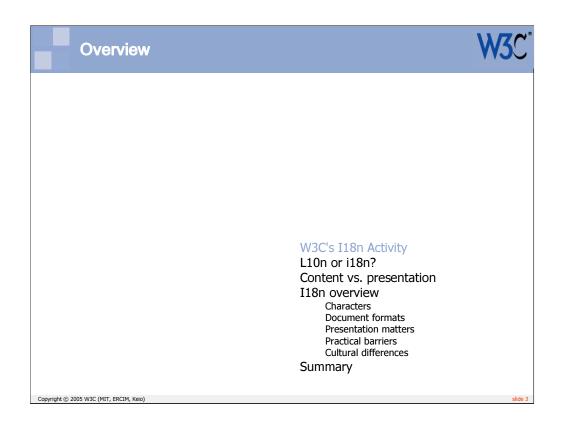
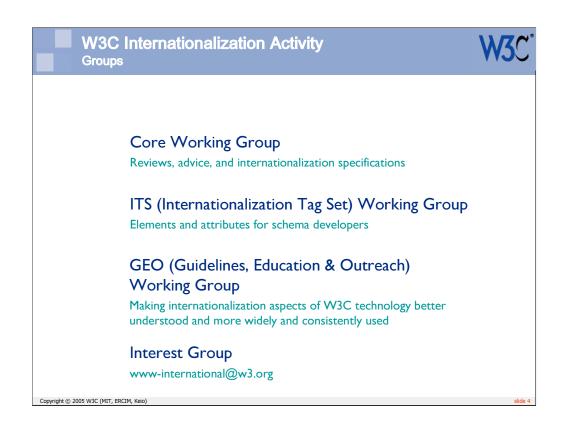


# You will be able to tell your friends and colleagues: • Why localization is not just a question of grabbing a technical guy to translate stuff • Why you need to think about localization earlier than people typically expect • Insights into internationalization at the W3C





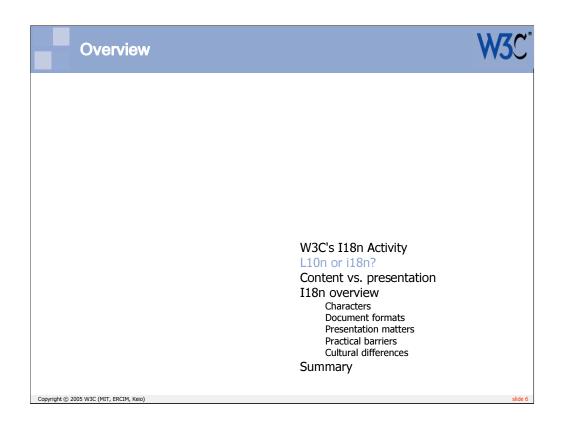
## W3C Internationalization Activity Objectives



- Help Working Groups understand international requirements as early as possible
- Check specifications in Working Drafts, especially at Last Call, for internationalization issues
- Define, or work with other Working Groups to define, behavior needed for support of international requirements
- Evangelize the need to consider multiple languages and scripts when developing Web technologies of any kind
- Helping users of Web technology understand what's available to them and how to use it

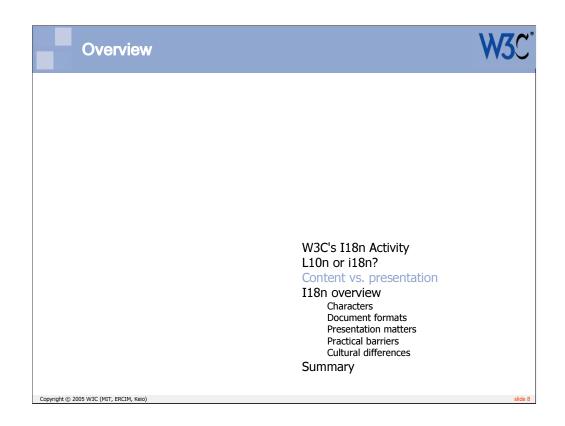
Copyright © 2005 W3C (MIT, ERCIM, Keio

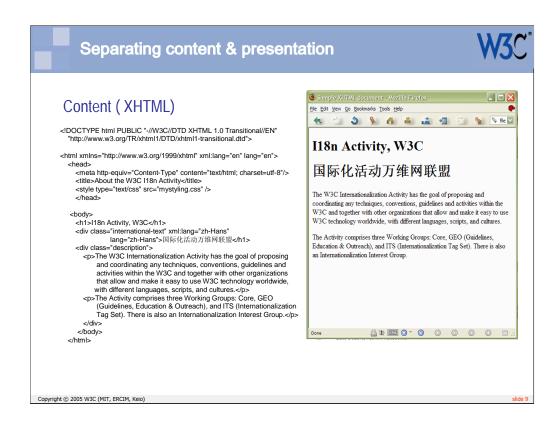
slide 5





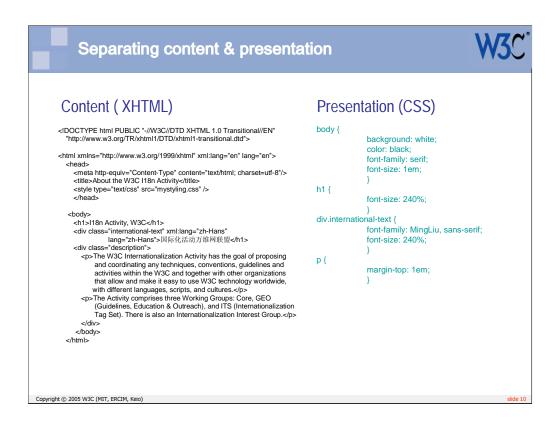
Localization without internationalization can be very hard. This presentation will use examples to make that point, and stress the value of considering internationalization as an integral part of the design and development activity – not an afterthought left to the 'localization folks'.





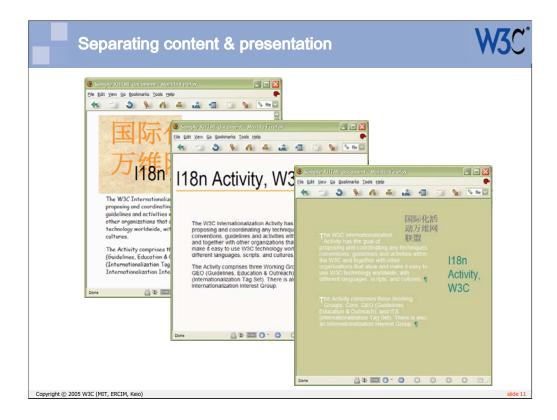
The HTML is shown on the left. There is no presentational information in the HTML – which is as it should be.

To the right is some CSS code that applies styling to the HTML.



The HTML is shown on the left. There is no presentational information in the HTML – which is as it should be.

To the right is some CSS code that applies styling to the HTML.



Each of these windows shows EXACTLY the same HTML file. The changes made to the CSS file produced three very different presentations of that basic content.

This is particularly useful for changing the presentational aspects of a site or group of pages. You typically only need to edit a single CSS file, rather than editing all the code of each HTML file.

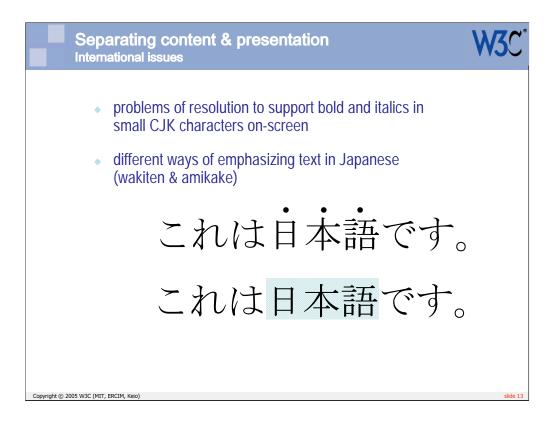
This can also be beneficial for localization, since typographic approaches, colors, etc, may need to be changed for different locales. Making such changes in the CSS is much easier than adapting the HTML.



Remember, also, that the Mobile Web is becoming increasingly important these days – and may be especially so in developing countries in the future. This means that content needs to be adapted to fit on handheld devices with smaller screens.

Again, this would ideally be achieved by styling the content, rather than writing a completely separate Web.

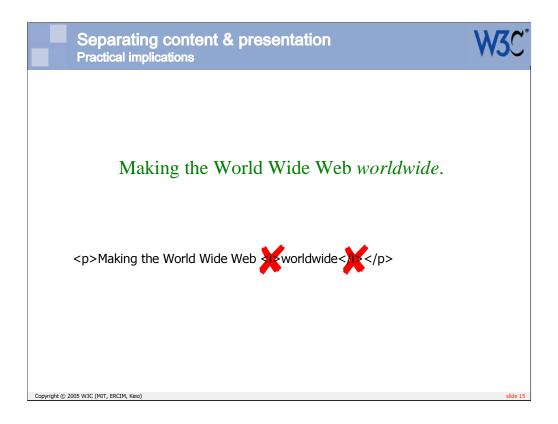
You should not make assumptions, when creating content, that you know what it will look like when finally displayed. These days, it may well be displayed in a number of different formats.



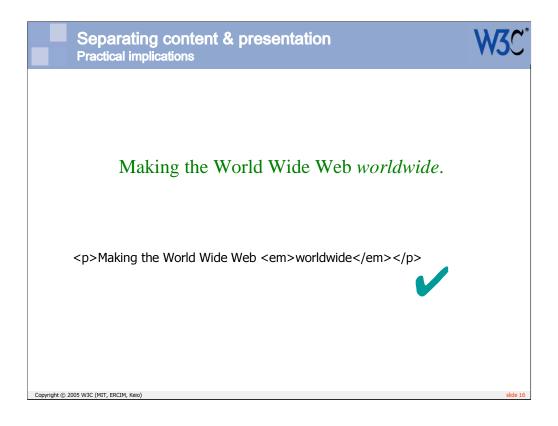
Here are some ways in which typographic differences may appear between language versions of the same content.

## Separating content & presentation International issues problems of resolution to support bold and italics in small CJK characters on-screen different ways of emphasizing text in Japanese (wakiten & amikake) no upper- vs. lower-case distinction in most non-Latin scripts no convention of distinguishing between proportional and mono-spaced fonts for some scripts

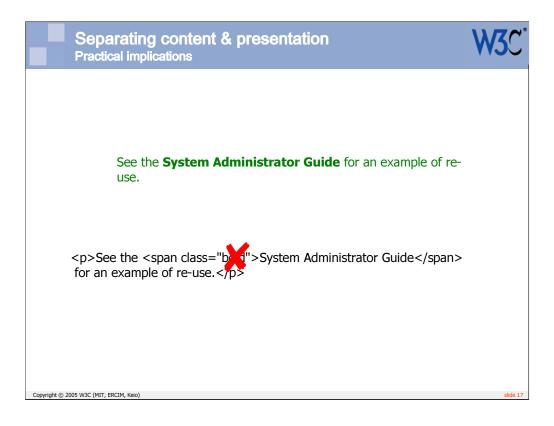
Copyright © 2005 W3C (MIT, ERCIM, Keio)



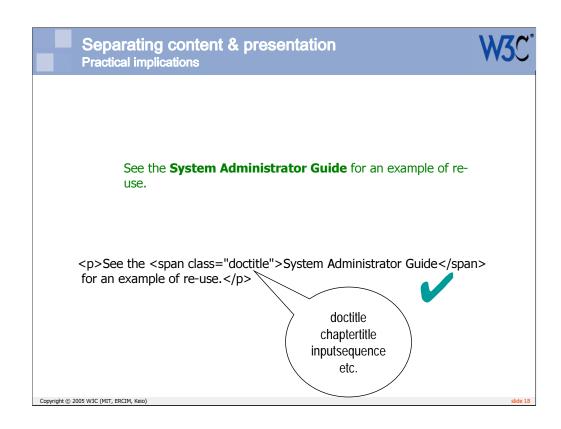
You should try to remove all presentational constructs from your content. For example, use of <i> tags shows that you are assuming that the text will be italicized. Because ideographic text doesn't support italicizations well in small font sizes, you could be causing problems for localization.

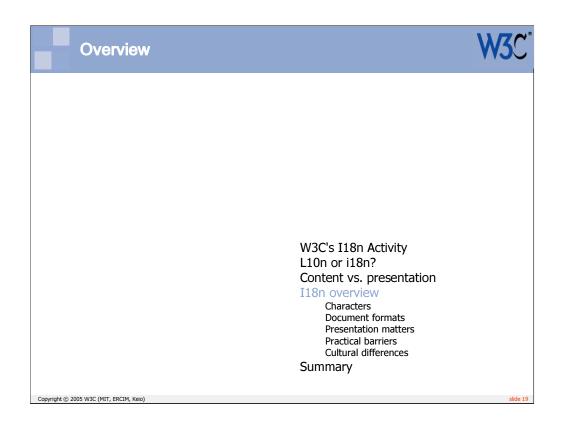


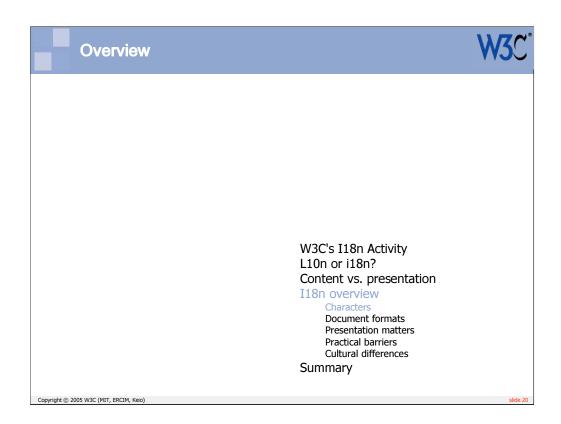
Not only is it better for localization to express the idea or semantics in the content, and leave the presentation to the style sheet, it will also improve your original text by making you more aware of what you are actually doing.

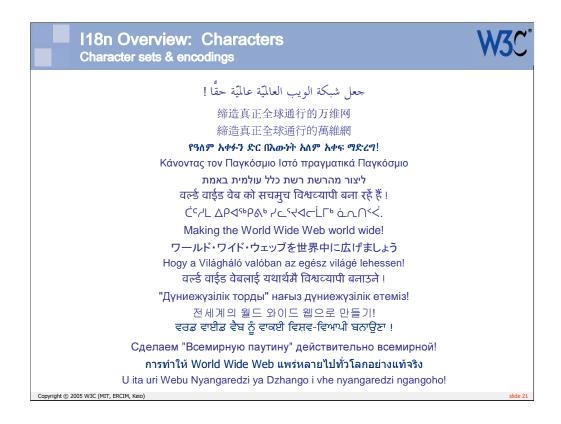


The same applies to document conventions such as representation of referenced resources. When using class annotations or microformats, don't describe the expected presentational rendering, describe the function of the text.



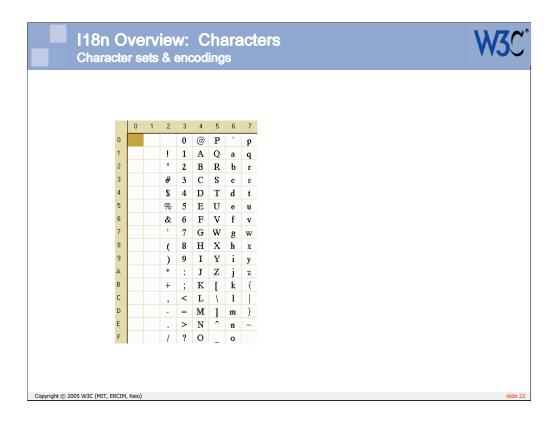




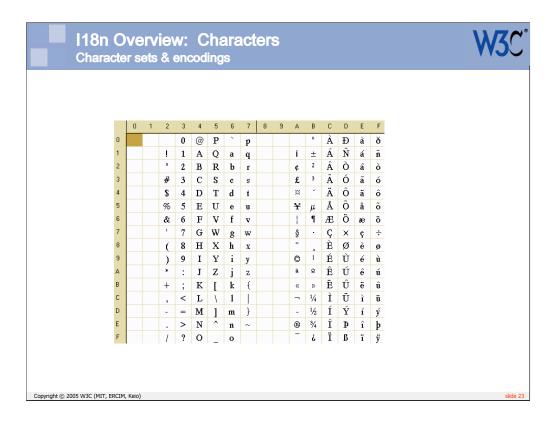


English is just another language.

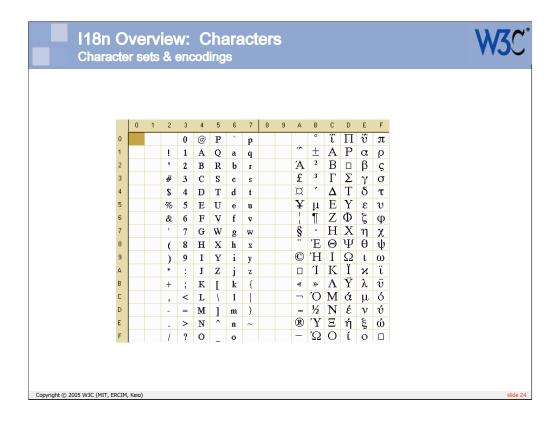
This kind of multilingual text on a single page was very rare only 10 years ago.



Early character sets based on 7-bit bytes, gave 2<sup>7</sup> (ie. 128) possible characters.

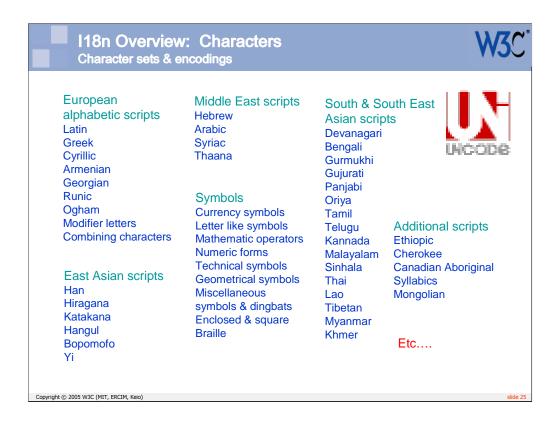


Adding an 8<sup>th</sup> bit gave a total of 256 possible characters. Still this was not enough for all European needs.



The code page mechanism, where the meaning of the upper cells was changed according to context helped a little, but was very messy.

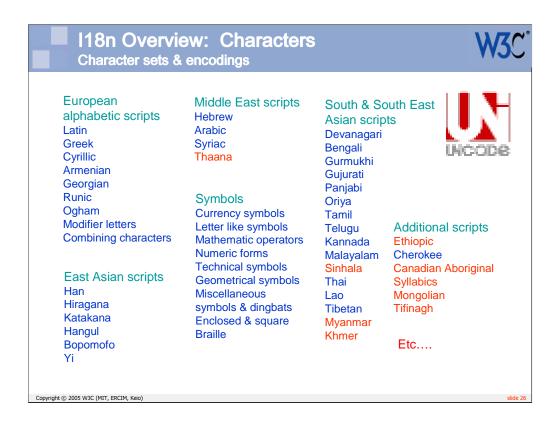
It still didn't come close, however, to addressing the needs of the Far East, where the character sets had to incorporate thousands of ideographic characters at a time.



Unicode solves this problem.

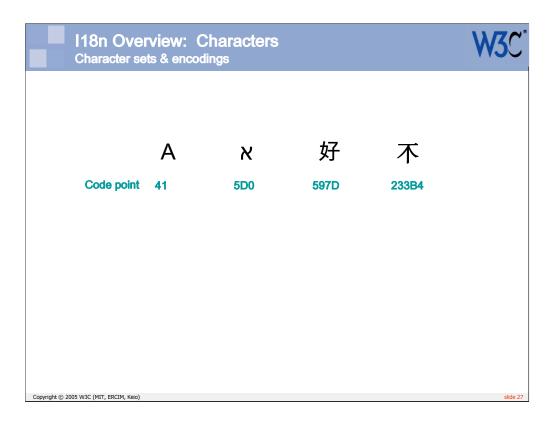
It is a single character set that covers all the commonly used scripts of the world in one place. This allows for simple display and storage of multilingual content, and for easy transitions between localized content.

Standardizing on Unicode is also helpful as so many other Web, operating system, application, database, etc environments are also working with Unicode. It is a well-known and commonly used encoding.



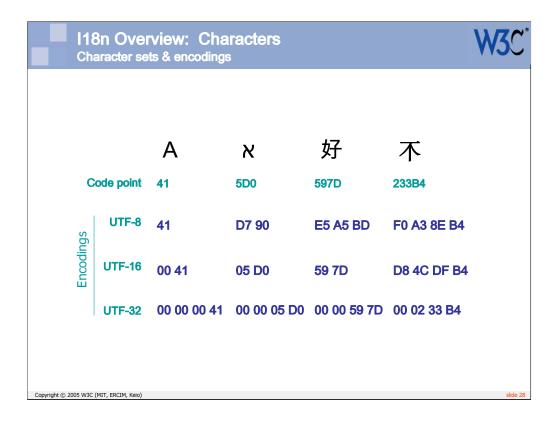
XML 1.0 is based on version 2 of the Unicode Standard. These means that the red scripts above (added to Unicode since version 2) cannot be used for element and attribute names, enumerated lists, etc. Not only that, but numerous new characters have been added to scripts that did exist in version 2, but these cannot be used in element names, etc. (Note that the use of all these scripts \*is\* supported in content. We are only talking about element and attribute names and the like.)

XML 1.1 provides support for all these later additions to the Unicode Standard, and the I18n Activity is encouraging developers of specifications to make them support XML 1.1.



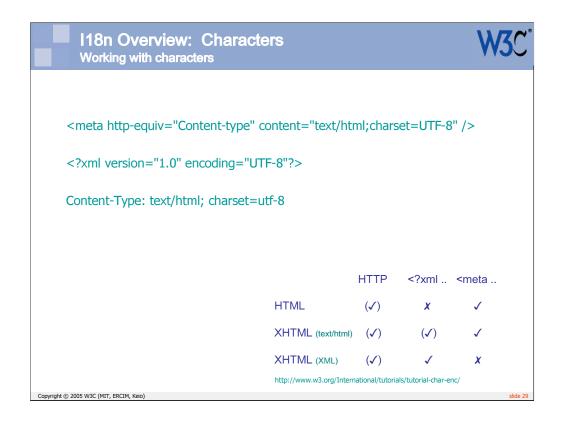
An 'encoding' refers to the way that characters are mapped from the character set to bytes in the computer. Different encodings yield different byte sequences.

To emphasize that character sets and encodings are different things, note how Unicode has three possible encodings, even though the actual character set is just defined once. In order to correctly interpret byte sequences and convert them into the right characters, you need to know what encoding was used.



An 'encoding' refers to the way that characters are mapped from the character set to bytes in the computer. Different encodings yield different byte sequences.

To emphasize that character sets and encodings are different things, note how Unicode has three possible encodings, even though the actual character set is just defined once. In order to correctly interpret byte sequences and convert them into the right characters, you need to know what encoding was used.



You must declare the encoding of your content somewhere, so that it can always be discovered by any application that wants to interpret the text.

There are a number of ways of doing this. For more information see http://www.w3.org/International/tutorials/tutorial-char-enc/ .

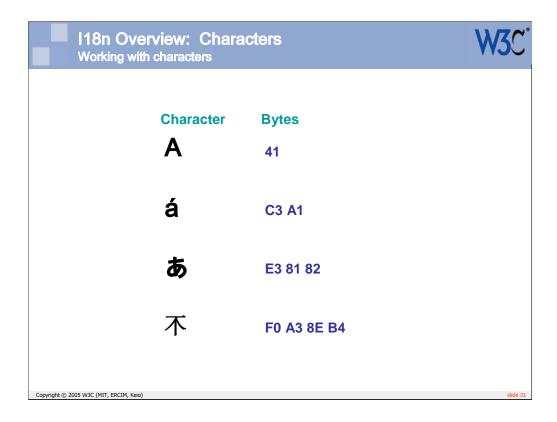
Note that you must also save your data in the appropriate encoding – labelling alone is not sufficient (see http://www.w3.org/International/questions/qachanging-encoding).



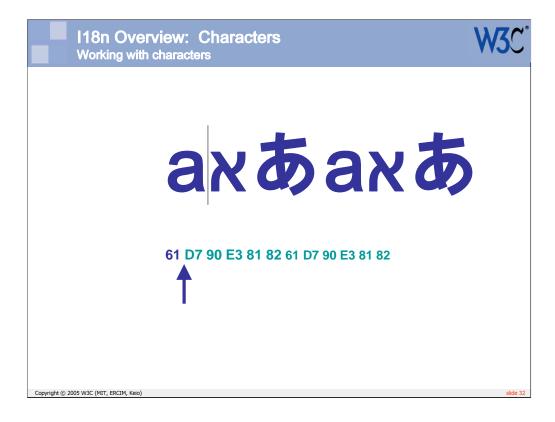
You need to ensure that the applications you are dealing with – especially any back-end scripting – can appropriately deal with text.

This slide shows a photo uploaded to Flickr with XMP meta data in UTF-8. The Flickr user interface, which supports UTF-8, has taken the title of the photo from the XMP data, but some backend process has mangled the encoding. You can guess at the meaning of this title, but text in, say, Chinese, would be completely unreadable.

Be careful that the functions you use in languages such as PHP and Python can handle multibyte characters correctly, and that encoding information is recognized and appropriately dealt with.

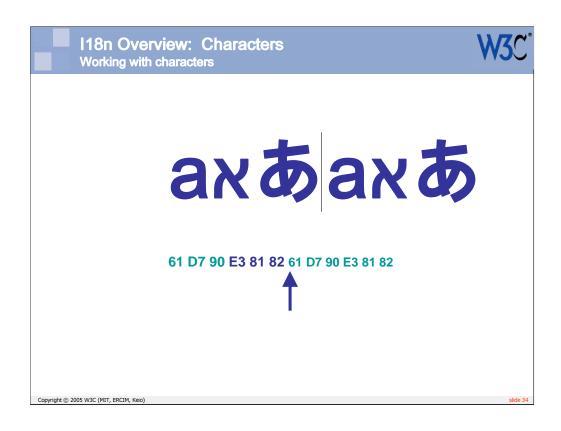


In an encoding such as UTF-8 characters can be encoded using a mixture of 1 to 4 bytes. This means that when manipulating, comparing, pointing into, wrapping, or styling data, etc., you need to know where the character boundaries are, and never separate the bytes that constitute a single character.



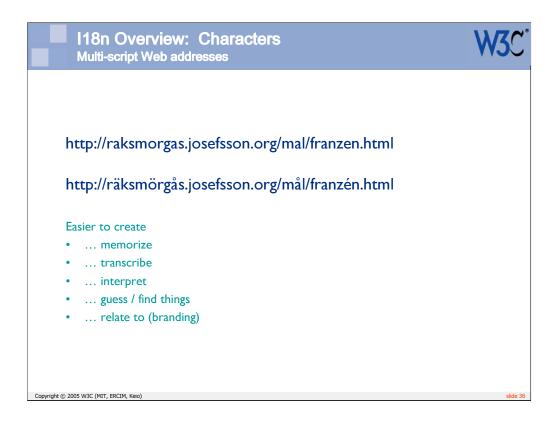
This sequence of slides shows how a cursor would have to jump through the bytes in memory as you press the right cursor key.



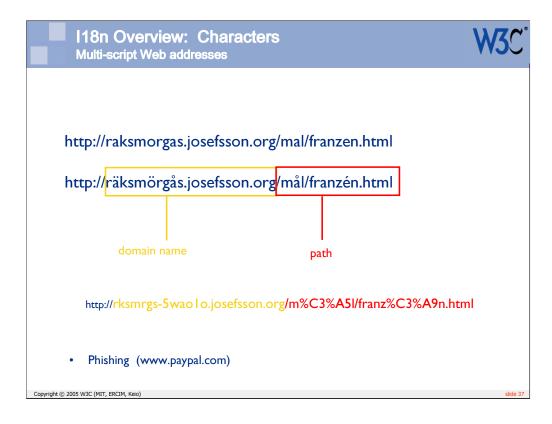




If you are running processes on text, you may also want to normalize the text beforehand to make it easier to collate character sequences in Unicode that are different but canonically equivalent.



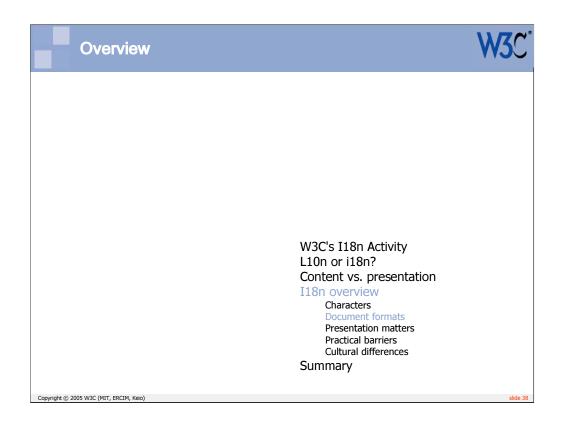
There is a lot of demand for people to be able to use non-ASCII characters in Web addresses.

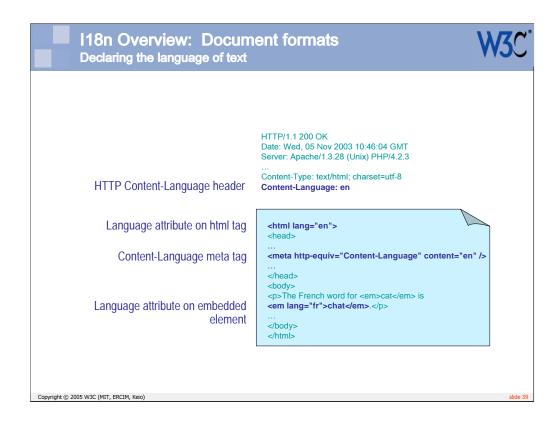


New standards have come out of the IETF recently that make this possible. The W3C personnel contributed to the development of these standards.

There are still some hurdles to overcome with regard to security and deployment, but it is possible to use these now. For more information see http://www.w3.org/International/articles/idn-and-iri/ .

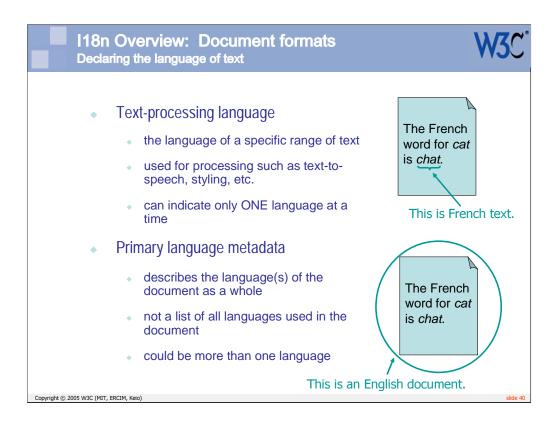
# Introduction to Writing Systems





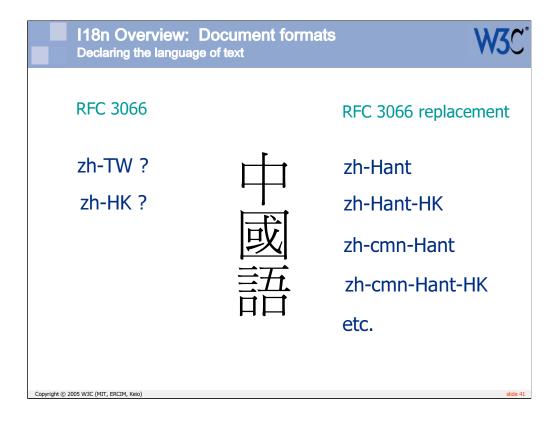
Applications exist that can use natural language information about content to deliver to users the most relevant information or styling according to their language preferences. The more content is tagged and tagged correctly, the more useful and pervasive such applications will become.

There are a number of possible ways to declare language information in HTML, but the effectiveness and the rules that apply to each approach vary. For more information see http://www.w3.org/TR/i18n-html-tech-lang/ .



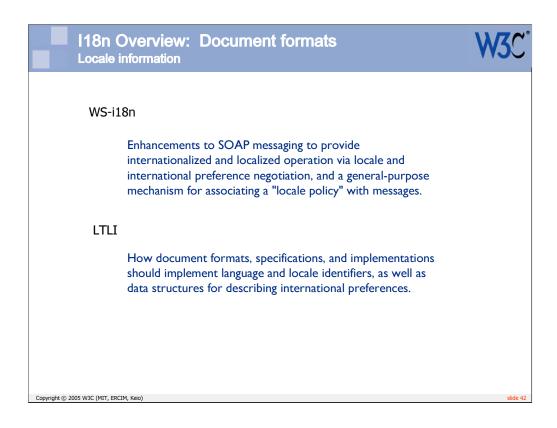
In particular, it is important to recognize that there are two different types of language declaration. Different mechanisms (shown on the previous page) naturally fall into one or other of the different types.

For more information see http://www.w3.org/TR/i18n-html-tech-lang/#ri20040808.100519373

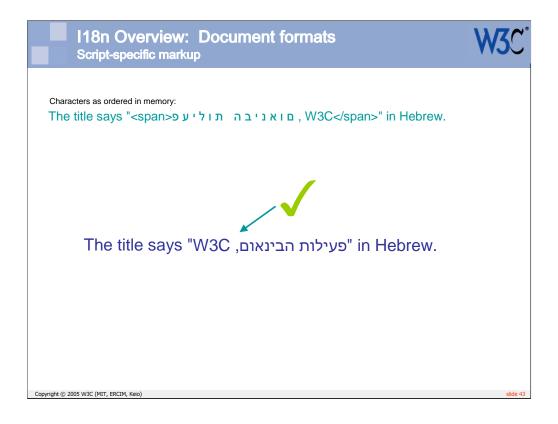


The current way of expressing language in values for xml:lang and other places is to follow the rules of the IETF's RFC 3066 specification. There is a problem for Chinese, since RFC 3066 didn't allow you to label Simplified or Traditional Chinese independently of the dialect until recently. Many people used zh-TW for Traditional Chinese, whereas others used zh-HK.

A replacement for RFC 3066 has been approved by the IETF and is awaiting publication. (Members of the W3C I18n Activity have been involved in its development.) The new specification will provide a lot more power for handling language declarations. For example, in Chinese it will be possible to use the code listed above right to mean, respectively, Traditional Chinese, Traditional Chinese as used in Hong Kong, Mandarin Chinese written in Traditional Chinese, Mandarin Chinese as written in Traditional Chinese in Hong Kong, etc.



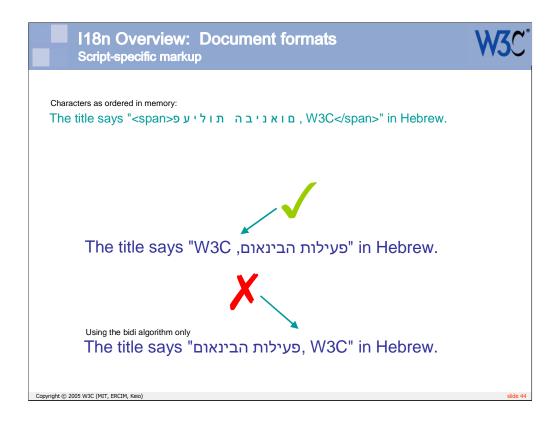
The W3C Internationalization Activity is also working on documents aimed at improving handling of language and locale information in specifications such as those relating to Web Services.



In addition to language declarations, there are other types of markup that are needed to support non-Latin scripts. One important example is markup to support bidirectional text in languages based on Arabic or Hebrew scripts.

If you develop content for these languages, you must become familiar with their use (see for example http://www.w3.org/International/articles/inline-bidi-markup/). If you develop schemas, you should ensure that you provide such constructs for others to use.

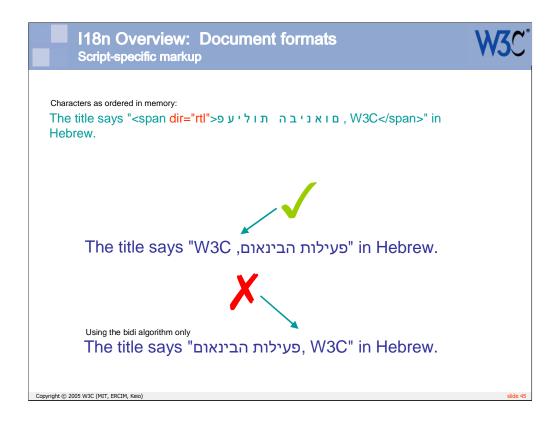
The ITS (International Tag Set) Working Group at the W3C is currently specifying markup that can be used to support international use of documents, and also efficient localization of documents.



In addition to language declarations, there are other types of markup that are needed to support non-Latin scripts. One important example is markup to support bidirectional text in languages based on Arabic or Hebrew scripts.

If you develop content for these languages, you must become familiar with their use (see for example http://www.w3.org/International/articles/inline-bidi-markup/). If you develop schemas, you should ensure that you provide such constructs for others to use.

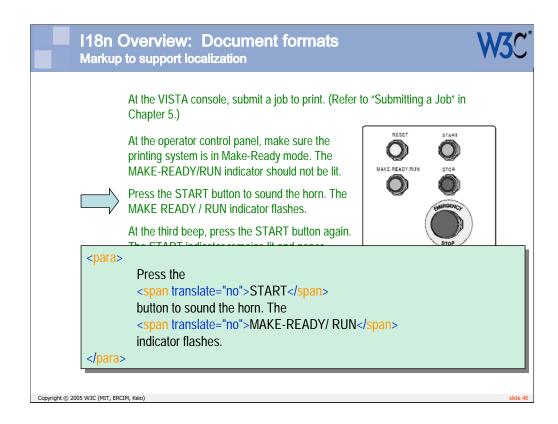
The ITS (International Tag Set) Working Group at the W3C is currently specifying markup that can be used to support international use of documents, and also efficient localization of documents.



In addition to language declarations, there are other types of markup that are needed to support non-Latin scripts. One important example is markup to support bidirectional text in languages based on Arabic or Hebrew scripts.

If you develop content for these languages, you must become familiar with their use (see for example http://www.w3.org/International/articles/inline-bidi-markup/). If you develop schemas, you should ensure that you provide such constructs for others to use.

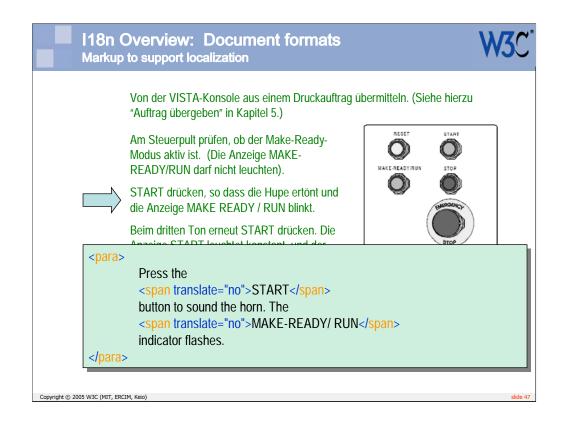
The ITS (International Tag Set) Working Group at the W3C is currently specifying markup that can be used to support international use of documents, and also efficient localization of documents.



An example of markup that can help make translation more efficient is the provision of a flag to indicate whether or not text should be translated. This can be used by translation tools to screen text from translators or machine translation systems where necessary.

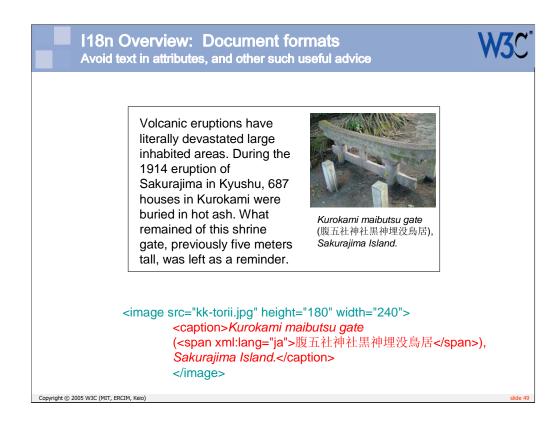
In this example of product documentation, 'START' and 'MAKE-READY/RUN' appear on a hard panel that will not be translated. The markup can be used to indicate that. In actuality, the ITS group will come up with a number of ways of implementing a translate flag. In some cases these may be used by content authors, in other cases they may be applied via rules. For more detail, follow the development of the working draft at http://www.w3.org/TR/its/ .

## **Introduction to Writing Systems**





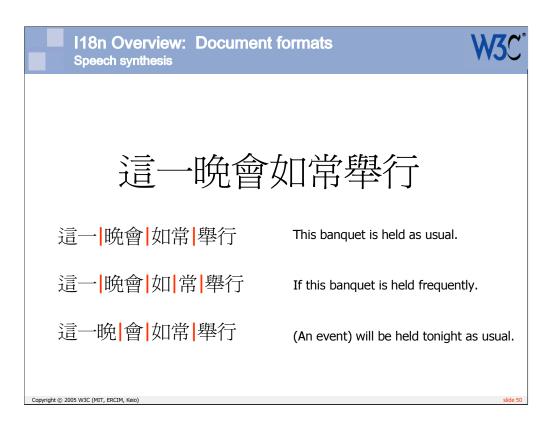
In some cases, an approach to schema design is important, rather than specific tags. For example, the Japanese text in an attribute value shown here cannot be marked up for language, directionality, abbreviation, styling, etc, since it is part of the attribute text.



It would have made more sense to use an element for the caption.

The ITS Working Group will also provide advice of this kind to schema developers.

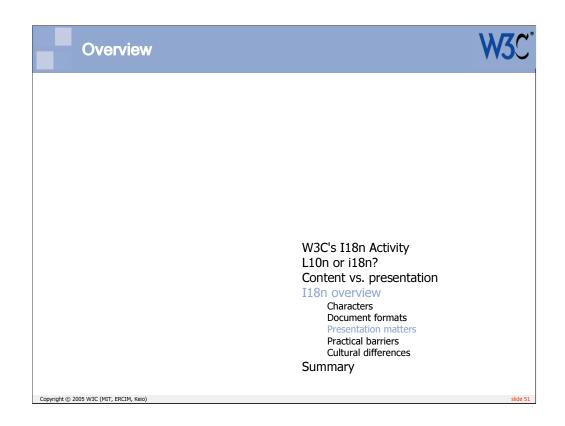
The I18n Core Working Group has also discussed concepts such as this with other W3C working groups. For example, XHTML 2 will hopefully address a number of situations in HTML where text cannot be marked up appropriately.

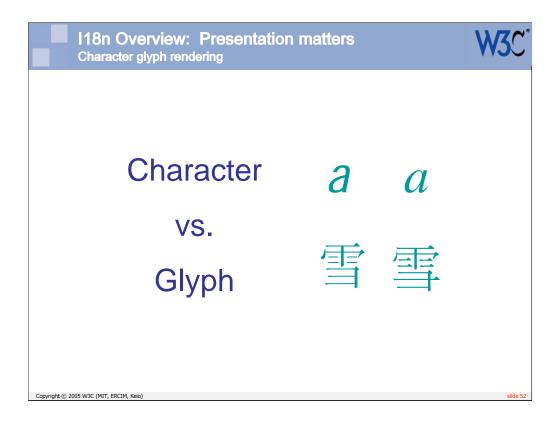


A recent workshop in Beijing explored international requirements for markup to support speech synthesis. There are plans to organize another workshop in Crete at the end of May 2006.

Since there are no spaces between words in Chinese, the sentence above can be read in a number of different ways. Markup to show word boundaries when needed for disambiguation was one of the results of the Beijing workshop.

# Introduction to Writing Systems

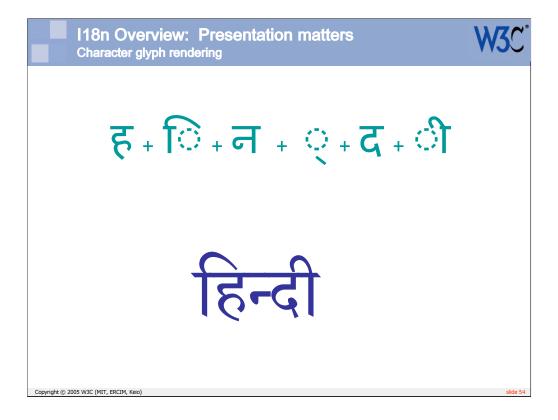




Unicode also separates semantics from presentation. There is usually a single code point for any character. The visual representation of that character (it's glyph) however is font dependent.



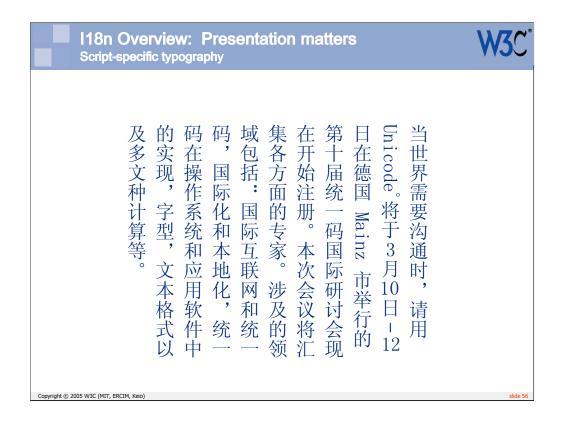
In some scripts, the font glyph differences do not merely reflect style preferences. Most Arabic characters can have up to four different shapes, depending on the visual context. This is because of the joined up nature of Arabic writing. Each letter of the alphabet, however, has a single code point in Unicode, and rendering rules in the operating system and / or font are used to pick the appropriate glyph from the font at run time.



These rendering rules not only affect glyph shaping, but may do more complicated things like reordering the visual placement of characters, since characters are usually stored in a 'logical' order in memory that reflects the way they are typed or spoken. The example above shows how Devanagari text (Hindi) puts all combining characters after base characters (a cardinal rule in Unicode text storage), but displays some characters to the left of the base character when printing or displaying on screen.

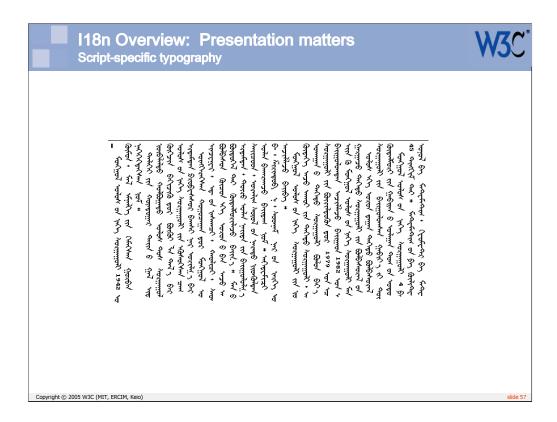


CSS3 holds the promise of a number of typographic approaches that are needed for non-Latin scripts, such as Chinese and Japanese. Here are just a few examples.

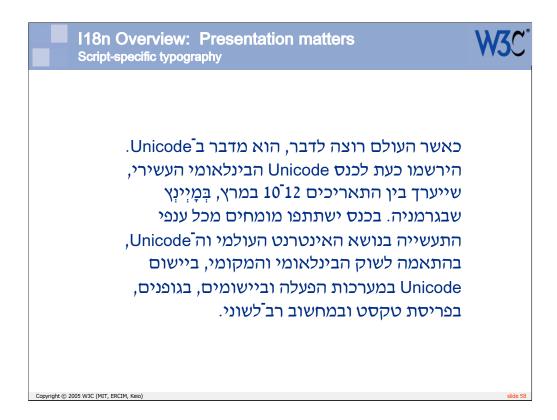


This is vertical Chinese text. Note that Latin text flows down the lines, but also that the numbers are arranged horizontally within the vertical flow.

You start reading the text at the top right, and progress towards the left of the page.



This is Mongolian. It is read vertically also, but you start at the top left, and progress towards the right. The question is, how do you handle a mixture of vertical Chinese and Mongolian text? The CSS Working Group is currently studying how to enable such mixtures.



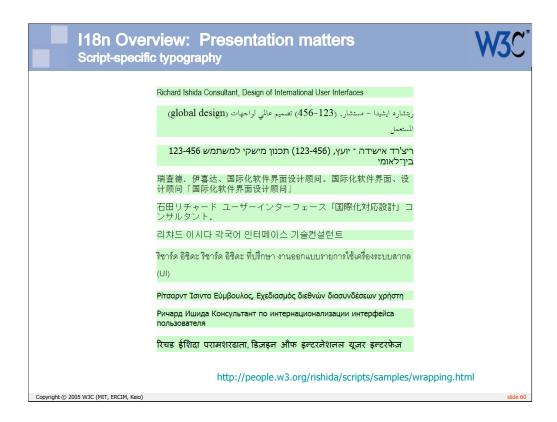
In addition, one has to integrate left-to-right and right-to-left text into vertical text. Again, the CSS Working Group is currently trying to finalize how to manage the combination of all these different script directions.

Note that this should just be presentational sugar. There should be no need to alter the content, just the styling, to move from a vertical to a horizontal display of text, and vice versa.



When these new typographic features are available and supported in user agents, developers and content authors will need to familiarize themselves with the numerous properties that are available.

Before that, if you use a non-Latin script, you should check that your requirements have been taken into account. This slide shows a picture of vertical text on an Indian doorway that I came across recently. We will need to check that the vertical text properties in CSS take into account that the text proceeds downwards syllable by syllable, not letter by letter.

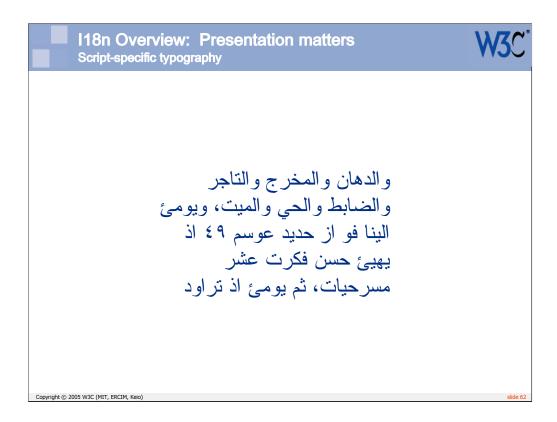


This and the following slide illustrate how different scripts exhibit different wrapping behavior at the end of a line.

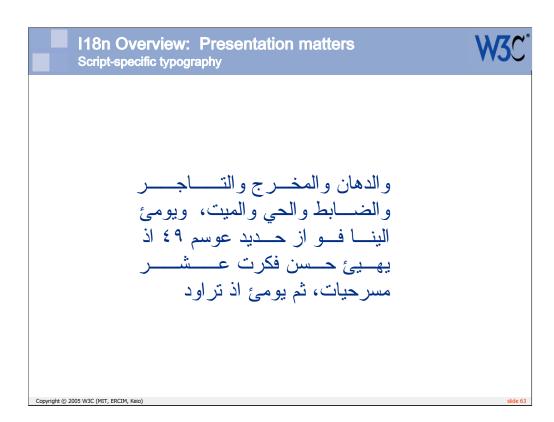
It is important to ensure that user agents perform such wrapping correctly. It is also important to ensure that all the user parameters that are needed to control wrapping are available to the styling mechanism (eg. CSS).

### **Introduction to Writing Systems**



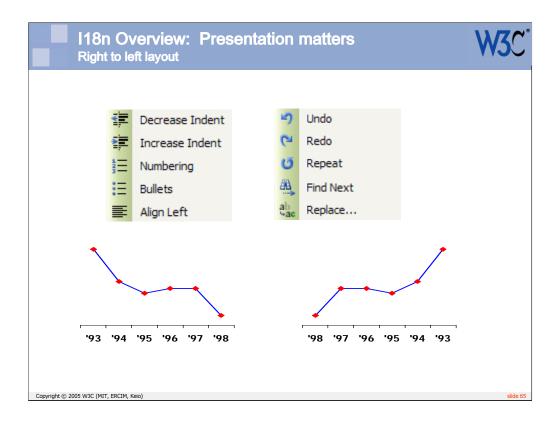


As this and the next slide show, Arabic justification stretches words rather than spaces. Another example of script-differentiated behavior.



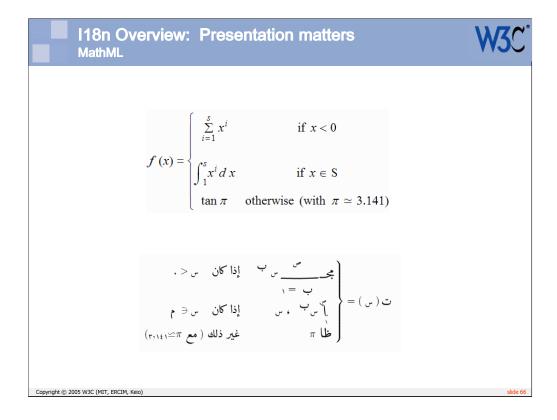


Directionality can also affect layout. Note, for example, how the column order is reversed in the Arabic page.



Text direction also affects icons and graphics. The icons shown on this slide may need to be mirror imaged or, in some cases, redrawn for use with Arabic or Hebrew content.

Also tables, collated pictures, graphs, spreadsheets, etc. commonly flow from right to left.

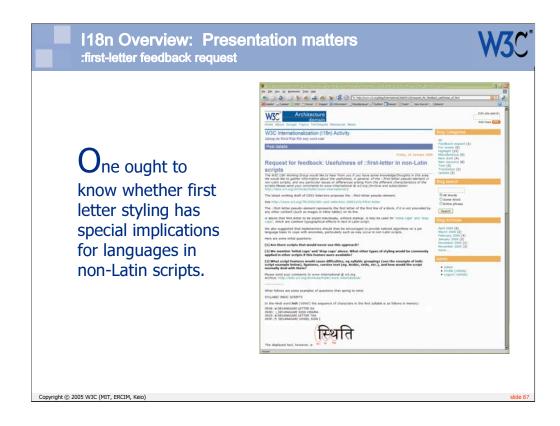


This slide provides some examples of differences between English and Arabic approaches to mathematical presentation. The W3C has recently produced a note about this, with a view to enabling the various Arabic approaches in the future.

We are always looking out for other requirements, related to non-Latin typography. If you are aware of things that the Web should support, please let us know.

This section on presentation invites you to:

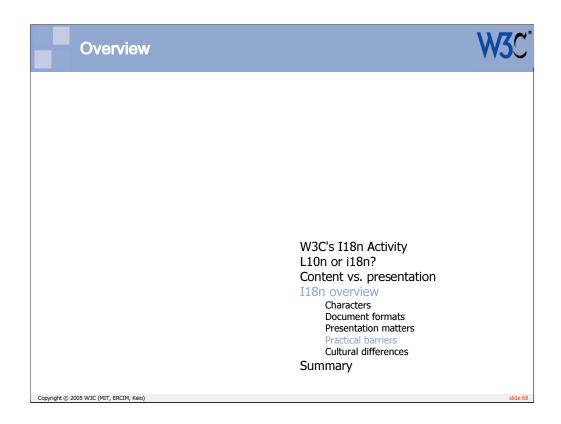
- -find out and use features that are currently available
- -design your applications in an extensible way, so that these features can be incorporated when needed for international content
- -push for new features to be implemented by user agents getting support in the W3C standards is not sufficient, the user agent developers must also be convinced that they should support them – this means both pushing for feature to be supported, and using them when they are made available.



The W3C I18n Activity has begun an experiment to seek input regarding international requirements by posting a summary of a particular area on our web site.

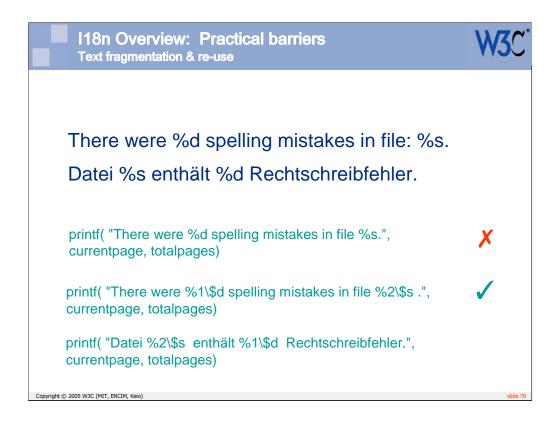
Here is our first such page. It relates to the use of :first-letter in non-Latin scripts or Latin scripts with accents (see http://www.w3.org/blog/International/2006/01/20/request\_for\_feedback\_usef ulness\_of\_first )

# Introduction to Writing Systems



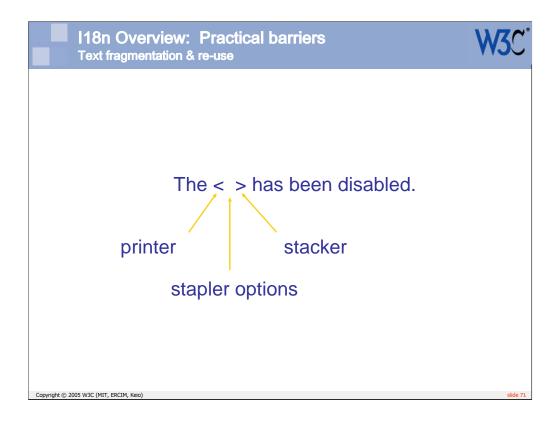


This slide shows the same idea expressed in multiple languages. Within each translation of the sentence, the number of words is different, and the order of those words changes.



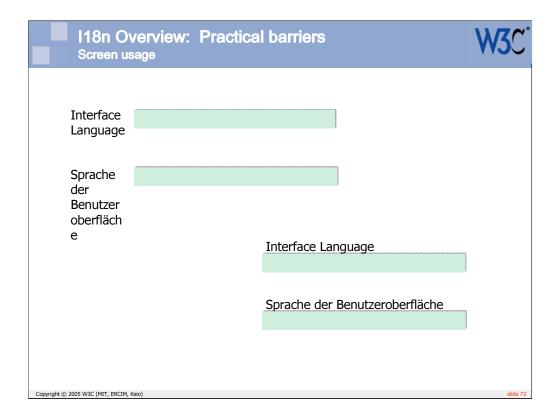
This is an example of syntax differences affecting development techniques.

The order of variables needs to be different between English and German versions. Unless you are using slightly more advance techniques in PHP, you will prevent this possibility and seriously affect translatability.



In this example, the developer has tried to save memory by re-using part of a common sentence. Unfortunately, because of the effects of rules about agreement between gender and number in many languages, this becomes an untranslatable phrase. The developer needs to be aware of the likely impact on translatability of such things.

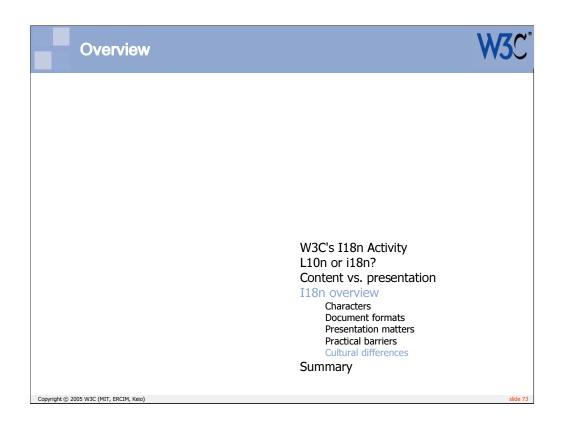
### **Introduction to Writing Systems**



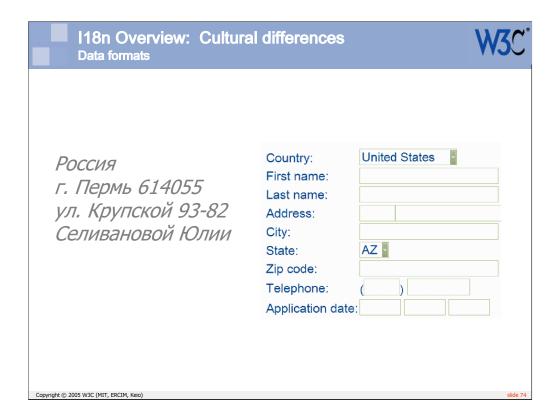
English and Chinese text usually expand when translated. You should consider the potential impact of this on page design, and either allow text to flow into larger areas, or leave expansion space.

For example, putting labels beside form fields is often likely to cause expansion space problems. This issue can often be avoided by allowing text to expand above the field, instead.

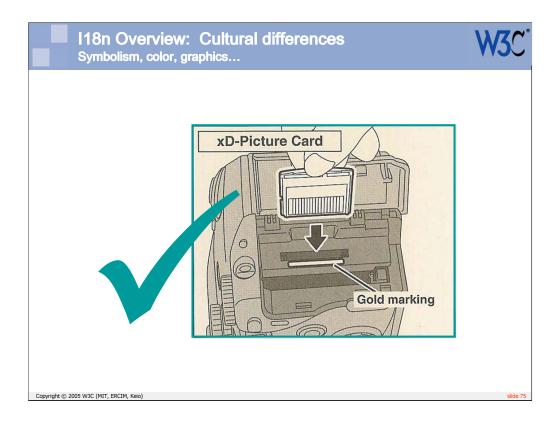
## Introduction to Writing Systems



## **Introduction to Writing Systems**



Be careful about assuming what others' name and address formats will be. Also think about how you will store the names and addresses in the database. For example, do you really need to split out street number? How will you generate a Russian or Japanese address that goes from general to specific from top to bottom?



Symbolism can differ from place to place. For example the check mark means *incorrect* in some places around the world.

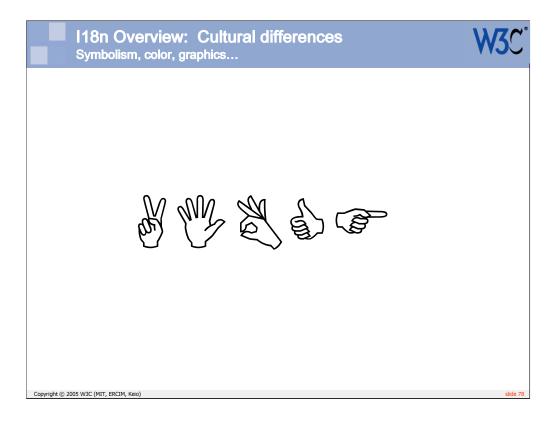
Ensure that you do not give the wrong message through your use of colors, symbolism, examples, etc.



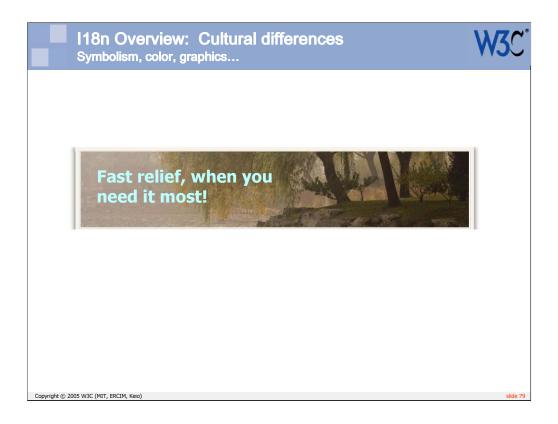
Here, in Japan, the circles mean the same as the check mark – they are not zeros!



Graphics may need to be changed if they don't reflect the local culture of certain places.



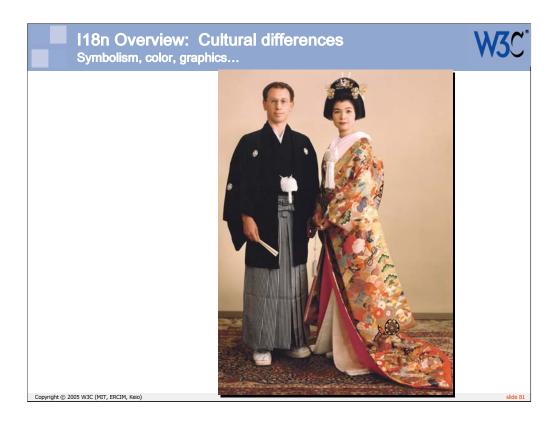
Body language and gestures are particularly dangerous. Each of these symbols can give offense in one part of the world or another.



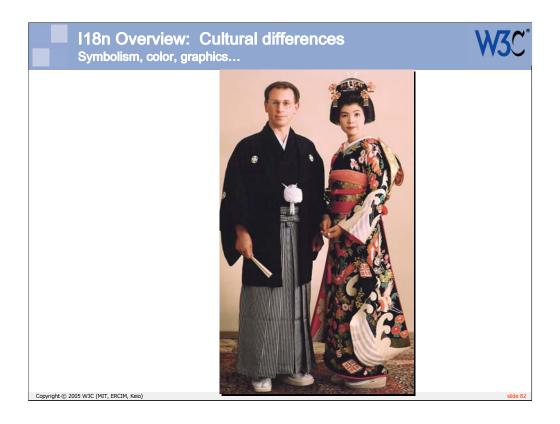
When dealing with graphics, consider how to deal with text. Ideally the text will be overlaid on a graphic, rather than embedded in it. If the text is within the graphic, try to ensure that you develop it in layers, with text on a separate layer, so that when it comes to translation the text can be easily removed and replaced over complicated backgrounds.



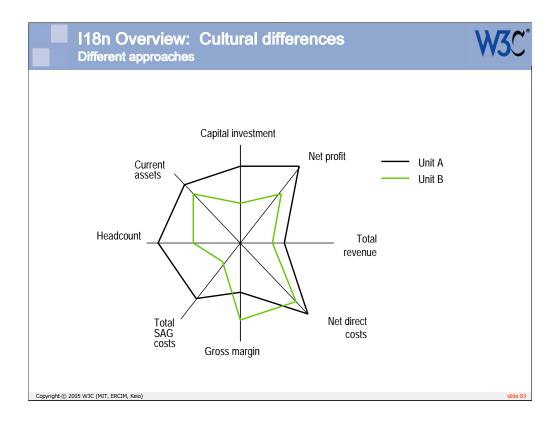
Be wary of humor. It doesn't travel well.



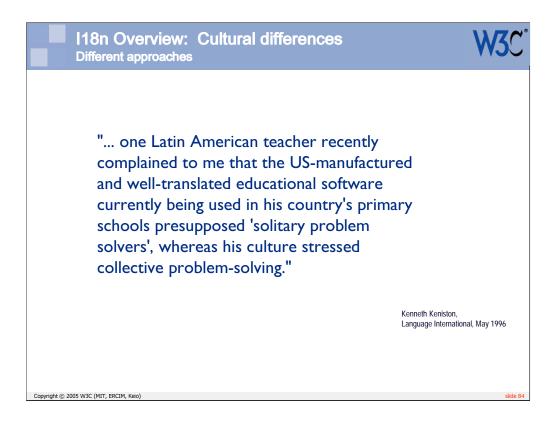
Color also has different connotations in different parts of the world.



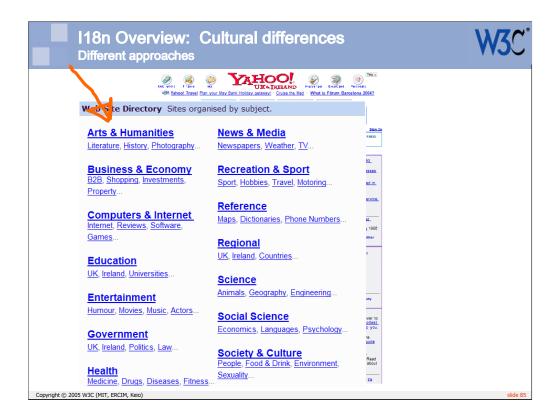
It is unusual for women to wear black at a wedding in the West.



Then you need to be aware that people in different parts of the world may do things in different ways. For example, the radar chart was such a common way of representing comparative data in Japan that, when Lotus 1-2-3 was launched in that area they had to reengineer it to add that.

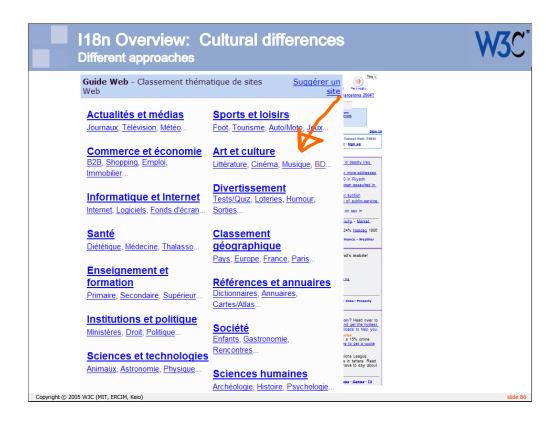


Considerations of this kind require you to make big decisions at the very start of the development phase about how to proceed. Otherwise you could waste a lot of time and energy producing something that doesn't meet your customer's needs.



This and the following slides show how Yahoo adapts its categorizations to reflect the preoccupations of various different countries.

The subcategories chosen for Arts & Humanities for the UK & Northern Ireland home page are Literature, History and Photography.



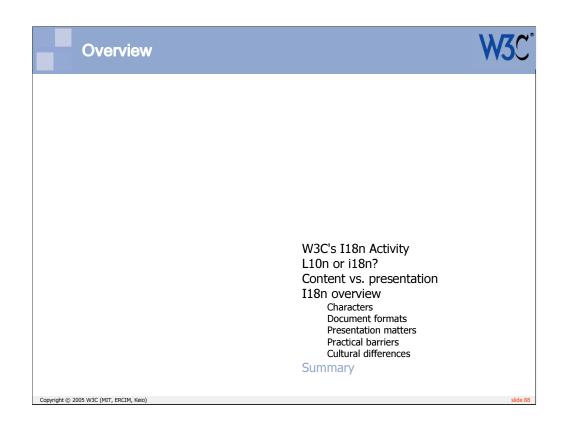
Subcategories for this same subsection in French list Literature, Cinema, Music and Graphic Novels.

Yahoo is not only translating, but also adapting content for the different market places.



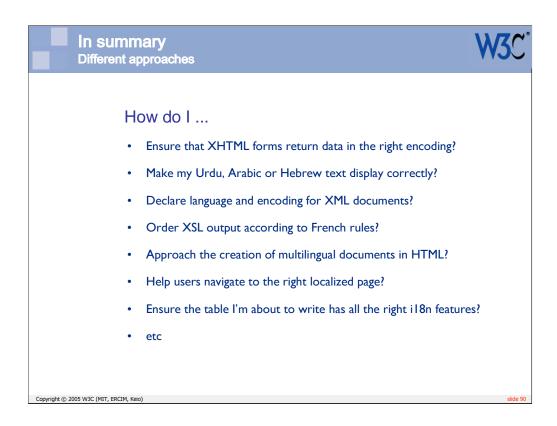
The same subsection in Japanese carries the following subcategories: Photography, Architecture, Museums, History, Literature.

## Introduction to Writing Systems





Copyright © 2005 W3C (MIT, ERCIM, Keio)



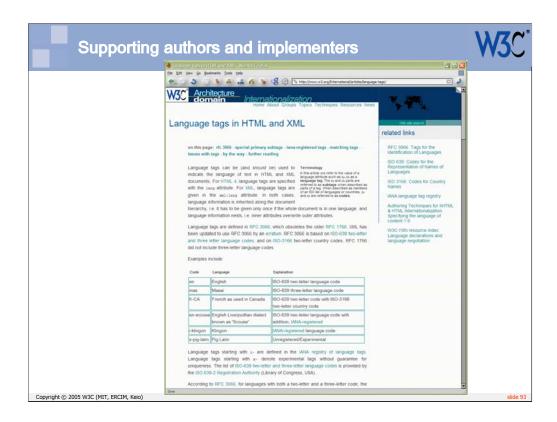
The GEO Working Group provides information to developers and content authors about how to use international aspects of W3C technologies.



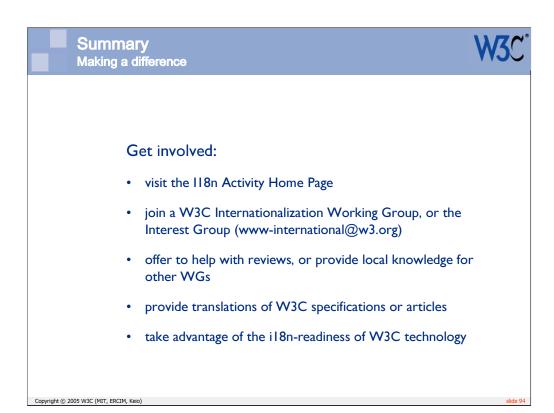
All the GEO materials are available from the Internationalization home page.



There is also a topic index and a techniques index to help you find the information you need. (Note that we have just started developing these, and there is still some way to go, although there is already plenty of useful information there.)



Much of the GEO material is made available as short articles, often answering a specific frequently asked question. There are also tutorials and tests, as well as some summaries of best practices which are still in development.



## Introduction to Writing Systems

