

ON' IN DATSURAKU IN THE TRANSLATION OF PLACE NAMES IN THE GAME FATE/GRAND ORDER

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ABSTRACT

This study aims to describe the process of phoneme change in place name translation, based on Suzuki's theory (in Nasution, 2017). The data used in this study are place names from two game versions with different languages, namely Japanese and English, entitled Fate/Grand Order. This research uses a qualitative descriptive method. The results of this study are from 10 data that have been analyzed, resulting in 18 vowel phoneme deletions, which are dominated by the vowel phoneme /u/ as much as 61%, followed by the vowel phonemes /o/, /i/ and /a/. Then, there is 1 consonant phoneme deletion which is dominated by the consonant phoneme /t/.

Keywords: *phoneme, phoneme deletion, on'in datsuraku, games, place names*

INTRODUCTION

Language borrowing was common in the past. Japanese people often borrow foreign vocabulary because the original Japanese language does not have the right words to describe things or expressions. For example, *nikkeru* ニッケル (*nickel*) borrowed from English often has one or two sounds added to it when loaned into Japanese. In Japanese, this is referred to as *gairaigo*.

According to Pratama and Ali (2021), each *gairaigo* vocabulary word has a meaning that is in accordance with the original vocabulary. However, as the use develops, the word eventually has *gairaigo* whose meaning changes from its original lexical meaning to a lesser meaning, and *gairaigo* that has an additional meaning that is very different

from the original meaning of the word. In the studies that have been conducted by Wahyudi (2016); Auliawan (2017); Widyanti (2020); Aryanto, Indrayani and Sidiq (2022); Paradida, Luhulima and Tarigan (2023). Therefore, the author conducts research on the obliteration of vowel and consonant phonemes in a place name, which is also related to morphophonemic.

Morphophonemic or also called *igyoutai no koutai* or *keitai on inron* has a definition according to Yanagisawa (in Nasution, 2017) which states that *keitai on inron* is included in morphology, and is a system that describes events in 2 terms of sounds on morphemes that undergo changes, and so on, which are included in morphology, with phonemes that compose/form the structure as objects.

The main focus of this research is the phoneme changes that occur when a place name is translated from the original language into the target language. Due to the difference in language use, differences often occur, especially when translating place names in a game. The step that the author will take in this study is to record the place names of the selected data, then the author will record the phonemes of the data and compare the Source Language and Target Language, and finally the author determines the class of phoneme change based on Suzuki's theory (in Nasution, 2017). This study aims to explain how the process of phoneme change occurs in the translation of place names.

LITERATURE REVIEW

Phonemes

According to Chaer (in Raditya, 2018) phonemes are small sound units (in the study of phonology) that can distinguish the meaning of words. Another opinion from Tamori and Schourup (in Aditya, 2020) says that phonemes are the smallest sound units that function to distinguish meaning, there are also collections of phonemes that can be used to describe certain nuances. Phonemes also have several classifications of their own, such as vowel phonemes and consonant phonemes.

According to Sutedi (in Ananta, Febrian and Nadzila, 2023) the Japanese phoneme consists of five vowels, several consonants, followed by an open syllable vowel. According to Ananta, Febrian and Nadzila (2023) that Japanese has only 102 syllables (including vowels), and there are words that end in closed syllables or consonants, excluding the [N] sound. Also, Japanese has 15 basic consonant phonemes, including /k/, /s/, /t/, /n/, /h/, /m/, /y/, /r/, /w/, and /g/, /z/, /d/, /b/, /p/, and /j/.

In English, phonemes are divided into two parts, according to Ladefoged and Johnson (2015) that vowels and consonants can be considered as segmental and suprasegmental. Then, Rautoy (2022) states that there are 36 phonemes in English which consist of 14 vowel phonemes, namely: /a/, /ɪ/, /u/, /i/, /e/, /æ/, /ʌ/, /ɛ/, /ʊ/, /ɑ/, /ɔ/,

/ə/, /o/, /ɜ/ and 22 consonant phonemes, namely: /j/, /h/, /w/, /ð/, /s/, /t/, /r/, /n/, /l/, /m/, /f/, /θ/, /v/, /b/, /g/, /ŋ/, /d/, /k/, /ʃ/, /ʒ/, /p/.

Phoneme Change

Phoneme changes occur when a structure makes a language switch, such as English to Japanese and vice versa.

According to Suzuki (in Nasution, 2017) that in Japanese, there are 6 phoneme changes in the morphophonemic process, namely:

1. Phoneme Deletion (*On in Datsuraku*)
2. Phoneme Abbreviation (*On in Shukuyaku*)
3. Phoneme Change (*On in Koutai*)
4. Phoneme Shift (*On in Tenkan*)
5. Phoneme Fusion (*On in Yuugou*)
6. Phoneme Addition (*On in Tenka*)

Place Name Translation

The translation of proper names according to Newmark (in Andayani, 2017) is classified into several parts, in the names of people, objects or things, and geographical terms such as place names and things related to cultural scenery (names of rivers, mountains, roads, buildings). Then, the translation method to match the target language is the Phonological method. According to Dewi and Wijaya (2020), the phonological or Naturalization translation procedure is a translation procedure that conforms the BSu spelling to the BSa spelling, such as Durian in Indonesian, becoming Dorian (ドリアン) in Japanese.

METHODOLOGY

The research method applied in this research is descriptive qualitative research method using the simak catat technique. According to Abdussamad (2021), qualitative research methods basically process deductive and inductive analysis of conclusions and analysis of the correlation between phenomena using reasoning and logic. According to Paltridge and Phakiti (2015), the purpose of qualitative research is to explore as much data as possible. Not only that, as explained by Moleong (in Dinizar and Haryanti, 2023) that this aims to achieve a deeper understanding and interpretation of the phenomena that occur in a particular context. The steps taken by the author when collecting data, namely reading and listening to the place names in the game 'Fate/Grand Order' and collecting the data into Microsoft Excel with tabulations consisting of place names, phoneme change categories, and comparisons.

To answer the problem formulation in this research, the steps that the author will take are as follows. Record the names of the places based on the language of origin of the game. The author will determine each of the phonemes. Next, the author will compare the results of determining the phonemes of the two language versions, to determine whether there is a change or not in the phonemes. After that, the author categorizes the phonemes based on the class of phoneme changes according to Suzuki's theory (in Nasution, 2017). Then, the author concluded the results of the data and described them.

The objects in this study are two identical games, but different language versions, namely the Japanese and English versions, entitled 'Fate/Grand Order' developed by Type-Moon and Lasengle. This game tells the story of a Master Fujimaru Ritsuka, with his main Servant Mash Kyrielight.

DISCUSSION

In this study, the author found that, in the translation of place names into Japanese, there is a phoneme deletion (Onin Datsuraku) of vowels and consonants using Suzuki's theory (in Nasution, 2017) occurs as shown in table 1 below.

Table 1: Vowel and consonant phoneme deletion in place name translations

| No. | Onin Datsuraku | Total |
|-----|-------------------|-------|
| 1. | Vowel Phoneme | 18 |
| 2. | Consonant Phoneme | 1 |

As can be seen from Table 1 above, there are 19 vowel phoneme omissions and 1 consonant phoneme omission in the translation of place names in Fate/Grand Order.

1. Vowal Phoneme Deletion

The dominant vowel phoneme deletion with the deletion of the vowel phoneme /u/ occurs as much as 61%, for example as follows.

Table 2: Vowel phoneme /u/ deletion

| No. | SL | TL |
|-----|----------------------------|----------------|
| 1. | /yagasumorens <u>u</u> ku/ | /yagasmolensk/ |
| 2. | /yagademens <u>u</u> ku/ | /yagademensk/ |

Based on table 2 above, it can be seen that the obliteration of the vowel phoneme /u/ occurs in the middle of two consonant phonemes, as in examples 1 and 2. These results are in line with what Suzuki (in Nasution, 2017) stated that the vowel phoneme /u/ is obliterated when Japanese is absorbed into English.

Tabel 3: Vowel phoneme /o/ deletion

| No. | SL | TL |
|-----|---------------|---------------|
| 1. | /jiguratto/ | /ziggurat/ |
| 2. | /ankaapointo/ | /anchorpoint/ |

Based on table 3 above, it can be seen that the deletion of the vowel phoneme /o/ occurs at the end of the word, as in examples 1 and 2. This result is in line with what Suzuki (in Nasution, 2017) stated that the vowel phoneme /o/ is deleted when Japanese is absorbed into English.

Tabel 4: Vowel phoneme /i/ deletion

| No. | SL | TL |
|-----|----------------|--------------|
| 1. | /yagavyajima / | /yagavyazma/ |
| 2. | /ruushi/ | /rus/ |

Based on table 4 above, it can be seen that the obliteration of the vowel phoneme /i/ occurs in the middle after and before consonant phonemes, as in example 1. It can also occur at the end after consonant phonemes as in example 2, which is in line with what Suzuki (in Nasution, 2017) stated that the vowel phoneme /i/ is obliterated when Japanese is absorbed into English.

2. Consonant Phoneme Deletion

Consonant phoneme deletion is dominant with the deletion of the consonant phoneme /t/, which occurs as much as 100%, for example as follows.

Table 5: Consonant phoneme /t/ deletion

| No. | SL | TL |
|-----|-------------|------------|
| 1. | /jiguratto/ | /ziggurat/ |

Based on table 5 above, it can be seen that the obliteration of the consonant phoneme /t/ occurs at the end after the consonant phoneme, as in example 1, which is in line with what Suzuki (in Nasution, 2017) stated that the consonant phoneme /t/ is obliterated when Japanese is absorbed into English.

However, because the samples found in this study are very minimal, further research needs to be done on consonant phoneme deletion.

CONCLUSION AND RECOMMENDATION

Based on the research conducted by the author, it can be concluded that in the translation of place names into English from the 10 data analyzed, there are 18 vowel phoneme omissions, dominated by the vowel phoneme /u/, followed by the vowel phonemes /o/, /i/ and /a/. Then, there is 1 consonant phoneme deletion which is dominated by the consonant phoneme /t/. This research has not been studied in depth, so it is hoped that more in-depth and extensive research can be carried out in the future.

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