

OPEN BIBLE STORIES — TRANSLATION APP

design considerations & features

<https://github.com/Door43/OBS-Translation-App>

revision 3 — 20 mar 2014

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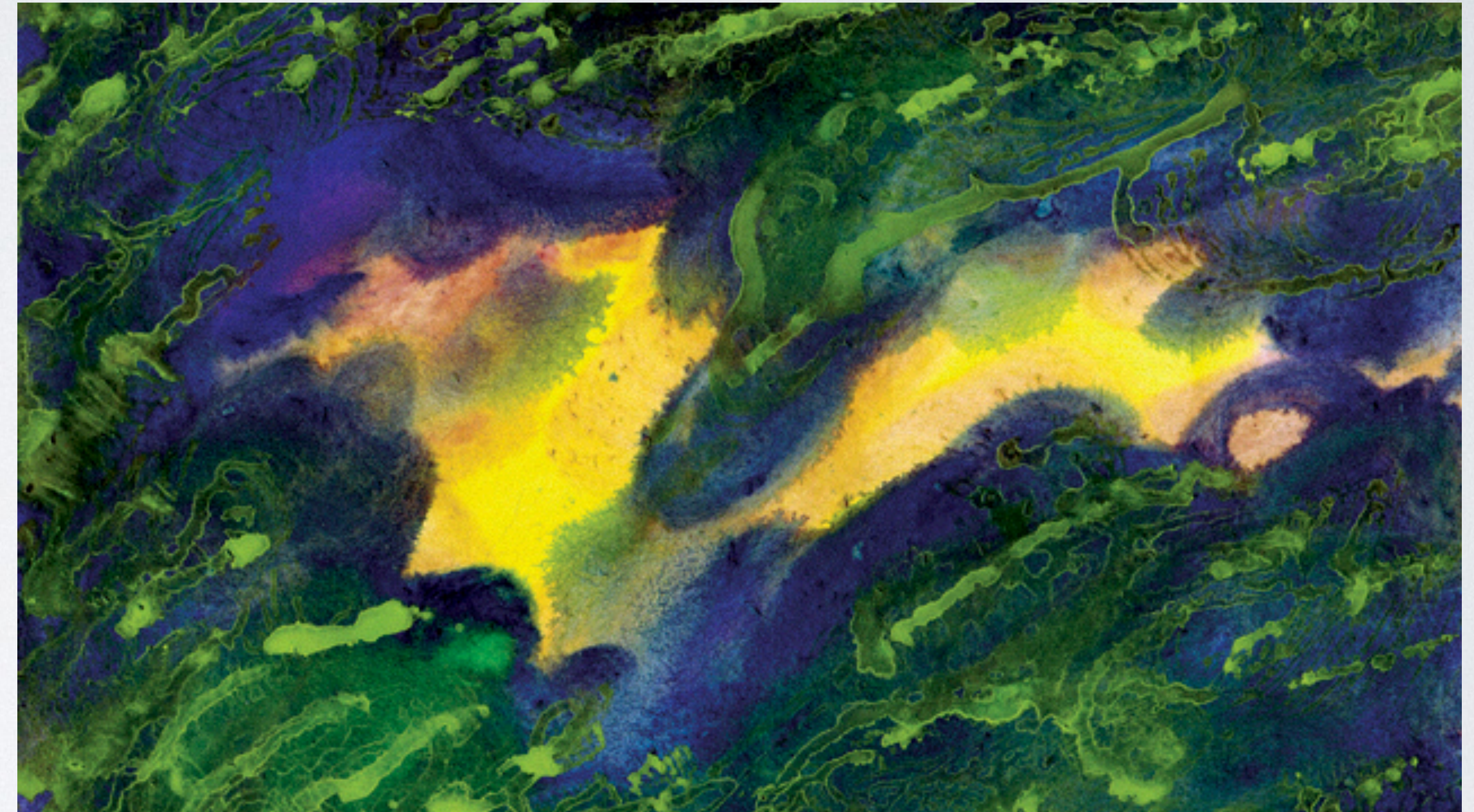
OPEN BIBLE STORIES

- <http://openbiblestories.com> — for “finished” content only, checked & branded as “unfoldingWord - Open Bible Stories”
- <http://door43.org/en/obs> for the translation portal
- an unrestricted “visual mini-Bible” in text, audio, and video, in any/every language
- get to know the project very well!



OPEN BIBLE STORIES

image
+
text
=
| frame

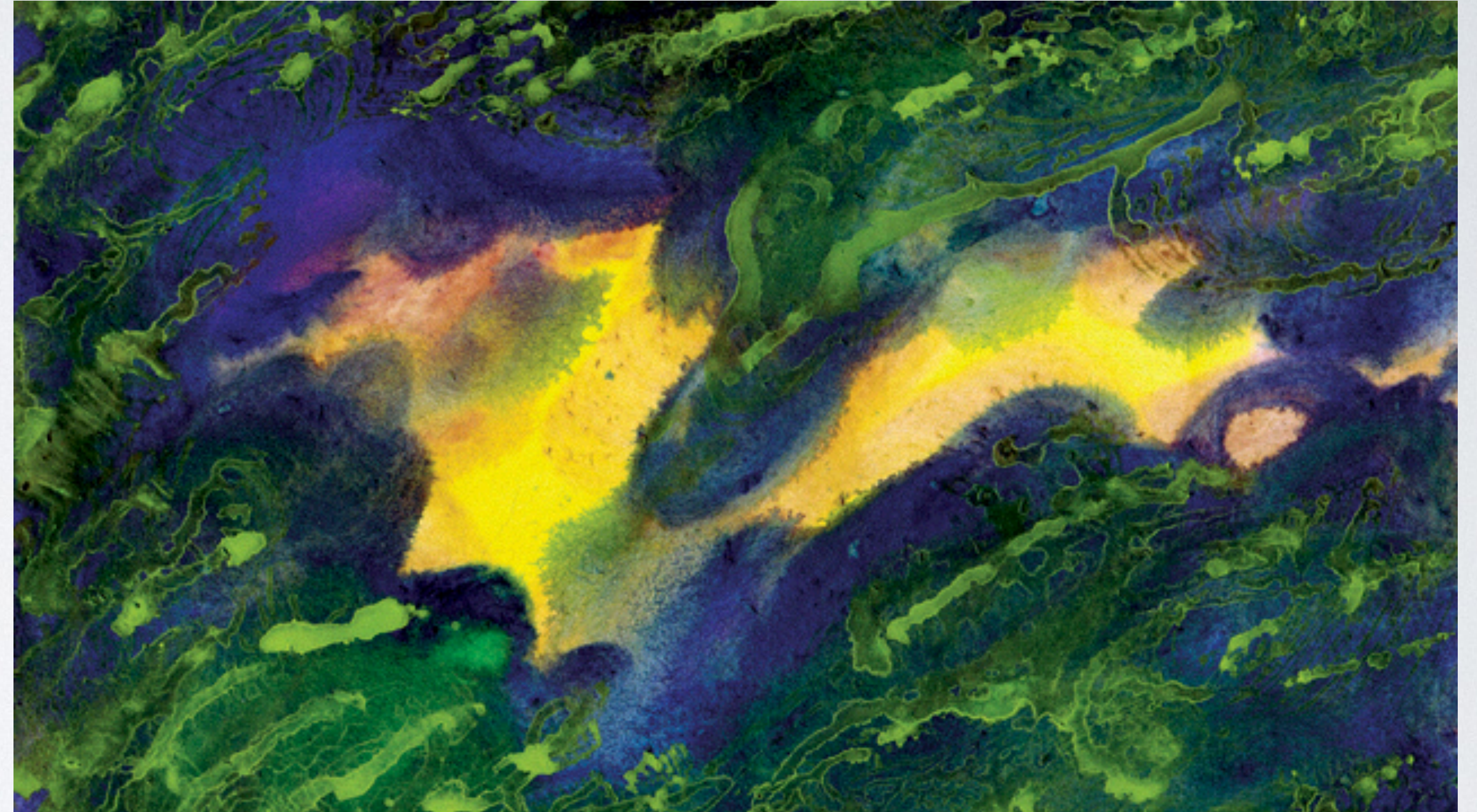


This is how the beginning of everything happened. God created the universe and everything in it in six days. After God created the earth it was dark and empty, and nothing had been formed in it. But God's Spirit was there over the water.

OPEN BIBLE STORIES

image → video clip

- images pre-rendered as video clips
- 2.5D, pan & zoom



video clip

OPEN BIBLE STORIES

text → audio clip

- translations recorded as audio files
- (eventually, from within the OBS translation app)

This is how the beginning of everything happened. God created the universe and everything in it in six days. After God created the earth it



OPEN BIBLE STORIES

automatic video render

- web-based, API-accessible
- upload audio clips
- measures length of audio clip (seconds)
- dynamically adjusts video clip speed
- concatenate clips
- render master HD
- downsample to mobile video formats



video clip

+



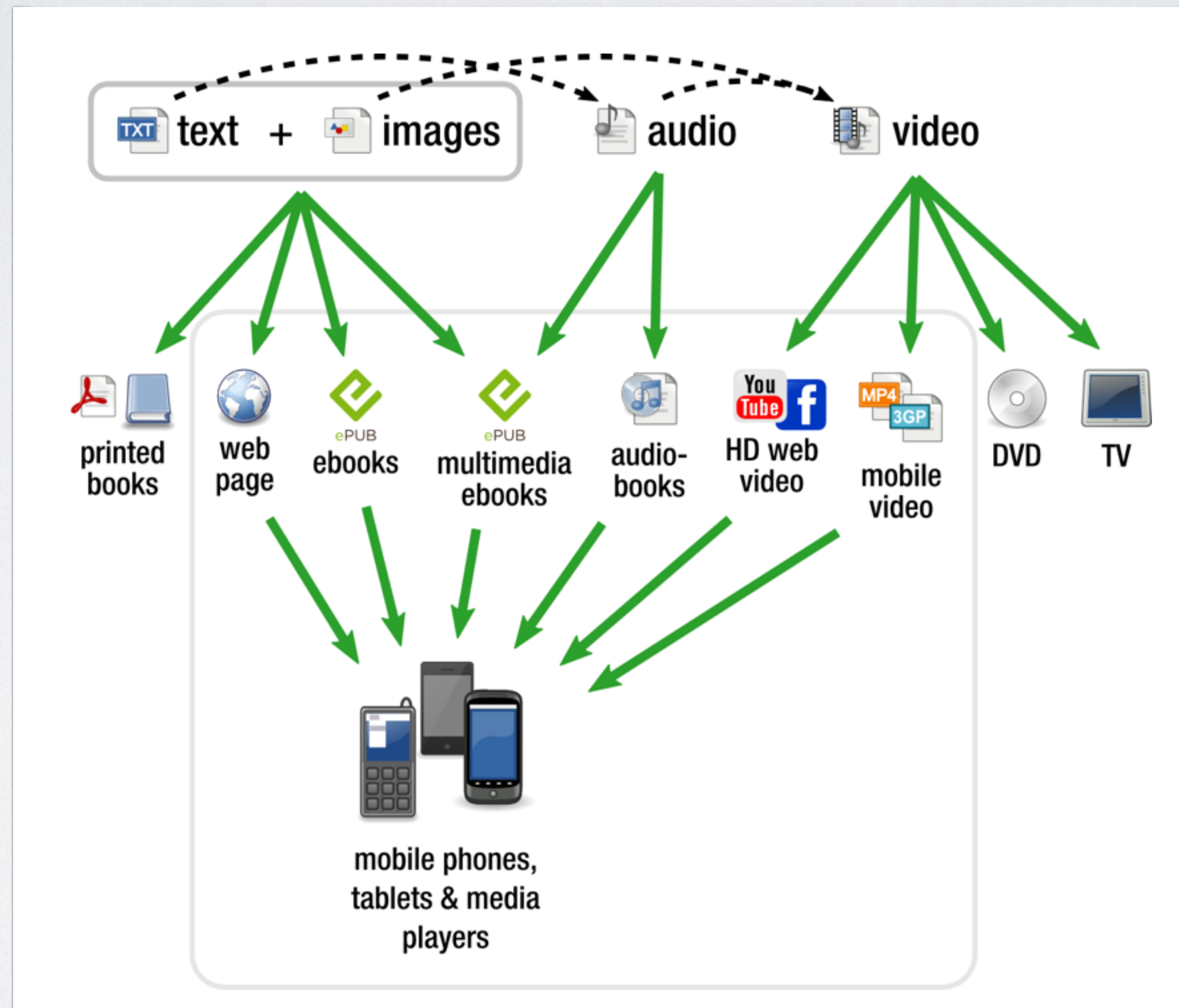
audio
recording

=



translated
video

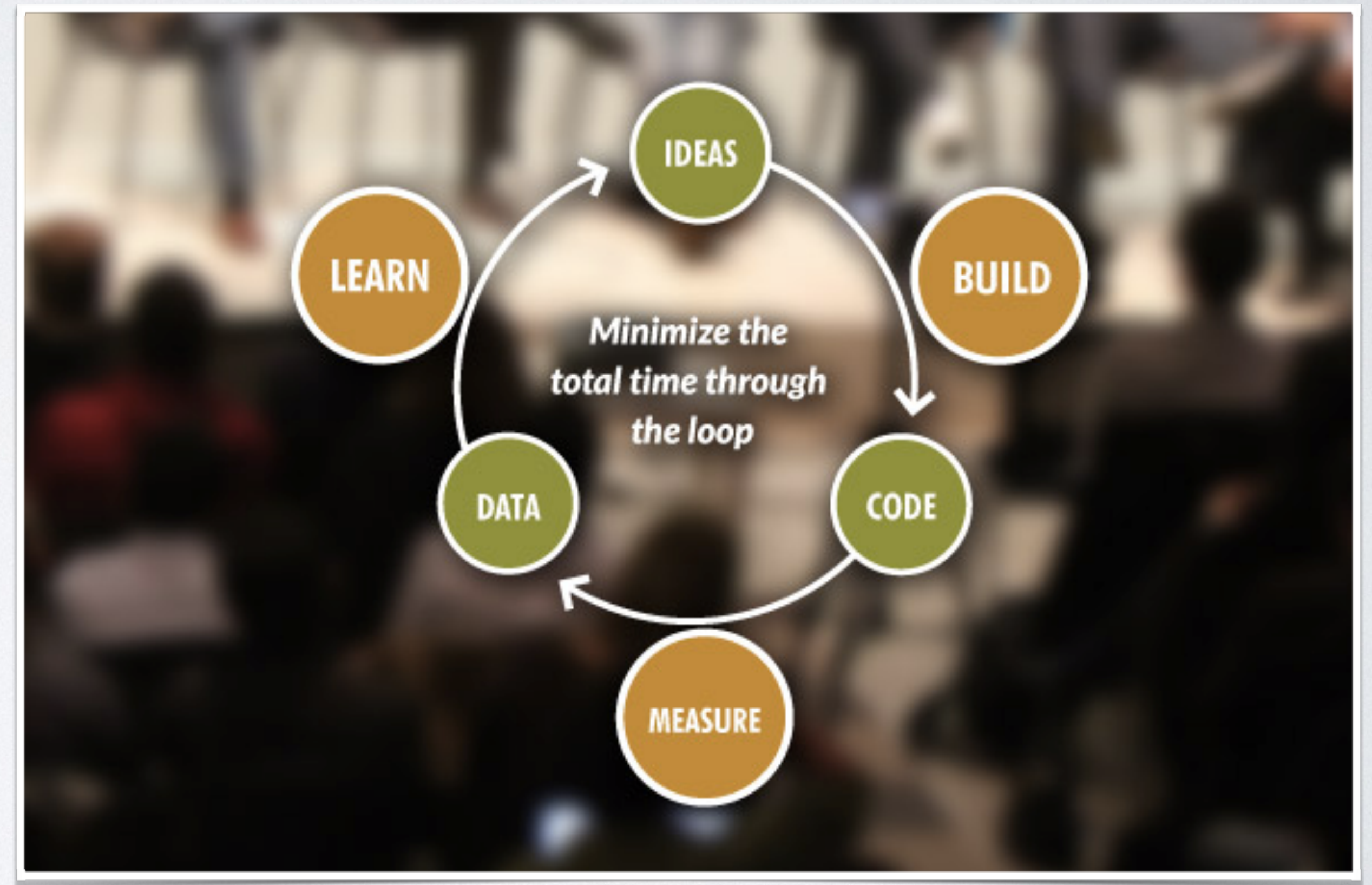
OPEN BIBLE STORIES



the big picture

A “LEAN STARTUP” STRATEGY

- implementing the rapid iteration strategies described in: <http://theleanstartup.com>
- key: provide a “Minimum Viable Product” (MVP) each iteration
- that is: smallest feature set possible in each iteration (“build”) + test how users engage with it (“measure”) + adjust design or pivot in new direction as needed (“learn”)



A “LEAN STARTUP” STRATEGY

- this means: we will always seek to “maximize the amount of work not done” in each iteration
- we will have to be very good communicators: within the development team and especially with our “customers”
- we will need to be very flexible, as we will probably need to “pivot” in different directions quite frequently
- consequently, we will stand a very good chance of building software that actually works and helps users do what they want to be able to do!

TECHNOLOGIES

- **Door43** (<http://door43.org>) — runs Dokuwiki (<https://www.dokuwiki.org>), text-files-on-filesystem, is the primary data repository for translated content
- **Git** (<http://git-scm.com>) — is how we manage all our code and Biblical content; read the book “Pro Git” to get all the details
- **GitHub** (<http://github.com/door43>) — all translated content is pushed there (“pages” repository), all tools for transforming content is there (“tools”), all media exports are there for now (“media”), all formatted content is exported there (“exports”), and all software is/will be built there (e.g. “obs-translation-app”)

TECHNOLOGIES

- **Android + Java** (<http://developer.android.com>) — primary smart device target for apps, including OBS Translation App; *all developers should own at least one Android device for testing & familiarity*
- **Chrome + Chromebooks** (<https://developer.chrome.com/extensions/getstarted>) — secondary target for translation app

STANDARDS

- **UTF8** (<https://en.wikipedia.org/wiki/UTF-8>) — everything must be Unicode-encoded, with special attention paid to locales and scripting (writing) systems
- **IETF language codes** (https://en.wikipedia.org/wiki/IETF_language_code) — an Internet-optimized means of identifying all ~7,100 languages, including their regional variants and writing systems
- **JSON** (<http://json.org>) — default/preferred way to transfer data between apps/services

LICENSES

- **Creative Commons Attribution-ShareAlike** (<http://creativecommons.org/licenses/by-sa/3.0>) — all content in Door43/unfoldingWord is released by the contributors under the CC BY-SA license. *Note: we may upgrade to version 4.0 at some point but have not done so yet.*
- **MIT Public License** (<http://opensource.org/licenses/MIT>) — the default license under which all source code for Door43/unfoldingWord projects. *Note: GPL is also used for some modules/components.*

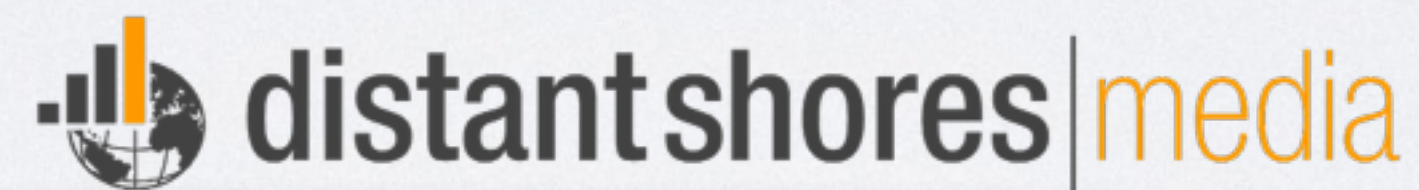
INTEGRATION (BIG PICTURE)



a project: unfoldingword.org



a product: openbiblestories.com



distantshores.org

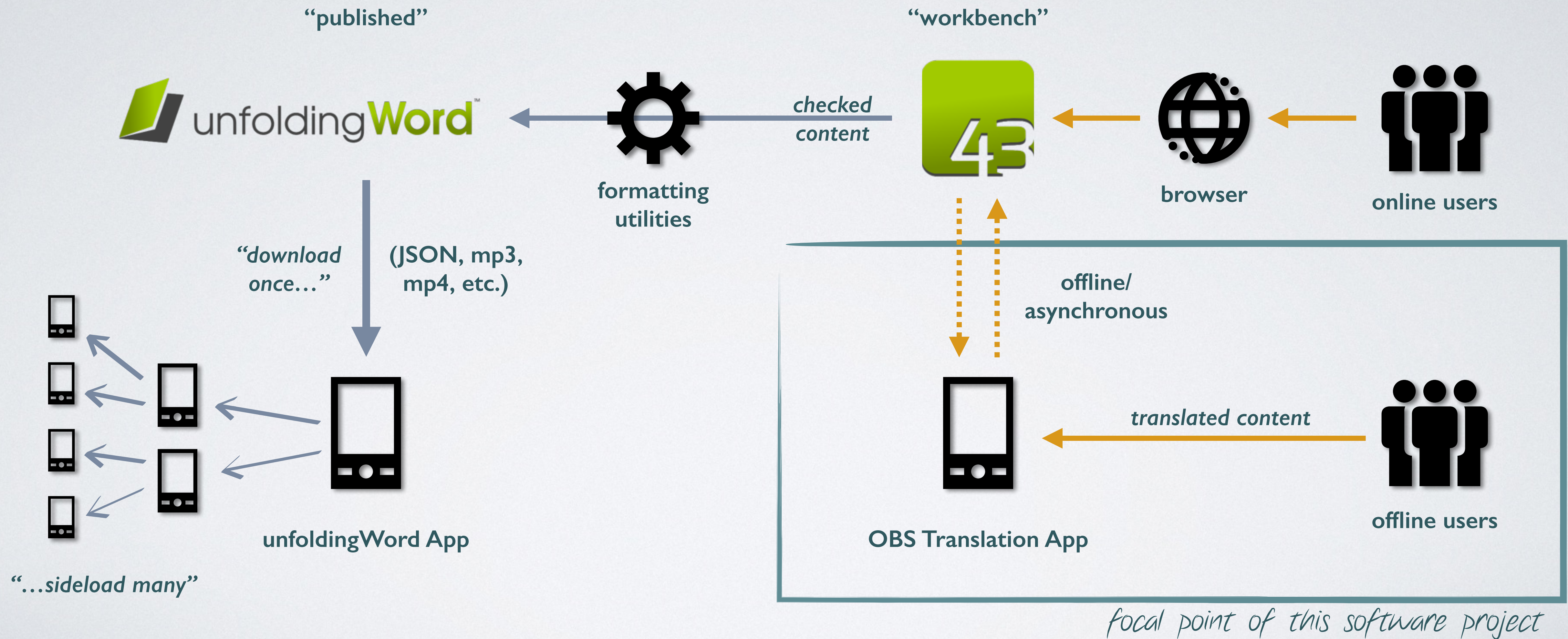


a vision: thechristiancommons.com

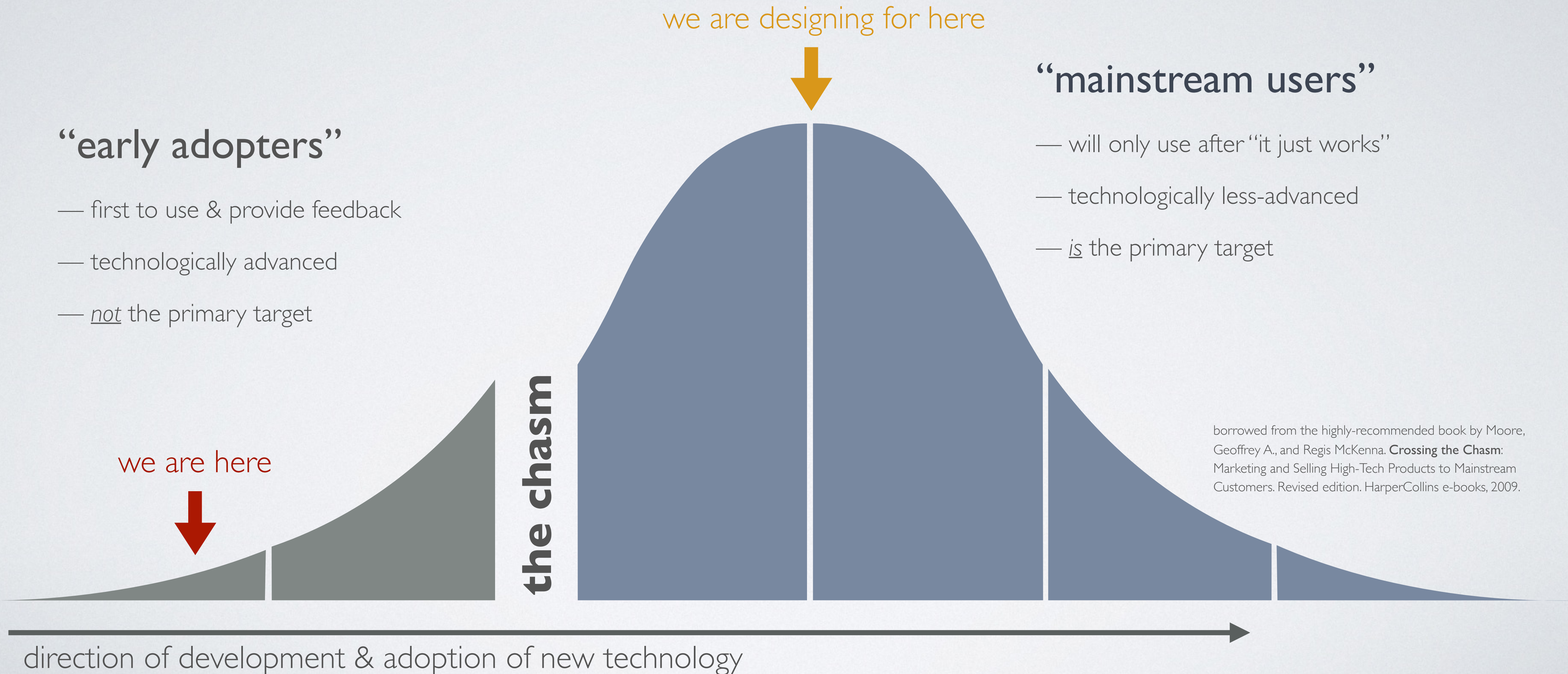


a platform: door43.org

INTEGRATION (OVERVIEW)



USER PROFILE: BEWARE THE CHASM!



USER PROFILE: MAINSTREAM USER

- technology neophyte — not afraid of technology, but has not had much experience with it either
- not expected to have concept of “filesystem”
- mobile-only, no other computing technology
- long periods of time working offline
- able to use bluetooth for sharing data
- will have access to more technically-inclined “friend” who can help occasionally, but not in day-to-day use



@IMFTI, CC BY-SA

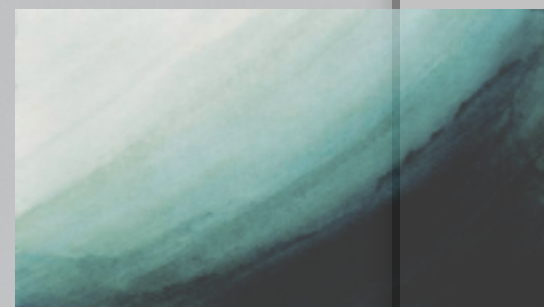
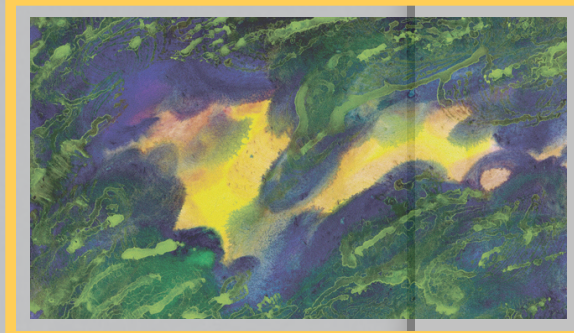
ITERATION #1: OBJECTIVES

- a “structured” text editor for Android
- only provides one story (smallest iteration possible): “The Creation”
- provides “frame by frame” translation environment
- displays image for frame + corresponding “translation notes” (<http://door43.org/en/obs/notes>). *NOTE: the translation notes can be saved for a subsequent iteration, if needed.*
- a “share” output that enables user to send completed translation as Dokuwiki-formatted text file via Email, Dropbox, etc. (anything in the Android “Share” menu)

ITERATION #1: DESIGN SPECIFICS

- objective of this iteration: test the design of the app's translation User Interface (UI/UX)
- everything else should be hard-coded "under the hood" (e.g. no "choose your language" interface: the app should launch straight to the translation interface)
- different implementations for landscape vs. portrait (responsive)
- use of off-canvas flyouts on both left & right sides is optimal (note: install & use Wunderlist as a premier example, read more [here](#)); flyouts should always be triggered by swiping from the outside of the screen to the center.
- **wireframes** are/will be collaborative & online: (To Be Decided, stay tuned...)

each image
links to
the frame



off-canvas flyout

story title, translated

I. A Criação

12:00

source text for frame

This is how the beginning of everything happened. God created the universe and everything in it in six days. After God created the earth it was dark and empty, and nothing had been formed in it. But God's Spirit was there over the water.

actual translated content

[translation goes here]

translation notes

Translation Notes:

the beginning - That is, "the beginning of all things," before anything existed except God.

created - This is used here in the sense of making something out of nothing.

universe - This includes everything that God created on the earth and in the heavens, both visible and invisible things.

dark - It was completely dark. There was no light at all, since God had not yet created light.

empty - God had not yet created anything except for the bare earth covered by water.

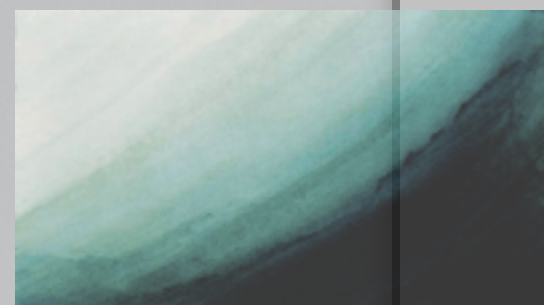
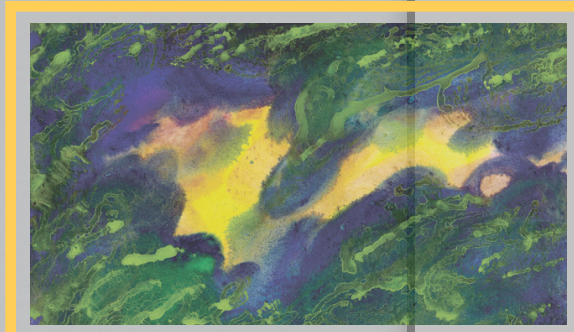
nothing had been formed - There were no distinguishing features—just water covering everything.

God's Spirit - The Spirit of God, sometimes called the Holy Spirit, was present in the beginning, moving freely over the earth in order to create all that he had planned to do.

Iteration #1:
Translation UI (Tablet)

image for frame, provides
visual cue for translator

each image
links to
the frame



off-canvas flyout

story title, translated

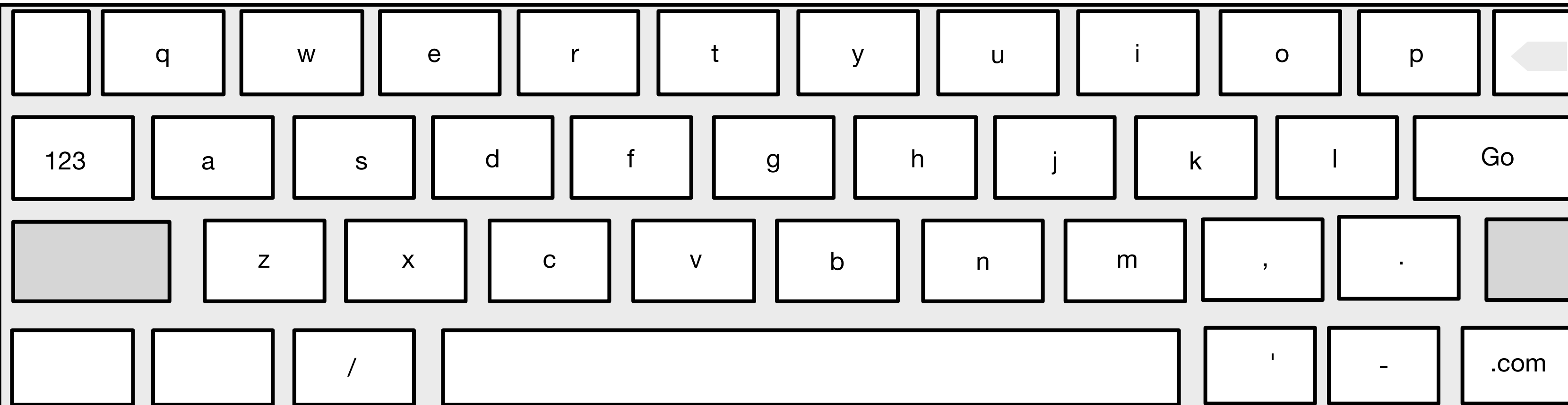
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source text for frame

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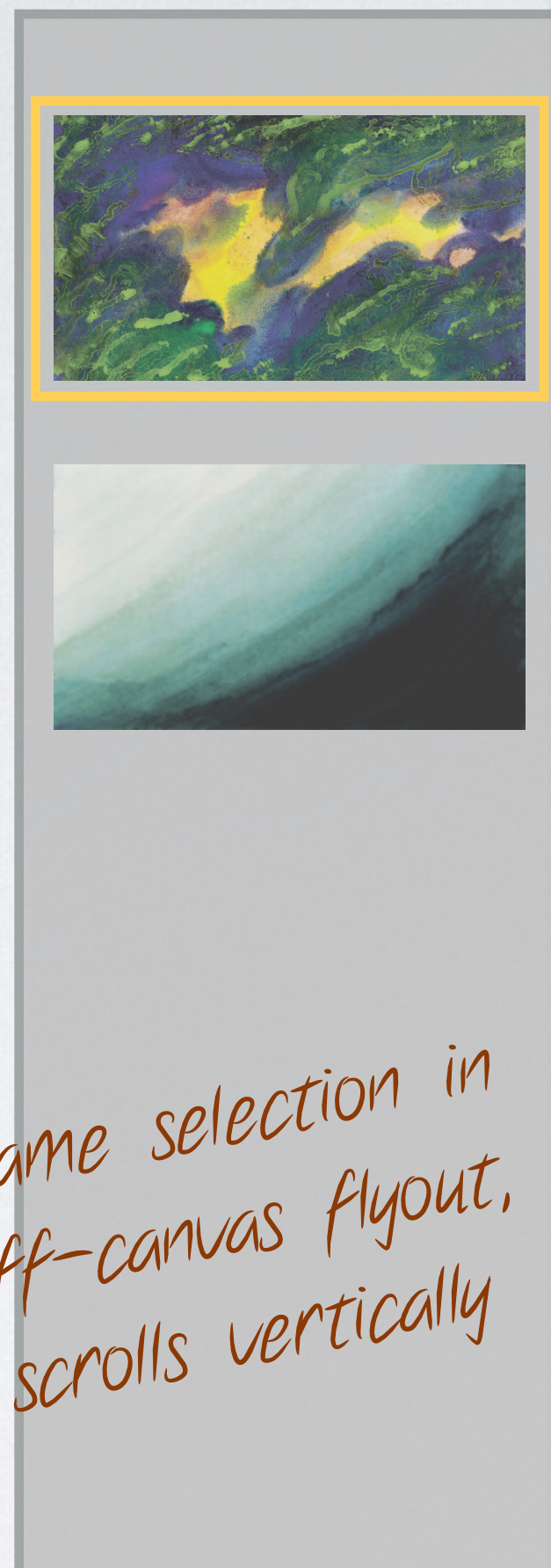
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translation notes move to
flyout when onscreen
keyboard present

Iteration #1: Translation
UI (Tablet + Keyboard)

Iteration #1: Translation
UI (Mobile + Keyboard)

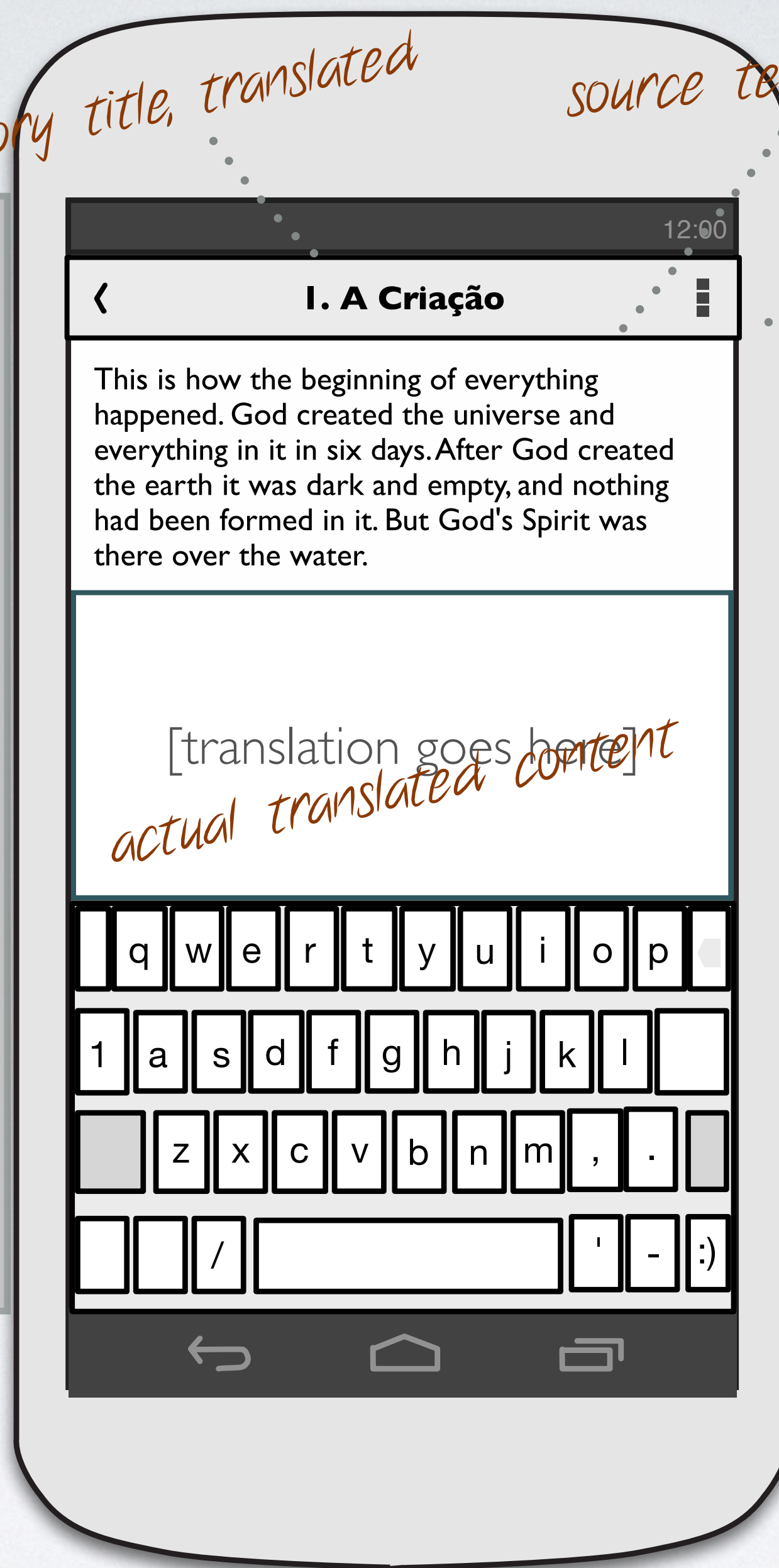
each image
links to
the frame



frame selection in
off-canvas flyout,
scrolls vertically

story title, translated

source text for frame



[translation goes here]
actual translated content

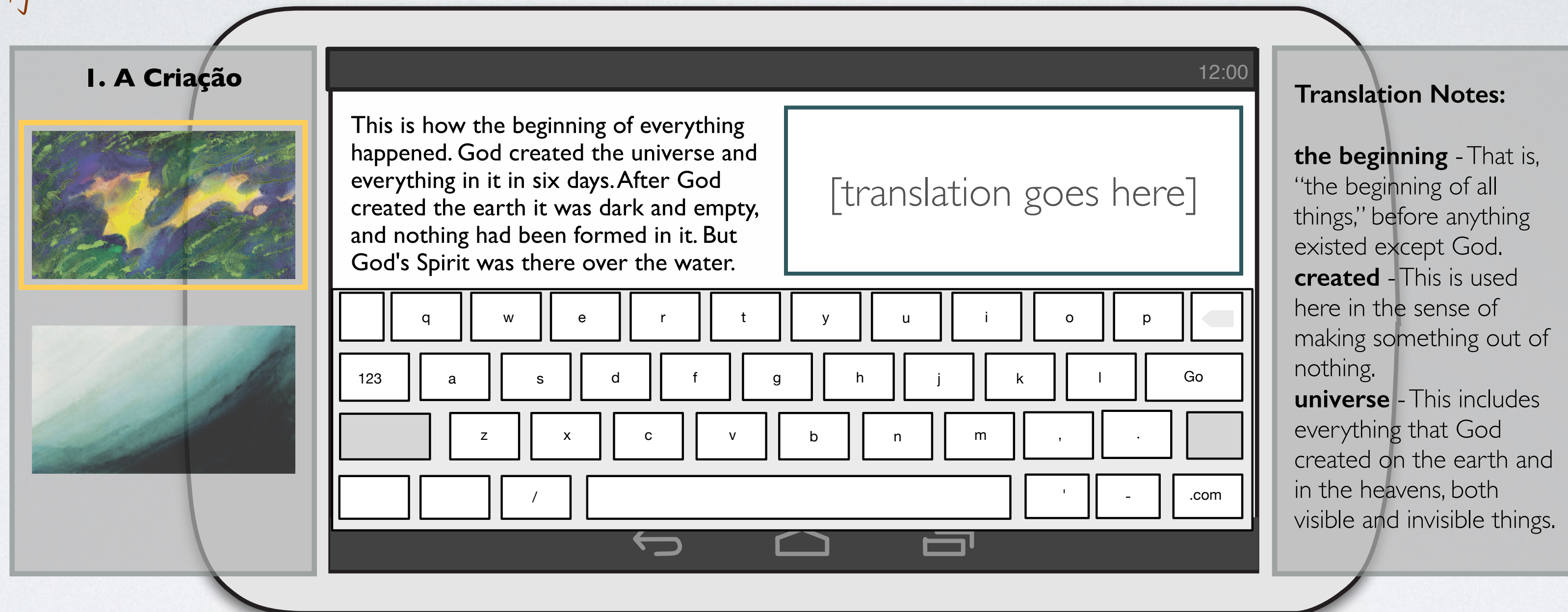
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toggles translation notes
flyout

translation notes in off-
canvas flyout, scrolls
vertically

story title moves to
left off-canvas
flyout in landscape



Iteration #1: Translation UI
(Mobile Landscape + Keyboard)

FUTURE ITERATIONS

future iterations will/may include:

- project management for multiple translations
- language selectors, covering every living language in the world (IETF codes, same as Door43, more on this in subsequent documents)
- really, really smart onscreen keyboards, possibly customizable, accounting for every writing system in the world