!</b> Wipe with a towel.					✓	Functional Equivalent	✓	“Wipe wipe!” has the same meaning and function as “Lap lap!” as it is used to describe the repetitive motion of wiping something.
022/MS/20	Jojo is drying his feet on the mat.	<b>Set, keset!</b> Supaya tidak terpeleset.	<b>Dry, dry the feet!</b> So you won't slip.					✓	Synonym	✓	“Dry, dry!” is not a suitable translation to describe the onomatopoeia of the sound of a quick motion to wipe a surface dry. In English, it is more common to use “Wipe, wipe!”



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**Table 4** List of Onomatopoeia Words Found in the book “*Ceklik! Ceklik! Aku Potong Kuku* (Click! Click! I Trim My Nails)

Data No.	Context	Source Language (Indonesian)	Target Language (English)	Types of Onomatopoeia				Translation Procedures	Acceptability			Remarks
				Animal Sound	Human Sound	Nature Sound	Miscellaneous Sound		1	2	3	
023/HS/4	Jojo's mom was amazed by Jojo's painting.	“Waaah, gambar langit malam! Bagus!” kata Ibu.	“Woow, it’s a picture of the night sky! Great!” replies Mother.		✓			Naturalization			✓	Both express admiration, impression, and enthusiasm. However, the translation done here is to naturalize the spelling or pronunciation that is more common in the target text so that the value is acceptable.
024/HS/5	Mom got surprised to see Jojo's dirty nails.	“Eh, tunggu dulu. Tanganmu masih kotor,” kata Ibu.	“Oh, wait a second. Your hands are still dirty,” replies Mother.		✓			Naturalization		✓		“Oh” should have been changed to ‘Hey!’ as it's the sound used to reprimand.



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