CHAPTER III

RESEARCH METODOLOGY

In this chapter the researcher presented method of the research, Source Of The Data, operational definition, Technicque for Collecting Data and Technicque for Analysis Data.

A. Method of the Research

This research was conducted by using descriptive qualitative method in finding and analyzing the translation procedures and translation method found in the movie"s translated subtitle. According to Cohen, et al (2015, p. 35) descriptive method is concerned with conditions or relationships that exist; practice that prevail; beliefs, points of views, or attitudes that are held; processes that are going on; effects that are being felt; or trends thatare developing.

B. Source Of The Data

This data is obtained from the film Handy Manny which has been aired since September 16, 2006. This program was originally part of the Playhouse Disney aimed at entertaining children who are still in school. The show was created by Roger Bollen, Marilyn Sadler, and Emmy Award-winning writer and producer Rick Gitelson. The animation was produced by Toronto-based Nelvana and features voice shows from Wilmer Valderrama, Dee Bradley Baker, Tom Kenny, Fred Stoller, Nika Futterman, Kath Soucie, Carlos Alazraqui, and Gray DeLisle. Special guest stars in the series include Lance Bass, Kurtwood Smith, Shelley Morrison, Fred Willard, Penn Jillette, Jane Lynch, Jon Polito, Ashley Parker Angel, Brian George, Snoop Dogg, Shannon Durig, Marion Ross, Chris Rock, James Belushi , Ice-T, Henry Winkler, Dale Earnhardt, Jr., Freddy Rodriguez, Ed O'Neil, Denzel Whitaker, Zachary Gordon, Lauren Tom, Rosario Dawson, and Bob Glouberman. The theme song is performed by Los Lobos. The reruns were broadcast at 6 am on the Disney Middle School block, and the Indonesian broadcasts were broadcast on GTV starting Thursday, October 12, 2006 at 06.30 WIB.

C. Operational Definition

The title of this study is "An Analysis Equivalence in translating Handy Manny (New Year Sesion) movie into Indonesia. There are four major terms which are needed too be defined operationally for the purposed study: Analysis, Equivalence, Translating and movie. the following keys terms are:

- a. Analysis is investigation of an event to find out the real situation
- b. Equivalence is the similarity of the results obtained
- c. Translation is change from one language to another
- d. Movie is a collection of images that are arranged and then added sound or other moving animations

D. Technicque for Collecting Data

This data is collected by watching the film and then recording all the dialogues in the Handy Manny (New Year Sesion) after everything is recorded then proceed to the next process, namely the data analyzer after the data is analyzed, watch the Handy Manny (New Year Sesion) again and take screenshots of each dialogue that is felt to be in the List table then match it. back, to see if the

data is really the same and there are no more errors.

E. Technicque for Analysis Data

The procedure consists of chronological steps followed by relevant theories to support it. The following are carefully organized steps of the data analysis procedure:

- 1. Watch "Hanny Manny (new year session " movie indonesia subtitle
- 2. Select a few research-worthy data from the official DVD subtitle
- 3. After gathering the data, it will then be analyzed and separate (formal equivalence or dynamic equivalence).
- 4. Rewatch the movie to match the findings with the movie script, in order to make sure that no mistakes were made in selecting the data.
- 5. After enough data is found and analyzed, the following table will be created to contain the data:

Source Language	Target Language	Type Equivalence	
		Formal Equivalence	Dynamic Equivalence
Well, I am pretty	baik, saya cukup	Formal	
good, when it comes	baik, dalam		
to building things,	membangun		
and I'd hate to let	barang, dan aku		
mayor rosa down and	benci mengizinkan		
it would help take	walikota rosa dan		

Tabel 2.

itu akan membantu		
menghilangkan		
nikiran ihu fluffy		
printent tou juggy.		
Aku haik haik tani		
Thu bun bun, upi		
kucing kamu tahu		
kueing kamu tahu		
Sava menyukai		Dynamic
Suyu monyukut,		Dynamic
bagian dimana kita		
0		
berhitung ke tengah		
malam, sepuluh,		
Sembilan, delapan		
	menghilangkan pikiran ibu fluffy. Aku baik baik, tapi kucing kamu tahu Saya menyukai, bagian dimana kita berhitung ke tengah	pikiran ibu fluffy. Aku baik baik, tapi kucing kamu tahu Saya menyukai, bagian dimana kita berhitung ke tengah malam, sepuluh,

6. Writing the result of data analysis.