The Investigation of Audio-visual Translation of Humor in Cartoon Dubbing: A Case Study of Persian Dubbed Ice Age 2

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This thesis is an attempt to examine the translation process of humorous sentences in dubbing. The main objectives of the research are to analyze the translation of humorous sentences and to examine the application of Malone's (1988) trajectories in translation of these sentences. The data was gathered from the English cartoon "Ice Age2" according to Buijzen and Valkenberg (2004) humor typology by two coders. The analysis was revealed that 15.64 of whole sentences in the cartoon script were humorous. Two trajectories have been more frequently used namely equation and substitution. The findings show that lip synchronization process had a direct impact on translation process and product. Also it was revealed that the translator of this work do not focus on the level of language competence of his audiences.Keywords: Translation, Audio-visual translation, Humor, Dubbing