

TRANSLATION AND FICTIONAL LANGUAGES

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Introduction

This study focuses on fictional languages and translation while focusing on the fictional cultural challenges of that setting. How do these fictional languages and cultures interact with other cultures in their setting and how can a translator mirror these interactions on the translated material?

Literature Review

- The retention of the 'alien languages' in their original form is unproblematic in the great majority of instances because the distance between 'alien languages' and the target language is very likely sufficient to reproduce the effect achieved in the original setting with English as the backdrop. (Thomas Honegger, 2004)
- Cultural aspects of people who speak a certain fictional language affect the language inevitably. (Matt Destruel, 2016)

Analysis

Dovahzul:

Dovahzul doesn't have tense. In-universe, dragons are children of Akatosh, the god of time, that's why Dovahzul doesn't have words for past, future or present



Dothraki:

The name Dothraki itself comes from the verb dothralat 'to ride'. The Dothraki are a race of nomadic horse riders. As a result, a lot of their culture, and language, revolves around their horses.

Hash yer dothrae chek? - Do you ride well?

/How are you?/

Fonas chek! - Hunt well!

/Goodbye!/

Findings

- Each fictional language has its own unique culture.
- Fictional languages are shaped by culture.
- Real-life translation techniques apply to fictional languages when they are the SL.

Conclusion

When translating from a fictional language as the source language, somethings might get lost in translation and lose their impact and cultural meanings. Fictional languages are created to add depth to that setting therefore translating might not always be the best course of action.

References

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