# Globalization in Free Software Communities





















"It's about the cultural adaptation of software"

Jeff Beatty - Localization head at Mozilla

We aren't talking about mere translation, but the cultural adaptation of software. This involves not just language, but also local customs and country. For example, Spanish is spoken in Latin America, but each country has a distinct dialect and even different styles of address and expression. For that reason, Firefox is localized not into Spanish, but Spain-Spanish, Argentinian, Chilean, Mexican etc.

i18n, L10n, g11n

Here I ask the audience if they know what the three terms displayed are.

I also ask the audience if they've been involved directly or indirectly in any stage of a globalization (internationalization, localization).

i18n -> internationalization

i18n -> internationalization L10n -> localization

i18n -> internationalizationL10n -> localizationi18n + L10n -> globalization

# Why?

- globally-relevant applications need to be in the user's language
- small % of audience actually comfortable in English
- largest growth markets not English-speaking
- a chance to build a community around your project
- it's easy! (but can be tricky)

# Tools

### Pootle (2004) -> django + redis + SQL

- Mozilla Firefox, websites, Libreoffice
- Includes translation memory
- Older and more mature tool



# Tools

# Pontoon (2011) -> django + postgres + heroku

- Websites, Mozilla Firefox (Slovenia) 4
- Uses external TM Amagama
- Notable feature: in-website localization

# Before we dive in

### Languages have different plural forms (cardinals)

• English: 2 (singular, plural)

• Romanian: 3 (singular, 2 plurals)

• Japanese, Chinese: 1 form

• Russian and most Slavic languages: 4 forms

• Gaelic languages: 4 or 5 forms

• Arabic: 6 forms

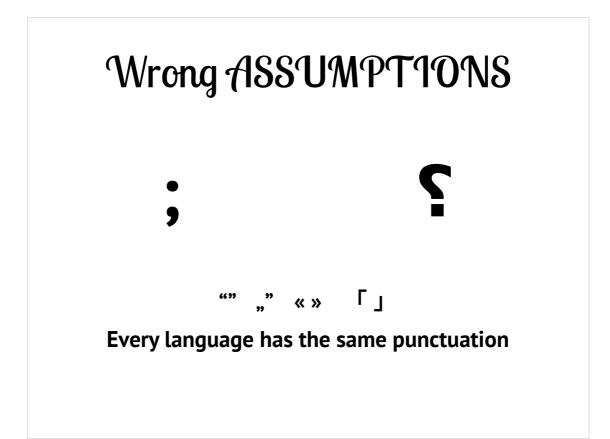
# Wrong ASSUMPTIONS

اور بازار سے لے آئے اگر ٹوئٹ گیا ساغرِ جَم سے مِرا جامِ سِفال اچھاہے

"I can get another if I break it / so a clay cup trumps a grail" (Mirza Ghalib)

Every language is written left-to-right

Text in the image is from a poem by Urdu poet Mirza Ghalib. It means "I can get another if I break it / so a clay cup trumps a grail"



The sign on the top left is a Greek question mark The sign on the right is not a question mark

# Wrong ASSUMPTIONS

Western Arabic	0	1	2	3	4	5	6	7	8	9
Eastern Arabic	•	١	۲	٣	3	٥	٦	γ	٨	٩
Perso-Arabic variant	•	١	۲	٣	۴	۵	۶	γ	٨	٩
Urdu variant	•	1	۲	٣	۴	۵	۲	4	۸	9

Every language has the same numeric symbols

Some cultures have traditional style numerals. Those depicted here are also practically applicable since they also follow the RTL text orientation of their language, so text containing traditional numerals will be consistent as far as orientation.

# Start with

### A flexible UX

• make sure strings **2-3 times as long** fit into the interface (many languages longer than English)

- Romanian: 20% on average longer

- Italian, Russian: 25%

- French: 32%

- Chinese, Japanese, Korean: -50%

The average figures matter less than individual string variations which can be longer.

## Continue with

### A glossary of terms

- app-specific terms
- generic technical terms that need to stay consistent
- trademarks and other proper names

The app-specific terms and trademarks should involve the developer or product side people.

### Know also

### Localization is not translation

- Clarity > strict accuracy
- Space considerations
- Idioms and pop culture don't translate well (bring me a shrubbery!)
- Localization is adaptation and translation

Clarity trumps strict translation accuracy. The purpose is not to have a good translation, but to have an interface that conveys the meaning and intent the developers had in mind. In that respect, sometimes we use English variants of technical terms when the audience understand what we mean. Sometimes the translation of a word from English produces a result that's homonymic and thus ambiguous (for example: the English words "core" and "kernel" both translate to the same Romanian word: "nucleu").

# How?

### Typical workflow:

•	Mark strings in source code	i18n
•	Extract strings into a localization format	i18n
•	Manage extracted strings (pref w/ a tool)	L10n
•	Translate the strings (pref w/ GUI tool)	L10n
•	Insert strings back into the application	L10n

This describes the workflow from i18n to g11n.

# The g11n process

### 1. Mark strings in source code (gettext example)

```
printf("Hello World\n");
window.set-title("Teh Awesome");

printf(gettext("Hello World\n"));
window.set-title(gettext("Teh Awesome"));
```

# The g11n process

### 2. Extract strings into a localization format

#comment to string 1 msgid "Hello World\n" msgstr ""

#comment to string 2 msgid "Teh Awesome" msgstr ""

# The g11n process

### 3. Manage extracted strings



# The gl1n process

4. Localize (translate, adapt)

watch for: string length, consistency

each language should have style guide

msgid "Hello World\n" msgstr "Witaj świecie\n"

The style guide is the localizer's job if one doesn't exist already. You can usually just build on top of the work done by similar projects out there, or software for that particular language.

### What localizers need

- Terminology control (app-specific or like L10n.ro/Glosar)
- Good search functionality
- Translation memories (app-specific or like **Transvision**)
- Machine translation (eg. Google or Bing translate)
- General purpose dictionaries (eg. hallo.ro)
- Good UX, low technical barriers

### Make it easier on them

- Context matters
  - use whole sentences
  - group strings together semantically
- Idioms and pop-culture translate badly
  - don't be too punny
- Give credit
- **Swag** stickers, t-shirts, pins, posters etc.

### Potential gotchas

- RTL
  - right-to-left layouts and bi-di text
- Top-to-bottom
  - Chinese, Japanese



# Pitch

# To project leaders, decision makers and programmers

- Opportunity to create a community
- Application needs to be globally relevant
  - highest-growth markets are non-English
- More testers
- More users

## Pitch

### To students and applicants

- Gain experience volunteering and working for open-source projects
- Few or no technical skills needed
- Be near technically excellent people

## Pitch

### To free software and people in general

- Grow the ecosystem
- Contribute and get in touch with great communities
- Promote and impact your local language and culture
- Scratch an itch

# Conclusions

Not daunting if you know where to begin

Can be tricky depends on language and f/w

Can be messy working with people

# Fun

# Live Translation FIREFOX Libre Office mozilla.org GNOME

I like to dedicate at least 10 minutes on this stage, so will compress the presentation to fit this in.

It's important to have audience participation and coax a few of them to actually contribute a few translations.

It's even better if there are non-English, non-Romanian speakers in the audience, who can then contribute a suggestion to a different locale.

# Questions?

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