



# Micro-Translation Strategies Used by Characters' Conversation In "Sleeping Beauty" Animated Film and Their Translation Quality Assessment

Meilda Retnowati Susanto\*<sup>1</sup> and Raden Arief Nugroho<sup>2</sup>

<sup>1,2</sup> Universitas Dian Nuswantoro, Jl. Imam Bonjol No.207, Semarang, Indonesia  
311202102397@mhs.dinus.sc.id

**Abstract.** This research analyze the conveyed messages from the source language to the target language, operating at the levels of words, phrases, clauses, or sentences through the implementation of 12 micro translation strategies. This translation research focuses on the Indonesian subtitle with its English transcript in character conversation within the animated movie entitled "Sleeping Beauty" released in 1959 as the data set. The data collection techniques used include observation, simple random sampling and non-participatory technique. The research employs a descriptive qualitative approach since the data in this study are presented in the form of words or sentences. The analysis involves the application of the 12 micro strategies proposed by Schjoldager [31]. To assess the translation quality of the dialogues in the animated film "Sleeping Beauty", the researchers apply the framework presented by Nababan [18]. Within this study, an analysis of the conversation in the animated films revealed the utilization of seven micro translation strategies: Condensation (30%), Direct Translation (20%), Substitution (10%), Explication (10%), Addition (10%), Adaptation (10%), and Direct Transfer (10%). Beyond examining these micro-translation strategies, the researchers also investigate the overall quality of the translation in the character dialogues in the animated Film "Sleeping Beauty."

**Keywords:** Animated Film, Micro-translation Strategies, Translation Quality, Subtitle, Translation.

## 1 Introduction

The animated film entitled "Sleeping Beauty" which was released in 1959 has a unique English structure when compared to most animated films today. The use of language shows a high level of formality and the use of some words is quite foreign to appear in several animated films. This is because the setting of "Sleeping Beauty" animated film is in the 1400s with a Kingdom theme which makes the English transcript tend to be aristocratic. Due to the romance cartoon genre and its fame as one of Disney's animated films, there are several translators who translate the English transcript in this animated film into Indonesian. The translation is in the form of film subtitles that can be freely accessed on the internet nowadays. Because of this, the researchers wanted to know,

identify and discuss what translation strategies were used by one of the animated film translators. The researchers also wanted to know how the translator's use of the strategies affected the quality of the translation.

Several studies have been conducted on relevant topics such as translation strategies and subtitle analysis indicating the need for further research in this area. The most relevant research to this research is the study by Fitria on English to Indonesian Subtitle Translation techniques whose data were taken from the Doraemon animated film "Stand by Me" [6]. Although the research focuses on animated film subtitles, the research does not discuss old animated films set in the year 1400 and with a kingdom theme like "Sleeping Beauty". Next, there is research on the analysis of translation techniques used in subtitles for a film titled "The King's Speech" [33]. The research examines historical drama biographical films and not animated films. Another research from the same year is research on translation strategies applied for translating idiomatic expressions in literary works by [4]. The research investigates translation strategies of the idiomatic expressions in the novel "The Maze Runner." Although the research examines translation strategies similar to this research, the types of data and media are quite different. Researchers also found a study on translation strategies in titles of many animated films by Wang and Ji [34]. Despite having the same research about animated films, this research did not analyze the subtitles of the character's conversations this further shows the novelty of micro-translation strategies used by characters' conversation in "sleeping beauty" animated film and their translation quality assessment research. In addition, the latest research on micro-translation strategy analysis found is by [2] which examined the micro-translations used by the Main Characters in the Conversation subtitle of the Guardians of the Galaxy Vol 2 film. This research has similarities with our research in terms of focusing on micro-translation strategies and using subtitles as primary data. However, this study is quite different because it focuses on the main characters of live-action films, not characters in animated films.

This research shows plenty research base on translation strategies and subtitle analysis and reveals significant gaps, especially in the context of old animated films and their translation challenges. This research aims to fill this gap by providing a comprehensive analysis of micro-translation strategies and the quality assessment in the animated film "Sleeping Beauty".

The purpose of this study is to identify what micro-translation strategies are used by one of the translators of the animated film "sleeping beauty" along with the quality of the translation. The identification of micro-translation strategies involves 12 translation strategies according to Schjoldager [31]. To assess the translation quality of the dialogues in the animated film "Sleeping Beauty" the researchers apply the framework presented by [18]. After that, the gathered data were analyzed and classified based on the category from the mentioned framework. By conducting this research, the researchers want to be able to contribute to providing knowledge in the form of old animated film translation data that can be used as a comparison of translations for other researchers. The researchers of this research also hope that this research can provide sufficient

contributions regarding the development of translation theory in the field of animated films.

## 2 Literature Review

Translation, a written medium whose primary purpose is for communication usually involving people of different languages, cultures, and backgrounds. Translation is considered a form of communication because it involves conveying messages from the sender to the receiver [11]. Translation exists so that people can share their perspectives on many things in the world. Translation is also a commonly offered course in academic programs focused on language studies [25]. Translation involves finding equivalents in the target language to convey the source text's message accurately and logically [7]. The form of conveying the meaning of a particular text from one language to another language according to what the author intended is called translation [20]. Translation is an activity that is not just converting words or sentences from one language to another carefully, it has to be done perfectly [24]. When the meaning of a text from the source language is transferred a text that has been written in the target language., this is called translation [10]. The transfer of meaning can also be done by following the grammatical and lexical structure of the target language [10].

Translation strategy is a term that is quite popular among translation researchers because it provides a systematic approach to solving translation problems. Translation strategies can also be used to ensure accuracy and effectiveness in conveying meaning across differences in language and culture. Micro-translation strategies help translators think about how the original text affects the translation and encourage them to use a communicative approach [23]. The micro-strategies by [31], used in this research are divided into 12 classifications and shown in the table below:

**Table 1.** Micro-translation strategies by Schjoldager.

No.	Micro-translation strategies	Definition
1.	Direct Transfer	Transferring without making any changes.
2.	Calque	Transferring the structure or providing a very close translation.
3.	Direct Translation	Translating in a word-for-word procedure.
4.	Oblique Translation	Translating in a sense-for-sense procedure.
5.	Explicitation	Making implicit information to be explicit.
6.	Paraphrase	Translating rather freely or rephrasing.
7.	Condensation	Translating in a shorter way, usually involving implication (explicit to implicit).
8.	Adaptation	Recreating the effect entirely or partially.
9.	Addition	Adding a unit of meaning.

10.	Substitution	Changing the meaning to fit cultural or linguistic context.
11.	Deletion	Removing a certain unit of meaning.
12.	Permutation	Rearranging the order of words or phrases.

To achieve high-quality translations, translators must understand various factors that form the basis for evaluating translation quality [16]. Translation quality assessment plays an important role in ensuring that a translation is accurate and culturally relevant and can be easily understood by the target audience. The goal of evaluating a translated text is to measure its effectiveness concerning linguistic functions including syntax, semantics, and pragmatics, and its cultural context and expressive capabilities [1]. To assess the translation quality of the dialogues in the animated film "Sleeping Beauty", the researcher applies the framework presented by Nababan [18]. This framework categorizes quality of a translation based on three essential aspects, which are: accuracy, acceptability, and readability. Accuracy in translation is an essential element of the translation process [26]. Accuracy is the extent to which the message can be conveyed correctly, readability is the measurement of understanding when the readers read the text, and the last one is acceptability, which is reader's ability to accept and understand translated product [17]. From the results of the score assessment based on each of these aspects, the final result of assessing the quality of a translation product will be formed, which is shown on a scale of 1 to 3.

Animated films are a type of media that combines two main things which are visuals and audio. Animated film is a type of films that somewhat has a unique and creative form in terms of many aspects of filming. Animated films are quite distinct from other films because the film created at the production stage is unusual, different in many terms [5]. Animated films are moving images that are created using animation techniques, where individual images, paintings, illustrations, or images produced through a computer are photographed frame by frame. The illusion of movement will be created once these frames are played sequentially. Animated films themselves can be made using a variety of different methods including techniques like classic hand-drawn, stop-motion, as well as CGI (computer-generated imagery). It is similar to cartoons, as they are contextually connected to the situations that take place in society [22]. Most animated films able to attract audiences of all ages by offering a variety of genres ranging from children's cartoons to complex adult narratives.

Conversation is when people engaged in a communication and exchange ideas or information. Conversations serve multiple purposes, such as forming relationships with numerous friends or colleagues, exchanging information, negotiating deals, or potentially causing harm to others [12]. Conversations include both verbal and nonverbal components, highlighting participant roles, turns taking, and the importance of context in shaping interactions [9]. Conversational dialogue is when two or more people talk with each other, taking turns to speak, each person responds to what the others say, which helps the conversation keep going and makes it more interesting [8].

Subtitling has become one of the most extensively researched areas in translation studies [3]. Subtitling is also one form of translation in the global era where the level of need is very high in the film industry. This is due to the increasingly advanced level of globalization thanks to the internet, many works in various media from various languages require subtitles so that fans of works from other countries can enjoy the work. Subtitles are also a form of translation in text form of a foreign language film. The purpose of creating subtitles is so that film viewers can understand what the characters in a film are saying. According to the book entitled *Dictionary of Translation Studies*, subtitling is a process of providing captions (text on the screen) that are time-synchronized with dialogue in conversations in films, television and opera [32].

Walt Disney's animated film "Sleeping Beauty" is a 1959 American musical fantasy animated film distributed by Buena Vista Distribution, the film was directed by Wolfgang Reitherman, Eric Larson, and Les Clark. The animated film tells the story of Princess Aurora who was cursed at birth by a witch named Maleficent. Maleficent cursed Princess Aurora because she was upset that King Stefan and his Queen did not invite her to attend Princess Aurora's birth celebration. The witch cursed Princess Aurora to die by being pricked by a needle before sunset on her sixteenth birthday. The curse was later realized, but thanks to the efforts of three kind fairies and Prince Philip, Aurora was finally awakened by true love's kiss. This musical fantasy animation really spoils the audience with its distinctive music and rhythmic dialogue.

### 3 Research Method

Since the data in this research are presented in the form of words or sentences the research employs a descriptive qualitative approach. This methodology is applied to scrutinize the translation of words in the dialogues used by the characters in "Sleeping Beauty" based on [31]. This chosen method aims to achieve a comprehensive understanding, formulate theories, and depict the facts embedded in the data. Qualitative research, as stated by [13], is conducted to comprehend phenomena in the research subjects. Furthermore, this research is inherently descriptive, where the acquired data will be elucidated through verbs, aiming to ensure an accurate and factual examination of the details and attributes. The data source for this study is an animated film "Sleeping Beauty" English transcript and its Indonesian subtitle. The researcher collected the data after watching, examining and reading both its English transcript and its Indonesian subtitle of the animated film. This research uses simple random sampling method to facilitate research so that the analysis process becomes more efficient with intention to only gathering 50 data. The gathered data from this animated film mainly comprises dialogue in conversations among the characters. The analysis involved the identification of the 12 micro strategies proposed by [31] and Translation quality assessment by [18], which will served as a framework for this research.

### 3.1 Research Design

This study employs a descriptive qualitative method to examine the data that have been collected. A qualitative approach is research that produces descriptive data, this data was then presented in oral or written format [14]. A population, situation, or phenomenon is characterized through the qualitative descriptive method [21]. Qualitative research typically analyzes people's actions and words in a narrative or descriptive manner, closely reflecting participants' experiences [27]. With this approach the researcher acts as the main research tool, the researcher also uses different techniques to collect data. This analysis is carried out by paying attention to details and finding meaning and general patterns from the research results.

### 3.2 Unit of Analysis

The unit of analysis in this research is the 50 random dialogues in conversation from all of the characters, as seen in the subtitle of the film "Sleeping Beauty". In this study, 50 excerpts were selected from the complete script to ensure a manageable yet representative sample of the conversational dialogue. This study examines the translation from Source Language (English) to Target Language (Indonesian) in the form of animated film subtitles "Sleeping Beauty".

### 3.3 Source of Data

This study's data are objective, which is sourced directly from both the source text and the target text [29]. The data in this research were obtained from the animated film "Sleeping Beauty" English transcript and its Indonesian subtitle. Data take form of random conversational dialogue between all the characters in the animated film to minimize characters selection bias. The English transcript (Source Language) was taken from the website [disneyprincess.fandom.com](http://disneyprincess.fandom.com) and the Indonesian subtitles (Target Language) were taken from the [subdl.org](http://subdl.org) website made by Yudislie that had been re-edited by Leonard Adiarto.

### 3.4 Technique of Data Collection

This research employed random sampling method while gathering all the data. The method of data collection employed in the research is observational using non-participant observation. This means the researchers engage solely in observational activities [30]. The steps below are the researcher explanation on how to get and collect the data, as follows:

**Selecting Data.** The researchers looked for old animated films that use English as its source language and found an animated film entitled "Sleeping Beauty".

**Extracting Data.** The researchers looked for the English transcripts, the researchers then accessed and downloaded English transcripts from [disneyprincess.fandom.com](http://disneyprincess.fandom.com) with the Indonesian subtitles from the [subdl.org](http://subdl.org) website.

**Organizing Data.** The researchers created a spreadsheet using Microsoft Excel, with columns for English dialogue, Indonesian subtitles, character names, and timestamps. All data were then entered into a spreadsheet by the researcher.

**English Transcript and Indonesian Subtitle Verification.** The alignment between the English transcript and the Indonesian subtitles was then checked to ensure that both match each other. Character names and context are reviewed for correctness.

### 3.5 Technique of Data Analysis

First, the researchers identifying 50 of each character's random conversational dialogue. Second, the researchers making componential excerpt, after everything was finished, the researcher then made a complete copy of the data from the component analysis. This excerpt contains the source language, target language, translation techniques, and translation quality which includes Accuracy, readability and Acceptability can be seen on table 2.

**Table 2.** Componential Excerpt of The Data.

Source Language (English)	Target Language (Indonesian)	Micro-translation Strategies	Translation Quality
"Why no, your majesty."	"Kenapa? Tidak, Ratu"	Direct Translation	2

Last, the final step taken by the researcher was to give complete conclusions regarding the result of data analysis.

## 4 Result and Discussion

### 4.1 Result

The results of the analysis of the use of micro-translation strategies on data from the animated film "Sleeping Beauty" which have been carried out by researchers can be seen in the following table:

**Table 3.** Percentage of Micro-Translation Strategies Used from The Data.

Micro-translation strategies	Quantity	Occurrence
Direct Transfer	5	10%
Calque	0	0%
Direct Translation	10	20%
Oblique Translation	0	0%
Explicitation	5	10%
Paraphrase	0	0%
Condensation	15	30%
Adaptation	5	10%
Addition	5	10%

Substitution	5	10%
Deletion	0	0%
Permutation	0	0%
<b>Total</b>	<b>50</b>	<b>100%</b>

From the table 3, the results showed micro-translation strategies employed in the 50 random data from the animated film "Sleeping Beauty" only 7 of the 12 micro-translation strategies were found by the researchers. These strategies from the most to the less occurrence in the 50 data are 15 Condensation (30%), 10 Direct Translation (20%), 5 Substitution (10%), 5 Explication (10%), 5 Addition (10%), 5 Adaptation (10%), and 5 Direct Transfer (10%).

**Table 4.** Translation Quality Assessment From The Data.

<b>Translation Quality Assessment (accuracy, acceptability, and readability combined)</b>	<b>Data Quantity</b>	<b>Percentage</b>
2,1≤score≤3 (high)	29	58%
1,1≤score≤2 (good)	21	42%
0≤score≤1 (poor)	0	0%
<b>Total</b>	<b>50</b>	<b>100%</b>

From table 4, the researcher found that most translations have fairly good accuracy, acceptability, and readability because almost half of the data is scored high and none considered as poor quality. Of the 50 data, 29 (58%) received a high score between a score of 2.1 to a score of 3 from the average number of each aspect assessed. The 21 data (42%) assessed as good quality and none assessed as poor.

## 4.2 Discussion

From the data that had been analyzed, the researchers find out that the translator of the target language subtitles (Indonesian) tend to use condensation and direct translation as their strategies in translating. The researchers realize that translator predominantly use condensation strategy, because in the world of translating, if the translation word count is too long with an inappropriate duration of appearance, its readability as a subtitle will be poor. From these findings, the researchers found that the translator wants to provide a short, clear, and concise translation to improve its readability as a subtitle. The translator also tries as much as possible to maintain the existing sentence structure of the source language (English). From the results of the researchers' analysis, the quality of the translation produced cannot be said to be very good, because of the many uses of direct translation from English to Indonesian which causes the structure of the translation to be inconsistent with its context. This is because the sentence structure of Indonesian is quite different from English, for examples Indonesian sentence "*Kantor Kepala Sekolah*" and the English translation "*Principal office*". The Indonesian places the specific location (office) before the description of who it belongs to, while English



uses a possessive form to describe the office. A translation is only deemed acceptable when it aligns with the culture, norms, and customs of the target language [28]. In terms of quality, word-for-word or direct translations tend to be inaccurate and it is very unfortunate that in this subtitle the translator often uses this strategy. To show the researchers' point, the researchers present seven sample of the data shown in tables 5, 6, 7, 8, 9, 10, and 11.

**Table 5.** Componential Excerpt of The Data No. 29.

Source Language (English)	Target Language (Indonesian)	Micro-translation Strategies	Translation Quality
“That’s for the feet to go through.”	“Itu untuk dilalui kaki.”	Condensation	3

From the analysis in table 5, the translator successfully translated the source language consisting of 7 words into only 4 words while maintaining the content of the source language message. Because of this, the translation looks clearer and shorter, in accordance with the rules of writing subtitles where readability is prioritized. Sentences that are too long will only make the subtitles unreadable because there is a duration for the appearance of subtitles, therefore the translator's translation is found to often use a condensation strategy.

**Table 6.** Componential Excerpt of The Data No. 17.

Source Language (English)	Target Language (Indonesian)	Micro-translation Strategies	Translation Quality
“Even walls have ears.”	“Bahkan tembok memiliki telinga.”	Direct Translation	2

From the analysis presented in table 6, the researcher found that the translator often uses a direct translation strategy where the source language is translated word for word. From table 5 it can be seen that the target language writing structure is exactly the same as the source language, even the number of words in the sentences is still exactly the same with total 4 words. The use of this strategy is expected by the researchers will might confuse the audience with the context of the translated message.

**Table 7.** Componential Excerpt of The Data No. 18.

Source Language (English)	Target Language (Indonesian)	Micro-translation Strategies	Translation Quality
“Maleficent?”	“Maleficent?”	Direct Transfer	3

From the data in Table 7, the translator left the name of one character unchanged. This aligns with the definition of Direct Transfer explained by the researchers, which involves transferring the name without any modifications. It can be seen that by using this strategy, the translator strictly adhered to the principle of not altering any content to preserve its originality. Characters names that are difficult to pronounce are usually changed to more familiar Indonesian names in Indonesia but the translator choose to keep its authenticity of the names. This strategy is useful for making the Indonesian audience recognize the names of foreign cultures and learn how to spells name of the character and build up sense of familiarity.

**Table 8.** Componential Excerpt of The Data No. 1.

Source Language (English)	Target Language (Indonesian)	Micro-translation Strategies	Translation Quality
"Even the rebel."	"Bahkan rakyat jelata."	Explication	2

In table 8, it can be seen that the translator explicitly translated the word "*rebel*" into "*rakyat jelata*". The translator tried to show the Indonesian audience what the original intention or view of Maleficent's character was towards the 3 good fairies. However, because of this, perhaps some Indonesian audiences will feel confused between the relationship between "*rakyat jelata*" word and the "*rebel*" that had different meaning if it was translated word-for-word and also the identity of the fairies who do not look like "*rakyat jelata*" at all.

**Table 9.** Componential Excerpt of The Data No. 11.

Source Language (English)	Target Language (Indonesian)	Micro-translation Strategies	Translation Quality
"Oh, silly fiddle fiddle!"	"Oh, basa basi yg bodoh."	Adaptation	2,3

In table 9, the translator successfully translated the source language sentence to be more acceptable to the Indonesian audience. What is unfortunate is that the translator translated the target language with a structure similar to the source language. Grammatically, the phrase "*basa basi yg bodoh*" is understandable, but its meaning can feel uncommon or inappropriate in everyday language usage. "*basa basi yg bodoh*" itself already means light conversation and is usually considered something that is not too important, so adding the word "*stupid*" might sound excessive or even reduce the logical meaning. The translator also uses the abbreviation "*yg*" which in Indonesian is usually an abbreviation meaning "yang". The use of abbreviations in translation is highly discouraged because it is not certain that all viewers will understand the full meaning of the abbreviation.

**Table 10.** Componential Excerpt of The Data No. 12.

Source Language (English)	Target Language (Indonesian)	Micro-translation Strategies	Translation Quality
"Of course not. But what will?"	"Tentu saja tidak, tapi apa yg akan berhasil?"	Addition	2,6

The translation in table 10 involves an addition strategy, which introduces additional information in the target language to clarify or complete a message that may be implied in the source text. As in table 10, the translator adds the word "*berhasil*" in the end of the target language sentence to clarify the source language sentence so that the Indonesian audience can better understand the meaning of the character speech. In this translation the translator keep translated the target language with a structure similar to the source language.

**Table 11.** Componential Excerpt of The Data No. 40.

Source Language (English)	Target Language (Indonesian)	Micro-translation Strategies	Translation Quality
"To Prince Phillip, dear."	"Sama Pangeran Philip, sayang."	Substitution	2

In Table 11, the translator uses language that is less formal in the target language compared to the source language. The context of this translation is when Aurora asks one of the good fairies whom she was betrothed to since infancy. In this context, Fauna, one of the three good fairies, responds to Aurora's question, and the translator renders the source language into a more casual, everyday Indonesian speaking style. Although the choice of the target language style aligns with casual, everyday Indonesian, this creates an inconsistency in the language style used by the translator for the target language. When examining other translation results used as data in this research, most of the translations are rendered in formal Indonesian rather than casual or informal language. This could potentially result in the formal style of the source language not being conveyed to the Indonesian audience properly.

As mentioned by the researchers in the results section, the assessment of the translation quality shows almost an equal distribution between high and good quality although the translation is a little more inclined towards high quality. To strengthen the researchers statement of the quality of the translations, the researchers present representative sample of the data shown in tables 7 using [19] framework.

**Table 12.** Translation Quality Assessment of the Data Sample

No.	Source Language (English)	Target Language (Indonesian)	Score		
			Accuracy	Acceptability	Readability
1	"Oh dear, what an awkward situation."	"Oh, sayang, suasana menjadi canggung disini."	2	2	1
2	"Listen well, all of you!"	"Dengarkan baik-baik, kalian semua."	3	3	3
3	"Don't you see, a flower can't prick its finger."	"Kalian lihat? Bunga tidak bisa menusukkan jarinya."	2	2	2
<b>Total</b>			<b>7</b>	<b>7</b>	<b>6</b>
<b>Average Score</b>			<b>2,3</b>	<b>2,3</b>	<b>2</b>

From Table 12 the average scores for each sample range between 1.6 and 3, which means the translations cannot be considered poor. Even after averaging the scores of the three samples, the average score never falls below 2. The average scores for the three samples also show that the translations are not entirely perfect. Based on Table 12, the researchers believe that the claim of no poor translations is valid. The researchers assessed the translations according to the standards of the three quality aspects which are accuracy, acceptability, and readability. As can be seen in table 12 where in data number 1 the translation does not appear to flow in the choice of word placement and almost every sentence is translated word for word so the researcher only give score under around 2 below for each aspect.

There are several previous studies found by the researchers that were quite related to this research topic in several ways. A research by [2] is quite similar to this research if judging directly from the title. The research also uses subtitles as the main research data, similar to this research which also focuses on subtitles from films. The difference that is quite clear is how the research shows how detailed the data sample requirement is, meanwhile in this research the researchers took samples not only from the main characters of the film. The type of data type is also slightly similar, the difference is that this research focuses on animated films. From [2] research, the theory used in analyzing micro translation strategies and translation quality assessment is quite the same theory as this research. The method used in this research is the descriptive qualitative method with the use of [31] followed by an assessment of translation quality by [19]. In general, both research is quite similar, but the research does not discuss old animated films at all. In terms of media type, even though our data is both about films, the type of data between our studies is quite different. From their research, the most frequently appearing strategy, reaching 77 data with a percentage (42.55%) is the direct translation strategy. Different from this research, [2] research assesses that the direct translation strategy makes all source language information conveyed correctly. Another research to be discussed is research about Translation Technique of English to Indonesian Subtitle in Doraemon "Stand by Me" Movie by [6]. [6] research examines techniques for translating English subtitles into Indonesian in the Doraemon animated film entitled "Stand by Me". In terms of research, the researchers did not find much difference because in terms of the type of data analysis and data type, the research examined similar ones. The data from the research are also more general like this research, namely in the form of expressions or sentences from the subtitles of animated films without the use of details to filter the data. Even though both researches have quite close similarities, the research still cannot be said to be completely the same, because the data analyzed are animated films that cannot be said to be old. This is because the film *Fitria* researched was released in 2014, unlike this research which involves animated film from year 1959. The theory of translation techniques used is also different because [6] research mentions the use of the theory of 18 translation techniques according to [15]. In contrast to this research, [6] research had a positive result regarding the translation, [6] concluded that the translation quality of the movie is accurate, acceptable and readable.

In this research, subjectivity in assessing and classifying micro-translation strategies and its quality assessment could be a source of bias. Although using Schjoldager theory to identify micro-translation strategies and Nababan et. al. framework to assess the translation quality provides a consistent framework, human judgment always has an acknowledged element of subjectivity. Inaccuracy of measurement in identifying and classifying the data can also be a problem because even though the auto-expert judgment method has been used, there is the possibility of errors in identifying the data. In this research alone there were only 50 data analyzed, and although this gives a fairly good picture of the use of micro-translation strategies in the movie, the number could be said to be too small compared to the entire transcript in the movie. This research has several limitations which are acknowledged by the researchers themselves. The most obvious limitation of this research is the small data sample size because the sample

were obtained by applying using random sampling. Further research related to this research involving all of the data without random sampling method in the animated film "Sleeping Beauty" is needed to provide more comprehensive research results. Indonesian subtitle translations of this animated film with a version that does not use much direct translation are very necessary for comparative research on the impact of minimal use of direct translation to strengthen or weaken researcher's hypothesis. This research will be useful for translators and translation researchers who want to compare the translation of classic-formal English language animated films into Indonesian that existed before and those that are currently available in 20th century. The researcher concluded that these findings has answered all the problems mentioned by the researchers.

## 5 Conclusion

Based on the research conducted on micro-translation strategies and translation quality in the dialogues of the animated film "Sleeping Beauty," it is known that the translator applies various micro-translation strategies. Only 7 of the 12 micro-translation strategies according to (Schjoldager, 2008) were found by the researchers in this study. These strategies include Condensation, Direct Translation, Substitution, Explication, Addition, Adaptation, and Direct Transfer. Of the seven strategies, Substitution, Explication, Addition, Adaptation, and Direct Transfer are relatively less frequently used with only a percentage of (10%) each. In contrast, Direct Translation and Condensation appear as the most frequently used strategies, with Condensation appearing fifteen times (30%) and Direct Translation appearing ten times (20%) in the data set taken using the random sampling method. The evaluation of the translation quality in the context of the dialogues of the animated film "Sleeping Beauty" tends to be good. This is shown from the 50 data, 29 (58%) of the translation received a score of high quality for accuracy, acceptability, and readability, and 21 (42%) of the other data received a score of good quality. The researchers concluded that according to the results of the Indonesian translation (TL) from the existing data, the translator focused on providing a short, clear translation and wanted to maintain the original structure of the English transcript (SL). Therefore, researcher estimates that many target viewers might become confused about the original meaning of the film by this because the sentence structure of Indonesian language is quite different from English sentence structure.

**Disclosure of Interests.** The authors have no competing interests to declare that are relevant to the content of this article.

## References

1. Al-Qinai, J. (2000). Translation Quality Assessment: Strategies, Paramaters and Procedures. *Meta: Journal des traducteurs*, 45(3), 497–519.
2. Astiningsih, D. A., & Nugroho, R. A. (2024). Analysis of Micro Translation Strategies Used by the Main Character in Subtitle Conversation Movie "Guardians of the Galaxy Vol 2". *Journal of English Language Teaching and Linguistics*, 9(1).

3. Basari, A. and Nugroho, R.A. (2017). The Use of *Aegisub* in Teaching Audiovisual Translation Classes: A Review On IT-Based Subtitling Course. *The 1st Education and Language International Conference Proceedings Center for International Language Development of Unissula*.
4. Baihaqi, A. (2022). Translation strategies for idiomatic expressions in literary works. *GENTA BAHTERA: Jurnal Ilmiah Kebahasaan dan Kesastraan*, Faculty of Teacher Training and Education, Universitas Sultan Ageng Tirtayasa. Copyright©2022. ISSN: 2503-2135 (print), 2656-1085 (online).
5. Bordwell and Thompson. 1997. *Film Art: An Introduction Volume 3*. Mcgraw- Hill Company Inc.
6. Fitria, Tira Nur. (2015). Translation Technique of English to Indonesian Subtitle in Doraemon "Stand by Me" Movie. UMS Digital Library.
7. Iriawan, K.N.P. and Nugroho, R.A. (2023). Translation Techniques of the Complex Sentences in Bilingual Textbook Science Biology 3 for Junior High School Grade IX Published by Erlangga. *International Journal of Education and Literature*, Vol. 2(3), 2023.
8. Kendon, A. (1990). *Conducting Interaction: Patterns of Behavior in Focused Encounters*. Cambridge University Press.
9. Knapp, M. L. (1997). *Nonverbal communication in human interaction*. Harcourt Brace College Publishers.
10. Larson, M.L. (1984). *Meaning-Based Translation*. Lanham: University Press of America.
11. Larassati, A., Setyaningsih, N., Nugroho, R.A., Suryaningtyas, V.W., Cahyono, S.P. and Pamelasari, S.D. (2019). Google vs. Instagram Machine Translation: Multilingual Application Program Interface Errors in Translating Procedure Text Genre. *Proceedings - 2019 International Seminar on Application for Technology of Information and Communication: Industry 4.0: Retrospect, Prospect, and Challenges, iSemantic 2019*. DOI: 10.1109/ISEMANTIC.2019.8884334
12. Meilany, D.A. and Nugroho, R.A. (2024). Conversation Analysis between Shakira and Jimmy Falon "Shakira's Music Teacher Wouldn't Let Her Join the School Choir" At the Tonight Show. *Paramasastra: Jurnal Ilmiah Bahasa Sastra dan Pembelajarannya*, Vol. 11(1), 2024.
13. Meleong, & J. (2017). *Metode Penelitian Kualitatif*. Bandung. PT. Remaja Rosdakarya Offset.
14. Moelong, L. J. (2005). *Metode Penelitian Kualitatif*. PT. Remaja Rosdakarya.
15. Molina, L. and Albir, A.H. (2002). *Translation Techniques Revisited: A Dynamic and Functionalist Approach*. Vol.47. Meta.
16. Muhaya, R.E. and Nugroho, R.A. (2024). Features of Legal Language and Its Translation Analysis in Indonesian-English "Settlement Termination Agreement". *JELTL (Journal of English Language Teaching and Linguistics)*, Vol. 9(1), 2024.
17. Nababan, M. R. (2004). Strategi Penilaian Kualitas Terjemahan. *Jurnal Linguistik BAHASA*.
18. Nababan, Nuraeni & Sumardiono. (2010). Pengembangan Model Penilaian Kualitas Terjemahan. Laporan Penelitian Hibah Kompetensi. Surakarta: Universitas Sebelas Maret.
19. Nababan, M.N., Nuraeni, A., and Sumardiono. (2012). Pengembangan Model Penilaian Kualitas Terjemahan. *Kajian Linguistik and Sastra*, 24(1).
20. Newmark, P. (1988). *A textbook of translation (Vol. 66)*. New York: English Language Teaching.
21. Normalita, A. and Nugroho, R.A. (2023). Changing the "Body" of BBC News: a Study of News Headlines Translation Techniques. *5th International Conference on Language, Linguistics, and Literature (COLALITE 2023)*. Atlantis Press.

22. Nugroho, R.A. (2010). Rapport and Address Terms in Family Guy Cartoon: Can (Targeted) Audience Identify a Social Dimension of Relationship? *Journal LITE* 6(2). Retrieved from: <https://publikasi.dinus.ac.id/index.php/lite/article/download/490/993>
23. Nugroho, R. A. (2013). *The Use of Microstrategies In Student's Translation*. UNS Jurnal of Language Studies.
24. Nugroho, R.A., Basari, A., Suryaningtyas, V.W., Setyaningsih, N., Cahyono, S.P., and Larassati, A. (2019). Translation as an Alternative to a Language-Based Vocational Course at the Undergraduate Level. *1st Vocational Education International Conference (VEIC 2019)*. Atlantis Press.
25. Nugroho, R.A., Basari, A., Suryaningtyas, V.W., Cahyono, S.P. (2020). University Students' Perception of Online Learning in Covid-19 Pandemic: A Case Study in a Translation Course. *Proceedings - 2020 International Seminar on Application for Technology of Information and Communication, iSemantic 2020*, 548–553.
26. Nugroho, R.A., Muljono, and Nababan, M.R. (2022). Accuracy in Translations by Visually-Impaired Students and Its Implications for Competence and Improvement Aspects. *Theory and Practice in Language Studies*, 12(9).
27. Pangaksmi, O.A. and Nugroho, R.A. (2023). Discovering the Identity of Pun in English and Indonesian Subtitles: A Study of Pun Translation Strategies in "The SpongeBob Movie: Sponge on the Run". *5th International Conference on Language, Linguistics, and Literature (COLALITE 2023)*. Atlantis Press.
28. Pratama, A.A., Ramadhan, T.B.L, Elawati, F.N., and Nugroho, R.A. (2021). Translation Quality Analysis of Cultural Words in Translated Tourism Promotional Text of Central Java. *JELTL (Journal of English Language Teaching and Linguistics)*, Vol. 6(1), 2021.
29. Shafira, D.B. and Nugroho, R.A. (2023). Translation Error Types Analysis on TikTok Indonesian-English Auto-Translation Content. *International Seminar SEMANTIKS & PRASASTI 2023 Theme: Language in the Workplace (PRASASTI 2023)*. Atlantis Press.
30. Shalekhah, R.A., Estayani, S.A., Sari, M., Nugroho, R.A. (2020). Linguistic Politeness Analysis of Indonesia's Prominent YouTube Influencers. *JELTL (Journal of English Language Teaching and Linguistics)*, Vol. 5(3), 2020.
31. Schjoldager, A. G. (2008). *Understanding Translation*. Aarhus: Academia.
32. Shuttleworth, M., & Cowie, M. (1997). *Dictionary of Translation Studies*. Routledge.
33. Wafa, H., & Amalia, H. N. (2022). Analysis of translation technique used in the movie subtitle entitled "The King's Speech". *Literasi*, 1(2), 29.
34. Wang, Y., & Ji, X. (2021). A study of translation strategies of animated film titles from the perspective of ecotranslatology. *Journal of Language Teaching and Research*, 12(1), 88-98.

**Open Access** This chapter is licensed under the terms of the Creative Commons Attribution-NonCommercial 4.0 International License (<http://creativecommons.org/licenses/by-nc/4.0/>), which permits any noncommercial use, sharing, adaptation, distribution and reproduction in any medium or format, as long as you give appropriate credit to the original author(s) and the source, provide a link to the Creative Commons license and indicate if changes were made.

The images or other third party material in this chapter are included in the chapter's Creative Commons license, unless indicated otherwise in a credit line to the material. If material is not included in the chapter's Creative Commons license and your intended use is not permitted by statutory regulation or exceeds the permitted use, you will need to obtain permission directly from the copyright holder.

