INTRODUCTION

Audiovisual Translation (AVT) is a study related to translation and creates an act of interpretation that is characterized by interaction in spoken and handwritten form in the presence of sound and images. In this interpretation, there are three common types, namely subtitling, dubbing, and voice-over. Gambier (2003) stated "subtitling is the verbal dialogue from one or two written lines and from one language to another language or more." (p.172) By referring to Gottlieb (2005) "dubbing is a procedure that changes an original dialogue of an audiovisual text from the source language and then replaces it with a re-record version in the target language." (p.4) Meanwhile, voice over is a technique that uses voice to translate in verbal in a target language (TL) and is used simultaneously with the source language (SL) voice (Cintas and Orero 2006). In addition, Kuhn and Westwell (2012) defined that the voice of a narrator that is offscreen and a voice that is heard does not belong to a character that is speaking on screen. Based on those definitions, subtitling, dubbing, and voice-over, there could be said that the three types of AVT have the same point, that is transfer from source language into target language with each own technique, usually that found at media talk.

Based on the previous explanation, the spoken conversation from one or two written lines and from one language to another or more languages are known as subtitling. Cintas and Remael (2020) identified that there are four translation quality parameters which consist of: (1) transfer and content (including accuracy, completeness, and logic). (2) Spelling, grammar, and punctuation. (3) The ability to read (ease of comprehension and coherence between individual subtitles). (4) Suitability (socio-cultural features of the audience). Besides that, Cintas and Remael say, there are also four technical parameters. Parameters consist of: (1) style guide (2) speed, (3) spotting, (4) formatting. These translation quality parameters and technical parameters are used for subtitling quality.

This research has been the subject of several earlier studies. The first study is based on Widyatno's (2011) thesis, The Analysis of Slang Words Translation in the Film: The Rocker. The purpose of this research is to evaluate the translation quality in terms of accuracy, acceptance, and categorization when translating subtitles in a movie. This study used a descriptive qualitative. The data analysis is based on some theories. The first is to determine the translation quality accuracy by Shuttleworth & Cowie (1997, p.3), the second is translation quality acceptability by Nababan (2008, p.23). Gottlieb proposed a method of subtitling strategy. The researcher noted that there are 82 data points related to accuracy and acceptability. Most of the movie's slang word phrases are translated. In addition, dealing with the classification of translation strategies for slang words, there are five classifications, namely Translating slang words in SL into slang word in TL (10 data), Translating slang into common TL word (54 data), Translating by Omission (5 data), Translating by paraphrase (11 data), Translating by loan word (2 data). In terms of accuracy level, 53 data (65.63%), while 55 data (67.07%) dealing with acceptability level. In conclusion, the accuracy and acceptability level of the analysis of slang word expression in the film The Rocker are acceptable.

The second previous study comes from Prasetyo's thesis (2016), An Analysis of Slang Word Translation within Subtitles of Captain America: The Winter Soldier Film. The purposes of this research are to analyze seven slang word translation strategies adopted into seven categories of slang words. This study used a descriptive qualitative. The writer used a translation strategy from Baker's (1992). The result research there are 115 different slang terms in use. There are translation using target language slang expression (2 data), translation using an equivalent target language expression (43 data), translation using a more neutral or less expressive related word (4 data), translation using an unrelated word or phrase with a similar expressive meaning (34 data), translation using an unrelated word or phrase with a dissimilar expressive meaning (4 data), translation using a loan word or loan word with explanation (16

data), and translation by omission (12 data). However, this study still has a limitation, the writer would like to suggest films from different genres, which means that they may provide larger data for the analysis source.

The third recent journal was An Analysis of Slang Words Used in Black Panther Movies by Krisdianka, Ras, and Syarfi (2019). The goals of this research are to discover the type and the meaning of slang used in Black Panther movies. This study design used in is a descriptive qualitative. The writer uses a theory about type of slang by Patridge's. The result from this research found that they are focused on slang in the form of words and phrases. There is Slang in the word level (11 data), and Slang in the phrase level (4 data). Then, the writer categorized it into contextual meaning to make it understandable and make it easy for the readers in reading. It is then compared with a standard dictionary. Based on the script of this movie, it is possible to deduce that there are three types of slang terms andthe types of slang terms found are Society Slang (Lucky Shot), Public House Slang (Baba) and Soldier Slang (Feds).

Based on those researches, they analyzed slang words. The subtitling strategies, quality of the translation, type of slang and the slang word are discussed in their research. While in this research, the researcher focuses on finding the types of slang by Patridge' (2004) and types of translation by Nababan (2003). The data are taken from the English and Indonesian subtitling of *Alice in Wonderland Movie.*

This study will discuss subtitling with focus on words as mostly in movies slang words are found. Almost every movie that finds slang words due to some certain characteristics. Whether it's from the country where the movies come from, the backgrounds and the characters in the movies are made. Slang words have many classifications. As Mattiello (2008) had noted, the classification of slang is a difficult task, as evidenced by a review of the literature. On the one hand, there is a conceptual and terminological overlap between slang and other related

language kinds, making it difficult to identify between them (e.g. cant, jargon, dialect). The nature of slang, on the other hand, is so wide and all-encompassing that a distinction between specific and general slang is necessary. Besides that, Mattiello say, "in general there is slang also classified into seven varieties; slang vs. jargon, slang vs. cant, slang vs. dialect, slang vs. vernacular, slang vs. accent, slang vs. colloquial language, and specific vs. general slang." (p.36-40)

Slang Word

Allan and Burridge (2006) words, "slang is language of a highly colloquial and contemporary type, considered stylistically inferior to standard formal, and even polite informal, speech." (p.69) Slang is frequently used as a metaphor or ellipsis, and it frequently shows verbal play in which contemporary language is utilized in a special sense and denotation; otherwise, the vocabulary, and occasionally the grammar, is new or just invented. Another definition is by Green (2016) as cited by Hottern that "slang is not from an English word but the secret language from Gipsy term." (p.3-5)

Slang words can be chatting, greeting, and terms from certain surroundings and communities. Jay (1992) reasoned that slang is a vocabulary that is elaborated in particular groups such as teenagers, musicians, soldiers, drug users, or athletes to make their communication more convenient. The function of slang is to recognize the members of the group. The misuse of slang code is helpful to identify non-members as this way is easier to do an important thing in illegal transactions. Slang becomes popular and is used in standard language because this slang makes the subgroup members create a new code. Teenagers have created a few new words. According to Claire (1998) words, such as watcha, heinous (terrible), whats'up? (a way to greet a person or ask about them), booze (alcohol), dammit, bud, waddya are some examples of newly formed slangs. In Indonesia, teenagers invent some new words,