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Translation Errors Found in the Translation of *Onward* Movie Subtitles

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ABSTRACT

This study analyzes the translation errors made by Google Translate and Bing Microsoft Translator when translating the *Onward* movie subtitles into Indonesian. The parameters used to classify the errors are by using Mossop's revision parameters. The method used for this research is a descriptive qualitative. The researcher found a total of 37 data in the movie. The writers found that both Google Translate and Bing Microsoft Translator made the same number of errors while analyzing it by comparing it with the official translation. This research shows that the quality of Bing Microsoft Translator and Google Translate in translating the *Onward* movie subtitle is quite similar. Bing Microsoft Translator made 12 errors in smoothness, while Google Translator made 12 errors in completeness. The reason why both machine translations made the same quantity of errors is that both machine translations are commonly used by people nowadays; it helps machine translations learn language continuously and improves their database. The writers concluded that machine translation is evolving. Therefore, future researchers must be able to adapt and be meticulous in referring to certain previous studies. The significance of this study is to develop research on machine translation. It is also to prove that even though machine translation is the technology of the new world and uses AI to collect the database from users to improve their technology, it can still make errors and result in errors in translating the message of the source language.

Keyword: *Onward*; Machine translation; Mossop's revision parameters; translation errors

INTRODUCTION

Translation is important in communication because it is a tool for conveying knowledge and information from the source language (SL) to the target language (TL). It can help to connect people from different languages and cultures. People also can learn and understand each language and culture by using translation. The translation is not only changing words but also transferring cultural equivalence with the culture of the source language and the recipient of that language as well as possible. Thus, the SL message can satisfy the TL reader with the information.

Newmark (1988) defined translation as the process of transferring the message of a source language into the target language in the tone intended by the author. Meanwhile, Munday and Hatim (2019) described translation as the process of transferring a written text from source language into target language. They also pointed out that the translation process between two different written languages includes changing an original written text into a written text in a different verbal language.

Translation can be applied in many terms. One of the examples is in the subtitles of movies and films. Fitria (2019) states that subtitles exist for the viewer or readers to understand the meaning of action and dialogue presented on the screen.

Cintas and Remael (2021) describe subtitling as translation practice in the form of written text, generally presented on the lower part of the screen, to narrate the original utterances of the speakers, as well as the image appears and sometimes to inform the soundtrack.

To link and maintain the linguistic and extra-linguistic characteristics from one language to another, a translator must consider several rules during the translation process because each language has its own system. The principles of good translation are that it does not deviate from the source language's content, accessible for readers to understand, the use of sentences follows the rules of the target language, the translation focuses on the disclosure of content instead of the appearance of speech and it does not appear to be a translation but rather an original work (Sayogie, 2014). Indeed, these criteria should be carefully considered while translating, even when using a machine translation.

Al-Tuwayrish (2016) describes Machine translation (hereafter referred to MT) as a subfield of computational linguistics that studies using software to translate text or voice from one natural language to another. MT uses machine translators to translate text from one language to another. As a result of the effects of globalization and the rising significance of communication, there is an increasing need for machine translation. Vries, Schoonvelde, and Schumacher (2018) state that Google Translate (GT) and Bing Microsoft Translator (BMT) are top-tier when compared to other online machine translating services. Based on performance, both of them use word-to-word translation in translating words but also can translate specific phrases and idioms. As automated machines, GT and BMT can make errors in their translation when translating sentences or texts and provides a basic understanding rather than a semantically and grammatically correct translation.

Rectifying errors and resulting in an accurate output text need revision in the translation. As stated by Mossop (2014), revision is analyzing linguistic accuracy and the adaptability of a text's style to its future readers and the use they will make of it. Corrections should be done afterward to address the uncomfortable language without changing the author's intention. He divided the guidelines into four groups and divided them into 12 parameters.

Group A is a problem of meaning. In this group, there are two sub-categories: accuracy and completeness. Accuracy is an essential feature for revising a translation text. Mossop (2014) stated that a professional translator's first task is to ensure that the translation generally delivers the meaning of the source text. In particular, the proofreader should ensure that the translation contains minimal translation errors that could distract the reader from the important message in the original text. Accuracy is very relevant to the message in the text. Therefore, the translators need to reflect the original message. Mossop explains that it also depends on the translated text type. The translation should be as accurate as necessary (not as precise as possible).

Completeness is the next subcategory under consideration. Mossop (2014) described a principle commonly expected when translators send source code, NANS (no addition, no subtraction). Translators cannot add or subtract elements of the source text. Mossop states that translators do not need to use NANS when discussing NANS. NANS cannot be described literally as itself because when translating, the translator should make the source text comprehensible to the reader in the target text. Certain additions or deletions are unavoidable to make all

ambiguities in the original text caused by poor wording, cultural or technical differences that might be an error translation. Therefore, small addition and subtraction are inevitable.

Group B is the Problem of Content. This group has two sub-categories, namely logic and facts. Logic is a parameter to check for nonsense, text sentence inconsistencies, impossible timing or causality, and other logical errors. Mossop (2014) explained two ways a lack of logic can occur. First, the illogical problem was pointed out by the original text itself and needed to be corrected by the translator. Errors caused by the author may arise from accidental contraction, number inversion, incorrect word selection, unnecessary repetition of words, or tautology. Second, the original text is logical, but the translations made by the translator could be more logical. This can occur due to a lack of knowledge of the translator's original language, a lack of attention if the translator is tired of long work hours, or if the translator is in a hurry to meet the deadline.

The next aspect pertains to facts. It is used to check the text's conceptual, factual, and mathematical errors and is not the main task for the translator. However, Mossop (2014) stated that translators should take advantage of these fact errors, and clients will be grateful if this task is affected. These errors are usually present in the source text but can also be created unintentionally by the translator. The translator should contact the client if the original text contains this fact error. Therefore, the translator must comply with the author's request. Some fact errors can occur because the original author did not know the facts. In this case, there is no appropriate fix for the error. However, the translator should note that the error can be traced back to the original text.

Group C is the Problem of Language and Style. In this group, there are five sub-categories. The first one is Smoothness, which can be measured by the reader's ability to understand the intention of the text when they read the text with an average speed of reading. Mossop (2014) found that sentence structures needed to be better organized, and the lack of connections between sentences was caused by inadvertent imitation of source text phrases, improper tense selection, or verb tense ordering.

The second parameter under Group C is tailoring; Mossop (2014) pointed out that the translated text should be suitable for the reader and easy to understand. The emotional tone of the text, its level of form, and its expertise should be appropriate for the readers. Translators need to understand the reader and know what level of format and expertise corresponds to their level.

The third parameter under Group C is sub-language. Mossop (2014) pointed out that each genre has style choices like rhetorical resources and lexical or syntactic language. This means that each genre of the target language has a unique structure different from the source language. Moreover, the description requires one of two specific syntactic structures: noun-based structures and verb-based structures. In addition, sub-languages also include inspection of the author's subject-specific terms and typical expressions for the subject in the target language. For example, if the translator is unfamiliar with the matter or its particular wording, it is recommended that the translator consults the texts of the subject written by a native speaker of the target language.

The next parameter is an idiom. Mossop (2014) pointed out that idioms are grammatically possible combinations, and only some are used in any language.

Unidiomatic combinations may be created by experienced translators, due to the influence of the source text, so that they can be understood by the target text but rarely used. In this case, the reviewers should be a native speaker to address the problem.

The last parameter is mechanics. Mossop (2014) stated that mechanics deals with style manuals or house-style translation sheets. When translating with a word processor or electronic version, depending on the source and target language, translators must pay attention to mechanical details like number notation and punctuation. When it comes to capitalization, translating the title of an article can mislead the reader into thinking that the document referenced in the original language is also the translation's target language.

Group D (Problem-related to the visual rather than verbal aspect of the text or presentation). This group has three sub-categories. The first one is the layout; one of the crucial aspects of making a text easy to read (readability) is the page layout. Certain adjustments to display text that is a little small, or the margins are not too wide or too narrow, are very important to make the text more straightforward for the reader to read. The layout should also be consistent. Indentation, placement, headings, numbering, etc., should be considered as something that needs to be consistent.

The second parameter under Group D is typography. All regarding fonts, size, type, moderation, or text consistency. If the text has too much bold, uppercase, underline, italics, or too much size or colors, the reader will be easier to read. Therefore, translators must be careful that each feature is used consistently for the same purpose. The last one is organization; organizations are concerned about features that help readers track text and find its section, passage, chapter, and more. Lettering, numbering, page references, captions, presentation features, headers, and footers are organizing components.

Several studies have been done to investigate the error using machine translation. Jufriadi, Asokawati, and Thayyib (2022) discussed the error analysis of GT and Bing Translate in translating Indonesian folklore. Their research showed that Google Translate made 103 errors and BMT made 95 errors. This research also focused on analyzing the data using Vilar's hybrid taxonomy of error analysis.

Sumiati, Baharuddin, and Saputra (2022) also did research on GT about accuracy in translating procedural and narrative text. They divided three rates to evaluate GT: accurate, less accurate, and inaccurate. This research found that GT is more accurate in translating narrative text than procedure text.

Another previous research was written by Rahmannia and Triyono (2019), which focused on error analysis translation of Indonesia to English using GT This study has no participants because the data source is from news text, which is kompas.com news that is translated into English using the GT engine. The author found 25 error translations made by GT. The error analysis of this study consists of 16 translation errors, four errors in the diction of meaning, three omissions, and two editions of sense. Those studies focused on analyzing the performance of translator machines by examining the faults detected in translation outcomes.

This research intends to discover the errors made by GT and BMT in translating the Onward movie into Indonesian. This study differs from previous studies regarding the media and aspects to be analyzed. This research used movies

as the media of research and the type of error made by GT and BMT as the aspect of research. This research also used Mossop's revision parameter to analyze the error. The results of this study might be helpful information for translation machine users.

METHODS

The method applied in this research is the descriptive-qualitative method. The researcher collected, classified, and analyzed the data using Mossop's errors revision parameters (2014). Qualitative research is an understanding process based on diverse methodological traditions of inquiry that investigates a social or human problem. According to Creswell and Creswell (2016), qualitative research is an understanding process based on diverse methodological traditions of inquiry that investigates a social or human problem. Descriptive research explains and analyzes aspects such as a growing viewpoint, ongoing processes, results, or impact. This research uses Mossop's revision parameters to find, analyze, and describe the error translation in the Onward movie made by GT and BMT.

The data were taken from the English and Indonesian subtitles from *Onward* movie by Pixar Animation Studios (2020). The reasons why the movie was chosen because the movie in a box office and has many viewers around the globe. Besides, the researchers were keen on to know more how GT and BMT's perform the translation of its subtitle from English to Indonesian.

This research compared Disney's translation with that of GT and BMT. This film talks about two teenage elf brothers in a suburban fantasy world named Ian and Barley Lightfoot, who go on a journey to discover if there is still a little magic left out there to spend one last day with their father, who died when they were too young to remember him. Like any good quest, their journey is filled with magic spells, cryptic maps, impossible obstacles, and unimaginable discoveries. When the boys' fearless mom, Laurel, realizes that her sons are missing, she teams up with the legendary winged lion-scorpion former warrior -- The Manticore -- and heads off to find them. Perilous curses aside, this one magical day could mean more than any of them ever dreamed.

The data were collected by conducting the following steps. First, watching *Onward* movie using English and Indonesian subtitles. Second, writing the script in English and Indonesian. Third, translating the subtitles using GT and BMT. The last was observing and marking the error by GT and BMT (ranging from word to sentence) displayed error translation in terms of meaning transfer, content, language and style, and related to the visual rather than verbal aspect of the text.

The data were analyzed using its official translation and compared with GT and BMT. The dictionaries used in this research are Oxford Learner's Dictionary web version, Merriam-Webster Dictionary web version, Cambridge Dictionary web version, and KBBI web version. The parameter for analyzing the errors in translation by GT and BMT used in this research is by following the revision parameters given by Mossop.

RESULTS AND DISCUSSION

This research used Onward movie as the data and analyzed the errors using revision parameters by Mossop (2014). The researchers found a total of 37 data in the movie. The result showed that the movie contained seven of twelve types of errors. The errors found are accuracy, completeness, logic, smoothness, tailoring, sub-language, and mechanics. **Table 1** below shows the most occurring error types are smoothness with 22 data, completeness with 21 data, tailoring with 11 data, accuracy with 10 data, logic with ten data, and sub-language and mechanics with two data.

Table 1. Types of Errors Made by GT and BMT

No	Types of Error	Total Number of GT's Errors	Total Number of BMT's Errors
1	Accuracy	4	6
2	Completeness	12	9
3	Logic	3	3
4	Smoothness	10	12
5	Tailoring	6	5
6	Sub-language	1	1
7	Mechanics	1	1
	Total	37	37

Accuracy Errors

Table 2 shows GT made four errors in accuracy and BMT made six errors in accuracy. Two of the errors are analyzed as follows.

Table 2. Accuracy Errors

No	Source Text	Target Text	GT	BMT
1	**Bad dragon!** Back to your lair.	**Naga nakal!** Kembali ke sarangmu.	**Naga jahat!** Kembali ke sarangmu.	**Naga jahat!** Kembali ke sarangmu.
2	Okay, class. Sit down. **We're starting to roll.**	Anak-anak, duduk. **Kita mulai absen.**	Oke, kelas. Duduk. **Kami mulai berguling.**	Oke, kelas. **Kami mulai bergulir.**

The first datum happened when Ian Lightfoot went down from his room. He has a pet dragon named Blazey. Ian's mother (the one who said this) sprayed Blazey with water and said this part because the dragon licked Ian.

In this part, an error occurred in transferring the source language with an inaccurate translation meaning. GT and BMT translated the word "bad dragon" wrongfully. In the Oxford dictionary, bad means "unpleasant". The word "bad" refers to the dragon's behavior in this part. Both GT and BMT translated "bad" into "*jahat*", based on KBBI, jahat means sangat "*jelek, buruk; sangat tidak baik (tentang kelakuan, tabiat, perbuatan)*".

In this datum, using the word "*jahat*" as the target language is ruthless and inappropriate. The pet is not a giant dragon, and how he licked Ian is part of asking Ian to play with him. Both machine translators failed to identify the appropriate word to translate "*nakal*". Disney translator translated the word bad into nakal, KBBI described nakal as "*suka berbuat kurang baik (tidak menurut, mengganggu, dan sebagainya, terutama bagi anak-anak)*". Disney translation is suited to the context of this scene because it can deliver the message of the source language.

The second datum happened when Ian was in his class and the teacher wanted to take attendance. The teacher asked the student to sit down in their chair. The error occurred in this datum because both machine translations could not translate the word roll in "starting rolling" correctly. Cambridge Dictionary defines roll as "an official list of names". In this datum, GT translated roll into "*berguling*" which means "*bergulung (berputar) berbolak-balik*:" in KBBI or Indonesian Dictionary. BMT translated the word roll into "bergulir" which means "*berguling; menggelincir; menggeluncur*" in KBBI.

Completeness Errors

Table 3 shows GT made 12 errors and BMT made nine errors. One of the errors are analyzed as follows.

Table 3. Completeness Errors

No	Source Text	Target Text	GT	BMT
3	And so the world found a **simpler way to get by.**	Maka dunia menemukan **cara yang lebih mudah untuk hidup.**	Maka dunia menemukan **cara yang lebih sederhana untuk bertahan.**	Maka dunia menemukan **cara yang lebih sederhana untuk bertahan hidup.**

This scene is part of the narration in the early movie and talks about magic which helps people to live but is challenging to learn. Becoming a wizard was hard because people needed to study harder to master it. Some people research things that can help them and are easy to use. Therefore, they invented a technology.

An error occurred in this part because GT could not clearly deliver the message to the target language. Cambridge Dictionary describes "get by" as "to be able to live or deal with a situation with difficulty," and GT translated "a simpler way to get by" into "*cara yang lebih sederhana untuk bertahan*". GT translated the source language using literal translation without adding some words and making the message in the source language unclear in the target language. BMT added the word "*hidup*" to emphasize the message in the target language.

The word "*hidup*" actually made the whole sentence complete because it explains the object they get by. Disney Translator added the word "*hidup*" to emphasize the meaning of the text. KBBI describe hidup as "*masih terus ada, bergerak, dan bekerja sebagaimana mestinya (tentang manusia, binatang, tumbuhan, dan sebagainya)*".

Logical Errors

Table 4 shows that both GT and BMT make three errors in Logical Errors.

Table 4. Logical Errors

No	Source Text	Target Text	GT	BMT
4	“Only once is all we get, grant me **this rebirth.**	“Kita hanya dapat sekali, biarkan aku **lahir kembali.**	“Hanya sekali yang kita dapatkan, berikan aku **kelahiran kembali** ini.	"Hanya sekali yang kita dapatkan, berikan aku **kelahiran kembali** ini.

The scene of this datum is a spell to rebirth Ian and Barley’s father. In this scene, barley (the older one) tries this spell many times but it does not work. This spell only works when Ian (the younger one) tries to say this spell because he is a wizard.

The Oxford dictionary translated the word “rebirth” as “a period of new life, growth or activity” in this datum. It was translated illogically by GT and BMT into “*kelahiran kembali ini*”. Based on KBBI, “*kelahiran*” means “*hal yang berhubung dengan perihal lahir”* while “*kembali*” means “*balik ke tempat atau ke keadaan semula*”. This translation seems illogical in the target language because the context of this datum is that Ian and Barley want their father back, like back to life for a day. In the target language, "*Kelahiran*" refers to the act of being born or giving birth. It is usually used to describe bringing a new life, whether a human or an animal. Disney Translator translated the word “this rebirth” into “*lahir kembali*”. KBBI describes “*lahir*” as “*muncul di dunia (masyarakat)*”. "Lahir Kembali," can be used as a term with a spiritual or religious connotation.

GT and BMT could not identify the meaning of rebirth and made the translation nonsense in TL. Both machine translations translated it literally into “*kelahiran kembali”* and used the wrong word selection due to a lack of knowledge of machine translations. Therefore, the error in this datum is an error in logic.

Smoothness Errors

Table 5 shows that GT made 10 errors while BMT made 12 errors. Two of the errors are analyzed below.

Table 5. Smoothness Errors

No	Source Text	Target Text	GT	BMT
5	I’m living a lie! **What have I become?**	Aku hidup dalam kebohongan! **Apa jadinya aku ini?**	Saya hidup dalam kebohongan! **Apa yang telah saya menjadi?**	Saya hidup dalam kebohongan! **Telah menjadi apakah saya?**

No	Source Text	Target Text	GT	BMT
6	He said he always thought his wizard name would be **Wilden the Whimsical.**	Katanya nama penyihirnya adalah **Wilden Si Aneh.**	Dia bilang dia selalu mengira nama penyihirnya adalah **Wilden the Whimsical.**	Dia bilang dia selalu mengira nama penyihirnya adalah **Wilden the Whimsical.**

This scene happened when Ian Lightfoot and Barley Lightfoot came to Manticore's tavern because they needed maps to get Phoenix gems. Manticore did not give the maps because she would not let anyone get hurt because of those maps. Ian and Barley try hard to convince Manticore to provide the map they need and remind Manticore who she is.

The error occurred in this part because GT and BMT could not correctly organize the sentence. In source language, we usually use the form to make an interrogative sentence "Wh-question + an auxiliary verb (be, do, or have) + subject + main verb," which is usually used in the target language. The purpose of interrogative sentences, in general, is to request information or, when the speaker wants to know something, they ask a question to learn the answer.

Interrogative sentences may have different purposes, such as rhetorical questions. In this part, the speaker does not use interrogative sentences to request information because she talks with herself and does not need an answer. Spago (2016) states that rhetorical questions are generally not meant to be answered. Merriam-Webster Dictionary also describes a rhetorical question as "a question not intended to require an answer."

GT and BMT were not only unable to translate rhetorical questions in the context and keep the pattern in the target language but also unable to organize the structure of sentences and make the target reader misunderstand the intention of the source language.

Tailoring Errors

Table 6 shows that GT and BMT both made errors.

Table 6. Tailoring Errors

No	Source Text	Target Text	GT	BMT
7	**Hey, buddy.** Don't wipe off my kisses.	**Hei**, jangan hapus ciuman Ibu.	**Hey sobat**. Jangan hapus ciumanku.	**Hei, sobat**. Jangan hapus ciumanku.

The situation was in the morning on Ian's birthday. Ian Lightfoot was ready to go to school and wanted to prepare his breakfast. He met his mother when she was doing Zumba. Ian's mother came to him and kissed him to show her affection.

In this part, the error was produced by GT and BMT because both machine translations could not translate the SL correctly. Oxford Dictionary describes "buddy" as an informal noun meaning a friend or close friend, usually used as a greeting. In SL, "buddy" is frequently used by parents because they want their children to regard them as friends rather than old authority figures. In the TL, infrequently used "buddy" as a greeting or calling name from parents to their children. Parents in TL mostly called their children "*nak*" (shortened from *anak*), a name to call children.

The error in Datum 7 occurred because both GT and BMT translated "buddy" into "*sobat*" which has a different meaning in TL. GT and BMT retained the structure of TL and made the translation unnatural and irrelevant to the context of SL. To change the context of SL and make the translation more acceptable in TL, the translator should change the translation or remove it like Disney's translator translation.

Mechanics Errors

Table 7 below shows that GT and BMT made one sub-language error and is analyzed as follows:

Table 7. Mechanics Errors

No	Source Text	Target Text	GT	BMT
8	I told you, everything in **Quests of Yore** is historically accurate.	Sudah kukatakan, ***Quests of Yore*** akurat secara sejarah.	Sudah kubilang, semua yang ada di **Quests of Yore** secara historis akurat.	Sudah kubilang, semua yang ada di **Quests of Yore** akurat secara historis.

Table 7 depicts about conversation happened when Ian and Barley Lightfoot searched for the upper body of their father. They had a long tunnel river on their way to find a Phoenix gem. To shorten the time they have, Ian (the one who can spell magic) casts a velocity spell on Barley's snack. It makes the snack fly down the tunnel like a magic jet ski.

Ian warns Barley to eat only a little boat because it is made with a snack. In the source language, it is possible to add some words to emphasize the word's meaning. But it is different in the target Language; adding too many terms is considered redundant, distracting the readers and making the translation unnatural.

The error in this datum occurred because both machine translations could not identify the context. The translation was irrelevant to the intention of SL and the translation style is unsuitable for the genre.

Accuracy Errors

GT and BMT made one error and were analyzed below.

Table 8. Accuracy Errors

No	Source Text	Target Text	GT	BMT
9	**Bad dragon!** Back to your lair.	**Naga nakal!** Kembali ke sarangmu.	**Naga jahat!** Kembali ke sarangmu.	**Naga jahat!** Kembali ke sarangmu.

This scene occurs when Ian and Barley start their journey to search for the upper body of their father. Ian asks Barley what he wants to do with their father, but Barley still needs a plan with their father. Barley asked Ian to practice his magic from the "Quests of Yore" book.

Quests of Yore is a historically accurate, fantasy-adventure, role-playing game played by Barley Lightfoot with an almost religious passion due to his love of fantasy and ancient history and used to help Ian and Barley to complete their quest. This book contained information about spells mentioned in the movie.

GT and BMT translated "*Quests of Yore*" without using italic. In the TL, italic is usually used to write words or expressions in local or foreign languages. Markhamah (2014) explains that the error in using italics occurs in writing the word or sentence components that should be used in italics but are used in upright letters or parts that should be used in upright letters but also in italics. Some rules that need to be considered regarding the use of italics which are often violated are the use of italics to write the names of books, magazines, and newspapers.

Machine translations were unable to translate the source language correctly. Using italics in this datum is important to avoid confusion in the target language because it has no clear explanation about *Quests of yore.*

CONCLUSION

The researchers found that both Google Translate and Bing Microsoft Translator made 37 data in translating the Onward movie. The data were analyzed using Mossop's revision parameters (2014). In this research, the researcher found that the quality of both machine translations is quite similar. The difference is that Google Translate made more errors in completeness with 12 errors and Bing Microsoft Translator made 12 errors in smoothness. The researcher also found that Bing Microsoft Translator is less accurate than Google Translate in translating the Onward movie. The reason why both machine translations made the same quality of errors is that both machine translations are commonly used by people nowadays. It helps machine translations learn language continuously and improves their database. Completeness is the most occurring in Google Translate because Google Translate was unable to add or subtract the TL. Smoothness is the most occurring in Bing Microsoft Translator because some data is not translated into TL and kept it that way in Bing Microsoft Translation.

The limitation of this research is that both machine translations have similar translations and errors. This made the researcher unable to determine which machine translation translates the best. Therefore, the results of this research cannot be used to determine which machine translation is better to use.

Based on this research, it can be concluded that machine translation is evolving. Therefore, future researchers must be able to adapt and be meticulous in referring to certain previous studies. Machine translation is trained continuously and improves its database as more people use them. As a consequence, different results may appear in future research. A suggestion for beginners who are learning another language is to be careful when using machine translators. After using machine translators, seek help from someone fluent in that language to help revise the translation result.

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