

Localisation

Is this Universal Design?

- Internationalisation: The practice of writing software which can easily be extended to support users from multiple cultural and linguistic backgrounds
- Localisation: The process of taking internationalized software and actually producing a version tailored to users from a particular culture and language background

Localisation Concerns

- Language
 - Spelling variations, e.g. "color" vs. "colour"
 - Terminology variations e.g. "lift" vs. "elevator"
 - Language variations
- Writing System
 - Direction of scan (Left-to-Right vs. Right-to-Left)
 - Character set (various alphabets)

Localisation Concerns

- Display layout

US English

Caption 1 nnnnn Caption 2 nnnnn

German

BigGermanTranslationOfCaption1 nnnnn

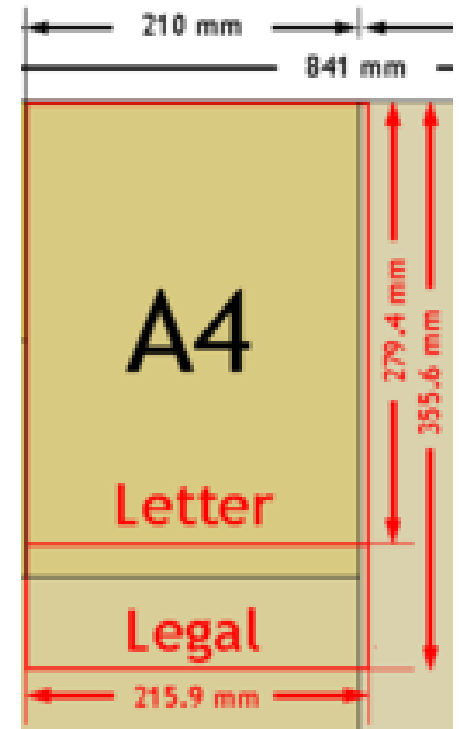
BigGermanTranslationOfCaption2 nnnnn

Arabic

nnnnn 2noitpaC nnnnn 1noitpaC

Localisation Concerns

- Print layout
 - US Letter paper (8 ½ by 11 inches)
 - A4 paper (210×297 mm)



Localisation Concerns

- Units of measure
 - Imperial - US
 - Feet/inches/miles
 - Pounds, stone
 - Fahrenheit
 - SI – Rest of world
 - Metres/centimetres/kilometres
 - Kilograms
 - Celsius

Localisation Concerns

- Numbers
 - Decimal separator – character varies
 - 1,000 (Ireland) “one thousand”
 - 1,000 (Parts of Europe) “one”
 - Readability delimiters
 - 1,000,000 (Ireland)
 - 1.000.000 (Germany)
 - 1 000 000 (France)
 - 100,0000 (China)

Localisation Concerns

- Dates
 - Does 01/06/2015 mean “January 1, 2015” or “June 1, 2015”?
- Times
 - 5:00pm vs. 17.00

Design Considerations

- A “language tag” or “locale” describes a common language + culture shared by a group of users, often at a national level.
- Documented by IETF “Best Current Practice” 47
<http://www.ietf.org/rfc/bcp/bcp47.txt>
- Optional extensions for dialect, writing system
 - en – English
 - en-US – US English
 - en-IE – Irish English
 - en-GB – UK English
 - es-US – US Spanish
 - zh – Chinese
 - zh-cmn – Mandarin Chinese
 - zh-cmn-TW – Mandarin Chinese spoken in Taiwan
 - zh-cmn-Hans-CN – Mandarin Chinese written with simplified system, as used in China

Language

```
<html>
  <head>

  </head>
  <body lang="en-IE">
    <h1 style="align:center">
      Learning French
    </h1>
    <p lang="fr">
      Ceci est un paragraphe.
    </p>
  </body>
</html>
```

Design Considerations

- Collect information in user profile, such as:
 - “Preferred language”
 - Time zone
 - Preferred units-of-measure
 - Preferred currency

Design Considerations

- A “resource” is a screen artefact—text, image, etc.—which contains localised information. For example, a caption written in English would be a resource
- Place text captions in a separate file for translation

Design Considerations

- When text **must** be included in an image:
 - “ALT” text should be placed in a separate file, and should match image text (if any) for ease of translation
 - Image “path” should be locale-specific, e.g. `medem.com/images/en_us/next_button.gif`

Design Considerations

- Layout Technique 1
 - Produce general layout that will work for most languages
 - Where needed, make language-specific “override layouts”
- Layout Technique 2
 - “Least common denominator” layouts that will always work
 - Example: restrict print layouts to 210mm by 279mm – works on US Letter and A4

Design Considerations

- Dates
 - Pick a reasonable standard format for storage in your database (e.g. ISO 8601 “2006-05-24T18:15:00Z”)
 - Translate for display based on user’s locale (5/24/06 10:15am Pacific Daylight Time)

Design Considerations

```
function getDate() {  
    var date = new Date();  
    var dateAsText;  
  
    if(ILiveInIreland == true)  
        dateAsText = date.getDate() + " / "  
                      + (date.getMonth() + 1)  
                      + " / " + date.getFullYear();  
    else  
        dateAsText = (date.getMonth() + 1) + " / "  
                      + date.getDate() + " / "  
                      + date.getFullYear();  
  
    return dateAsText;  
}
```


Question

- How could each of the following help to localise your application
 - XML
 - Cookies
 - CSS