

## ABSTRACT

**Haryanto, Nadya Salsabila. 2023.** Analysis of Loss and Gain and Translation Accuracy in the Translation of Siren's Lament Webtoon by Instantmiso. Thesis. Supervisor 1: Dyah Raina Purwaningsih, S.S, M.Hum., Supervisor 2: Nadia Gitya Yulianita, S.Pd., M.Li., External Examiner: Raden Pujo Handoyo, S.S., M.Hum. Ministry of Education and Culture, Universitas Jenderal Soedirman, Faculty of Humanities, English Department, English Literature Study Program, Purwokerto.

The research entitled "Analysis of Loss and Gain and Translation Accuracy in the Translation of Siren's Lament Webtoon by Instantmiso" aims to analyze the types of loss and gain and the effect of loss and gain on its translation accuracy. This study uses Bassnett's loss and gain theory as well as Nababan's translation quality assessment theory (2012) to analyze the accuracy. This study employs qualitative descriptive method in which the collected data is analyzed and described in order to identify the types of loss and gain and the translation's accuracy. Total sampling is used as the sampling technique. The results of the analysis show that there are 75 data of loss and gain, with 45 data affected by loss and 30 data affected by gain. Loss and gain occur at four different levels: word loss/gain, phrase loss/gain, clause loss/gain, and sentence loss/gain. From 45 data of loss, 27% is word loss, 40% is phrase loss, 20% is clause loss, and 13% is sentence loss. The gain discovered, on the other hand, is 40% word gain, 40% phrase gain, 13% clause gain, and 10% sentence gain. The accuracy of the translation is also affected by loss and gain. Data employing loss that is classified as accurate is 47%, 42% is classified as less accurate, and 11% is classified as inaccurate. Furthermore, the data employing gain that is classified as accurate is 97%, while the remaining 3% is belong to inaccurate. There is no inaccurate data found in the data affected by gain. Overall, the translation of the data influenced by loss and gain in the Siren's Lament might not be perfect but it is still categorized as accurate. It is proved by the result of the questionnaire that shows a high level of translation accuracy from both loss and gain data with a total 67% belong to accurate, 27% belong to less accurate, and 6% belong to inaccurate.

**Keywords: Translation Studies, Loss and Gain, Translation Accuracy, Webtoon, Siren's Lament**

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**Haryanto, Nadya Salsabila. 2023.** *Analysis of Loss and Gain and Translation Accuracy in the Translation of Siren's Lament Webtoon by Instantmiso.* Skripsi. Pembimbing 1: Dyah Raina Purwaningsih, S.S., M.Hum., Pembimbing 2: Nadia Gitya Yulianita, S.Pd., M.Li., Penguji: Raden Pujo Handoyo, S.S., M.Hum. Kementerian Pendidikan dan Kebudayaan, Universitas Jenderal Soedirman, Fakultas Ilmu Budaya, Jurusan Sastra Inggris, Program Studi Bahasa dan Sastra Inggris, Purwokerto.

Penelitian yang berjudul “Analysis of Loss and Gain and Translation Accuracy in the Translation of Siren's Lament Webtoon by Instantmiso” ini bertujuan untuk mengetahui wujud-wujud *loss* dan *gain* serta pengaruh *loss* and *gain* terhadap keakuratan terjemahan dalam webtoon Siren's Lament. Penelitian ini menggunakan teori Loss and Gain yang dikemukakan oleh Bassnett (2014) dan teori penilaian kualitas terjemahan oleh Nababan (2012) untuk menganalisis keakuratan. Penelitian ini menggunakan metode deskriptif kualitatif di mana data yang terkumpul dianalisis dan dideskripsikan untuk memahami wujud-wujud *loss* dan *gain* serta keakuratan terjemahannya. Teknik *sampling* yang digunakan adalah *total sampling*. Hasil analisis menunjukkan bahwa terdapat 75 data *loss* and *gain*, dengan 45 data mengalami *loss* dan 30 data mengalami *gain*. *Loss* dan *Gain* masing-masing terjadi di 4 tataran: *loss/gain* dalam tataran leksikal, *loss/gain* dalam tataran frasa, *loss/gain* dalam tataran kalimat. Dari total 45 data, 27% adalah *loss* dalam tataran leksikal, 40% adalah *loss* dalam tataran frasa, 20% adalah *loss* dalam tataran klausa, dan 13% adalah *loss* dalam tataran kalimat. Di sisi lain, wujud *gain* yang ditemukan adalah 40% *gain* dalam tataran leksikal, 40% *gain* dalam tataran frasa, 13% *gain* dalam tataran klausa, 10% *gain* dalam tataran kalimat. *Loss* dan *gain* juga berpengaruh terhadap tingkat keakuratan terjemahan. Data yang dipengaruhi oleh *loss* yang dikategorikan akurat adalah 47%, 42% termasuk kurang akurat, dan 11% adalah tidak akurat. Disamping itu, data yang dipengaruhi *gain* yang termasuk akurat adalah 97% dan 3% kurang akurat. Tidak ditemukan data tidak akurat pada data yang dipengaruhi *gain*. Secara keseluruhan, terjemahan data yang dipengaruhi oleh *loss* dan *gain* dalam webtoon Siren's Lament mungkin tidak sempurna tetapi masih dikategorikan sebagai akurat. Hal ini dibuktikan dari hasil kuesioner yang memperlihatkan tingginya tingkat keakuratan terjemahan baik dari data *loss* maupun *gain* dengan total 67% termasuk akurat, 27% termasuk kurang akurat, dan 6% termasuk tidak akurat.

**Kata kunci:** Kajian Penerjemahan, Loss dan Gain, Keakuratan Terjemahan, Webtoon, Siren's Lament