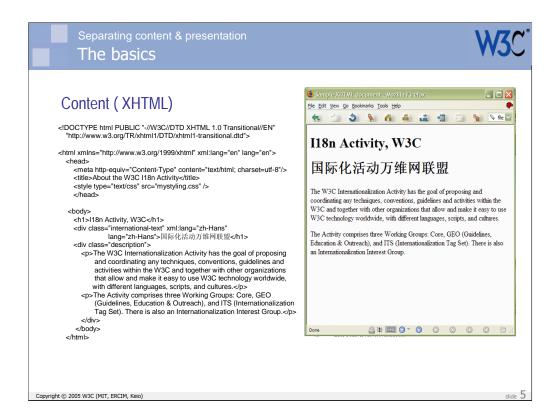
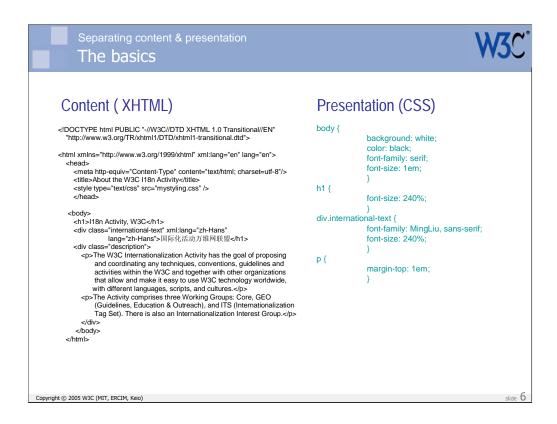


Localization without internationalization can be very hard. This presentation will use examples to make that point, and stress the value of considering internationalization as an integral part of the design and development activity – not an afterthought left to the 'localization folks'.



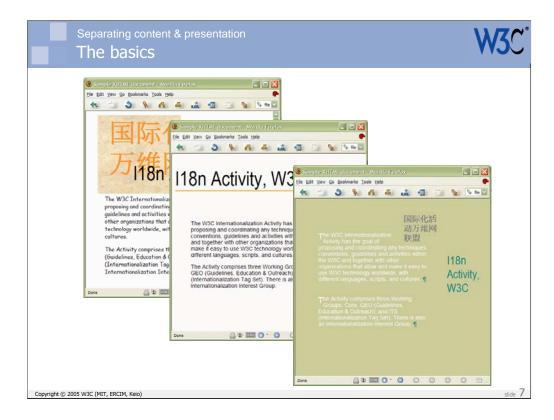


This slide shows some bare HTML content, displayed using the browser's default styling.



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

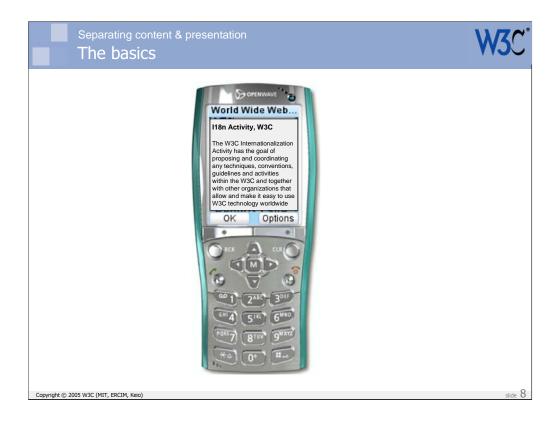
To the right is some CSS code that applies styling to the HTML.



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.

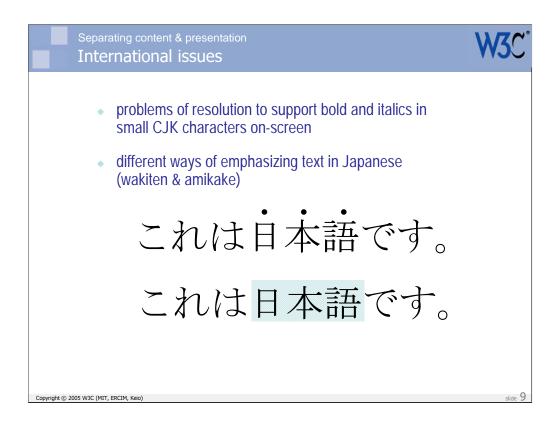
This can also be beneficial for localization, since typographic approaches, colors, etc, may need to be changed for different locales. Making such changes in the CSS is much easier than adapting the HTML.



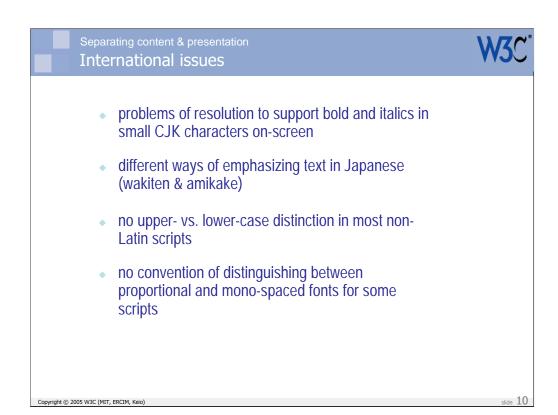
Remember, also, that the Mobile Web is becoming increasingly important these days – and may be especially so in developing countries in the future. This means that content needs to be adapted to fit on handheld devices with smaller screens.

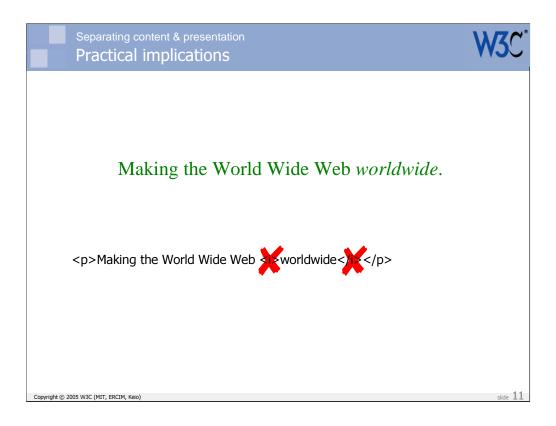
Again, this would ideally be achieved by styling the content, rather than writing a completely separate Web.

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.

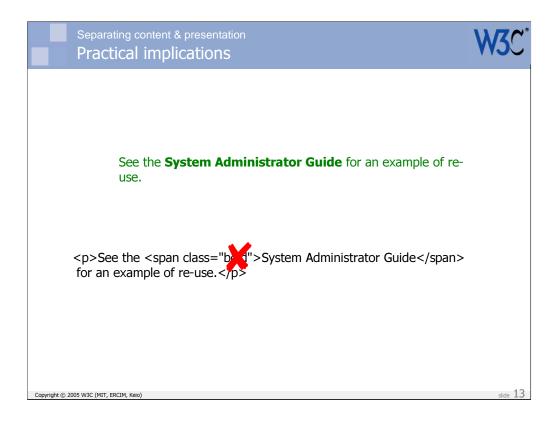




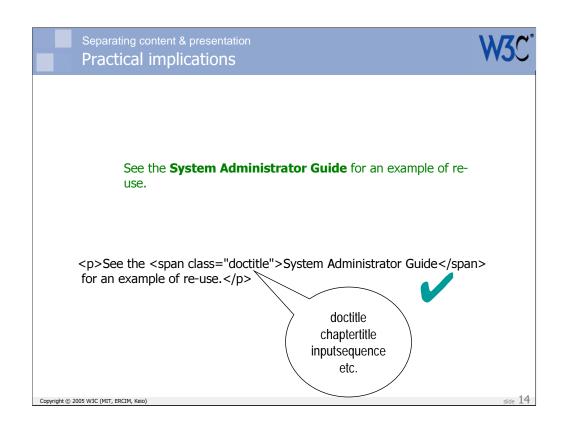
You should try to remove all presentational constructs from your content. For example, use of <i> tags shows that you are assuming that the text will be italicized. Because ideographic text doesn't support italicizations well in small font sizes, you could be causing problems for localization.



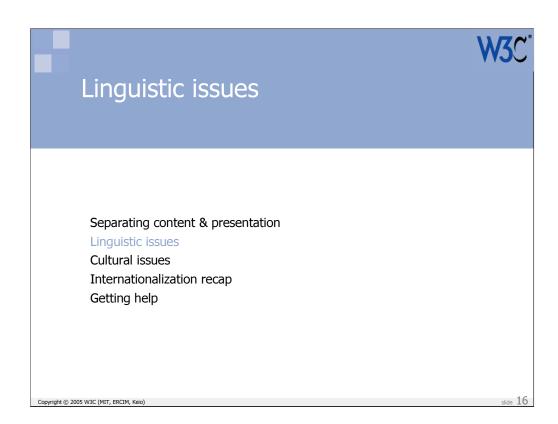
Not only is it better for localization to express the idea or semantics in the content, and leave the presentation to the style sheet, it will also improve your original text by making you more aware of what you are actually doing.



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.

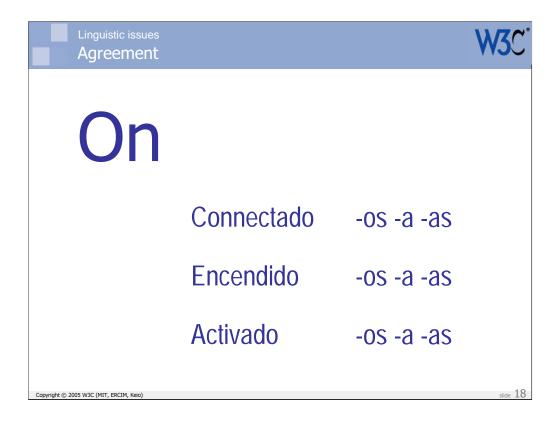








This slide shows the same idea expressed in multiple languages. Within each translation of the sentence, the number of words is different, and the order of those words changes.

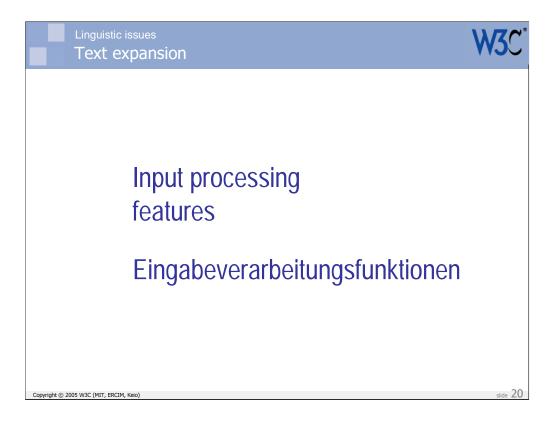


A word in one language may map onto more than one word in another, as seen in the Spanish translations for 'on'. In Spanish it depends what is on.

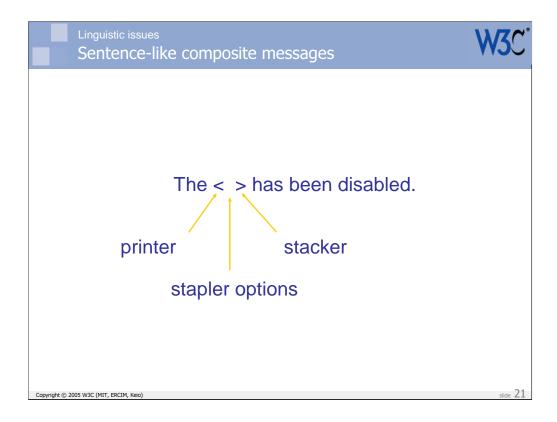
In addition, Spanish uses different endings according to whether the thing that is on is masculine, feminine, singular or plural.

Linguistic issues  Plurality			W3C°
_	-,		
Nui	mber of pages	Russian word for 'page'	
	1	страниц <mark>а</mark>	
	2-4	страниц <mark>ы</mark>	
	5-10	страниц	
11-2	0 (irregular)	страниц	
	21	страниц <mark>а</mark>	
	22-24	страниц <mark>ы</mark>	
	25-30	страниц	
	> 30	Repeat pattern of endings for 1 to 10.	
Copyright © 2005 W3C (MIT, ERCIM, Keio)			slide 19

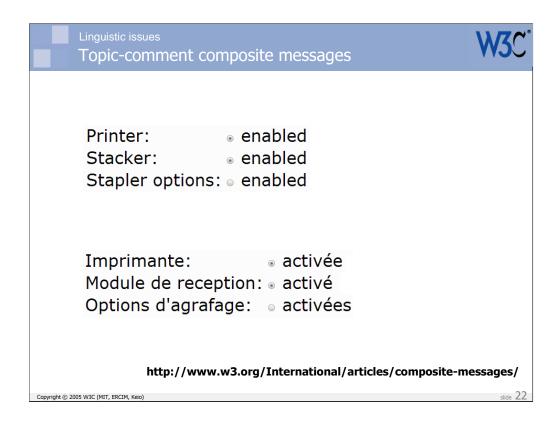
Plurality is much more complicated in Arabic and Russian than it is in English. The shape of the Russian word for 'page' changes according to the number in a (mostly) cyclical way.



Text in English and Chinese is typically much more concise than text in other languages. In some languages, such as Finnish and German, this tendency is worse in short English noun phrases that become a single word in translation.



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.



Composite messages in topic-comment arrangements typically cause no issues for translation (as long as you don't re-use the comment string in multiple contexts).

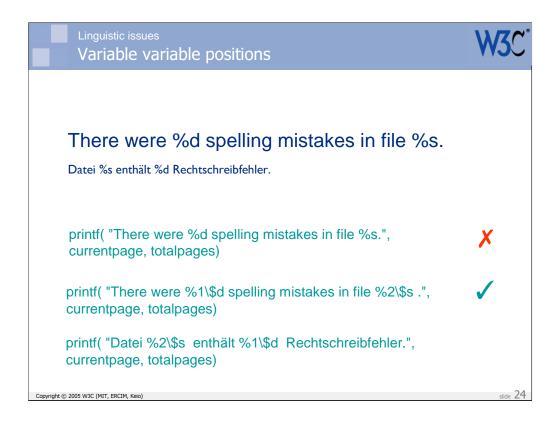
```
copyright © 2005 W3C (MIT, ERCIM, Keio)
c?php
function getStatus (device) {
    if ($device.status!= 0) { return 'On'; }
    else { return 'Off'; }
    }

?>
    ...
    Printer: <?php print getStatus($printer); ?>
    Stacker: <?php print getStatus($stacker); ?>
    Stapler options: <?php print getStatus($soptions); ?>

http://www.w3.org/International/articles/text-reuse/
```

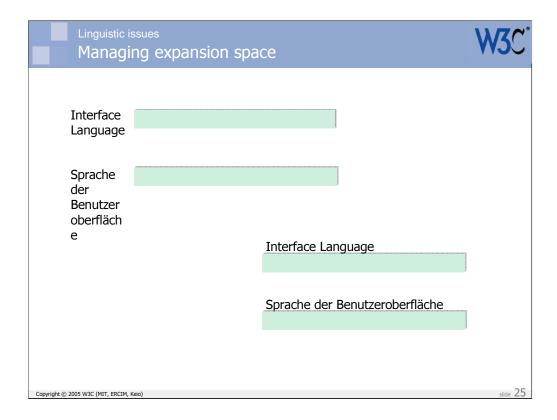
This shows an example where text-string re-use will cause significant localization problems, due to the word mapping and agreement features of many languages.

The code prevents the use of multiple translations for the words 'on' and 'off'.



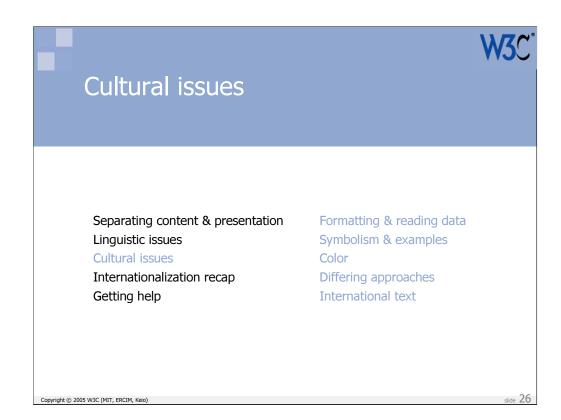
This is an example of syntax differences affecting development techniques.

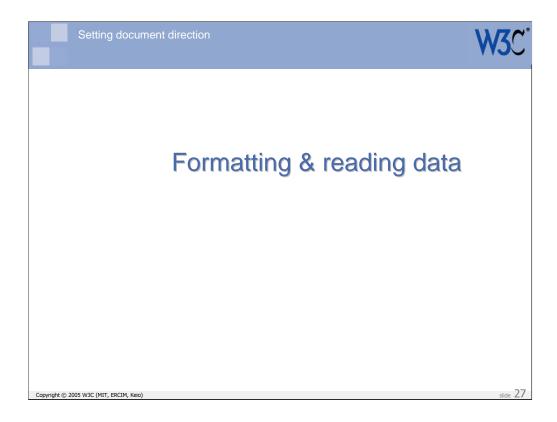
The order of variables needs to be different between English and German versions. Unless you are using slightly more advance techniques in PHP, you will prevent this possibility and seriously affect translatability.

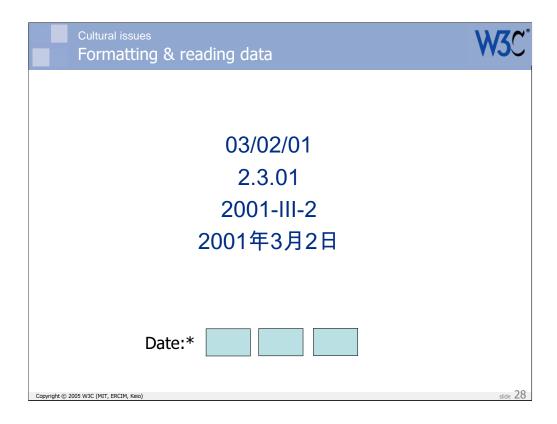


English and Chinese text usually expand when translated. You should consider the potential impact of this on page design, and either allow text to flow into larger areas, or leave expansion space.

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.





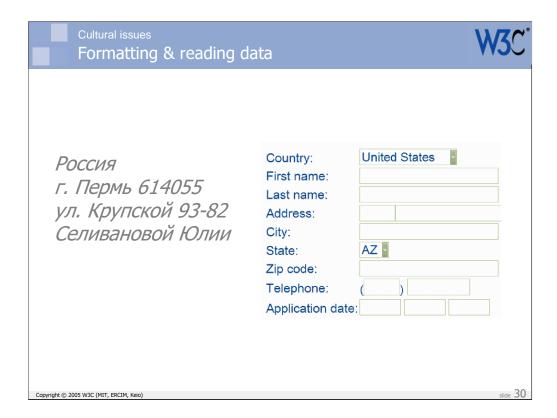


The expected format of data such as dates and times varies around the world. You should internationalize your deliverable so that it respects local customs.

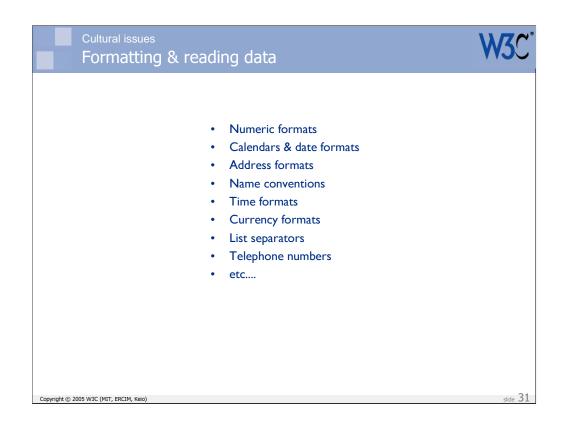
Much more difficult than displaying a date correctly, however, is recognizing a date supplied by a user if you don't clearly signal the expected format.

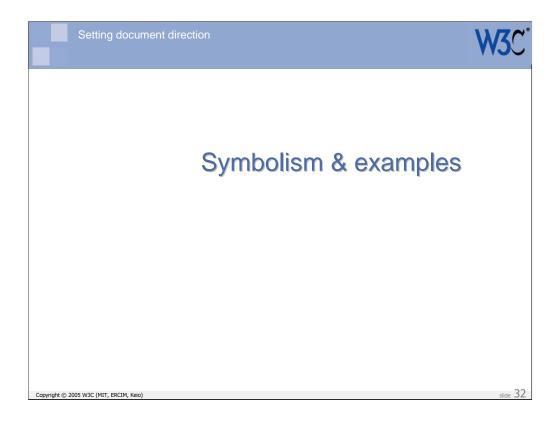


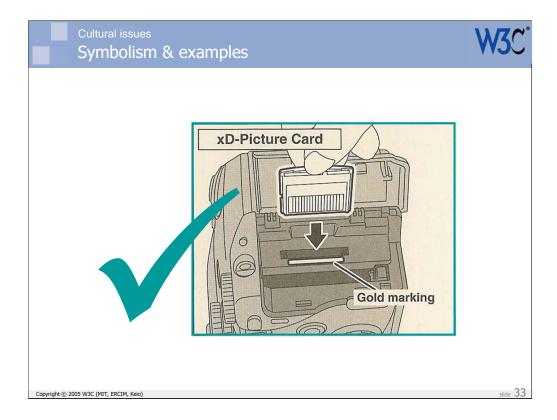
People's name formats can also be very different around the world. It is important to consider how you will ask for people's names in form design, but also how you will capture the information in your database.



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?





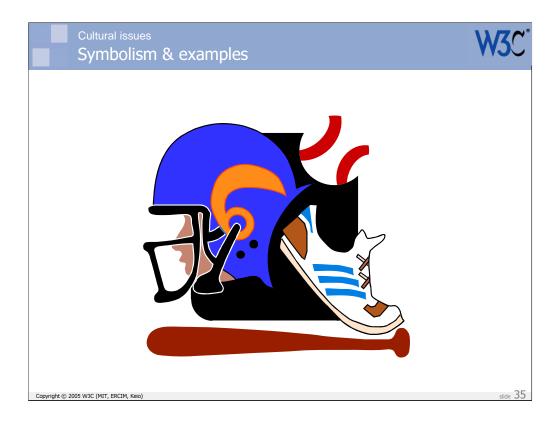


Symbolism can differ from place to place. For example the check mark means *incorrect* in some places around the world.

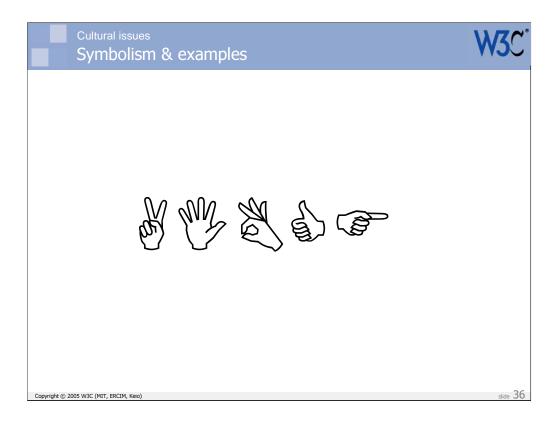
Ensure that you do not give the wrong message through your use of colors, symbolism, examples, etc.



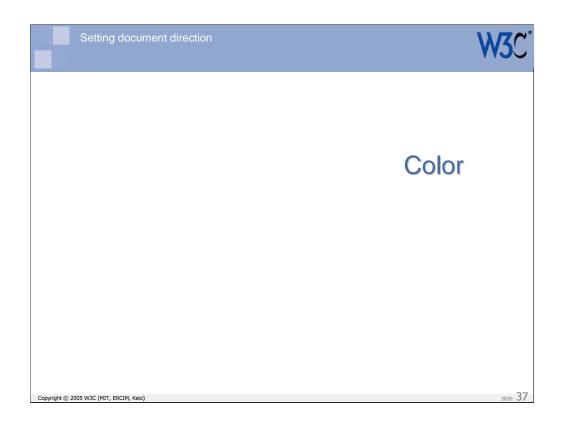
Symbolism can differ from place to place. For example the check mark means *incorrect* in some places around the world.

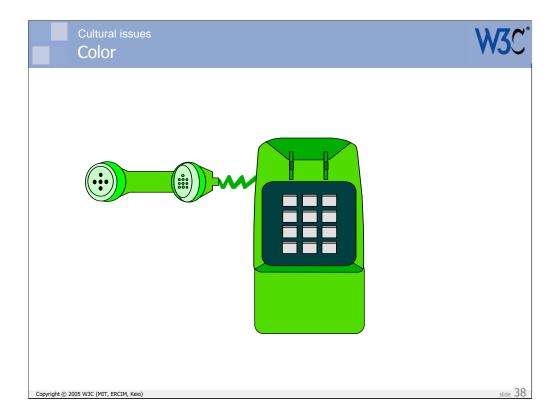


Graphics may need to be changed if they don't reflect the local culture of certain places.

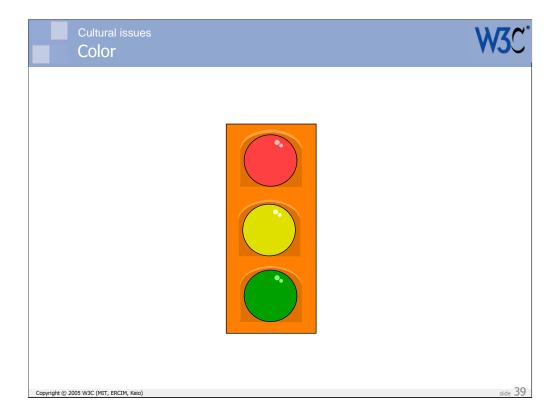


Body language and gestures are particularly dangerous. Each of these symbols can give offense in one part of the world or another.

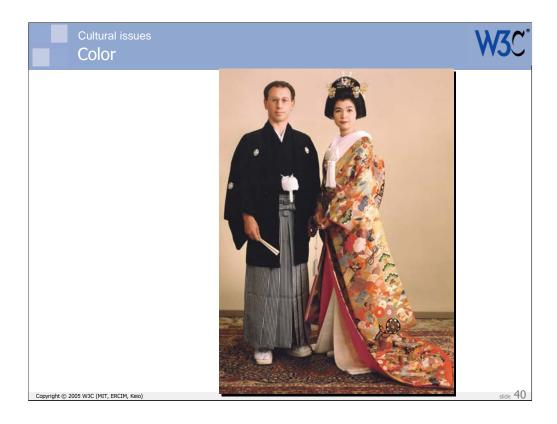




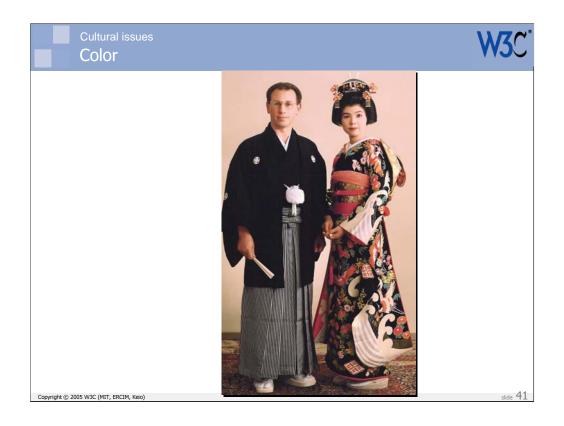
Color can have strong subliminal suggestiveness due to conventional uses in particular cultures.

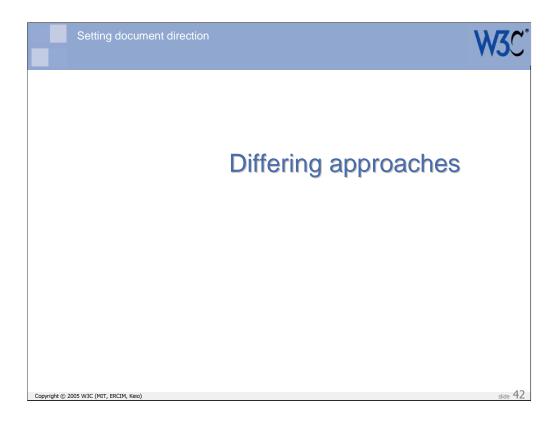


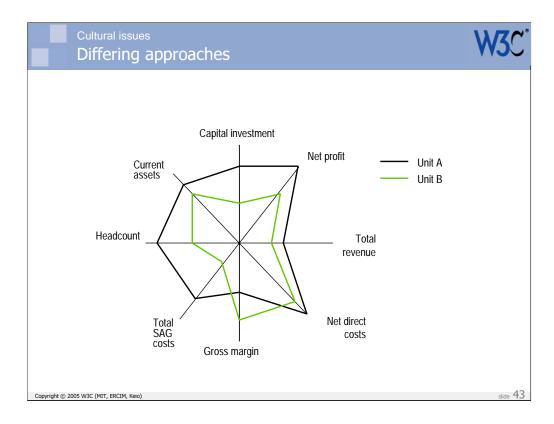
Also, color names can change from culture to culture. Germans, for example, don't have a strong concept of the color 'purple'.



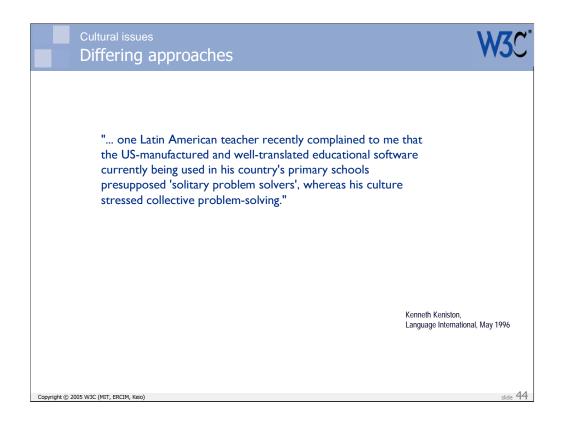
Color also has different connotations in different parts of the world.



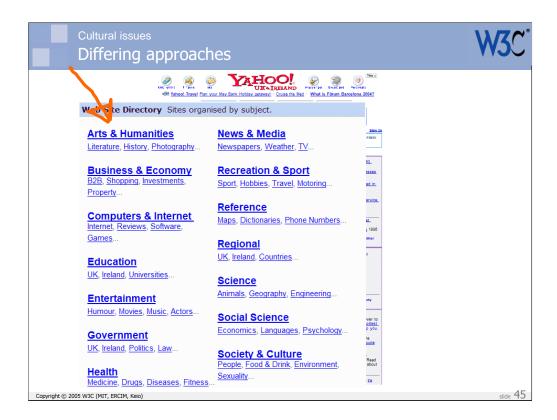




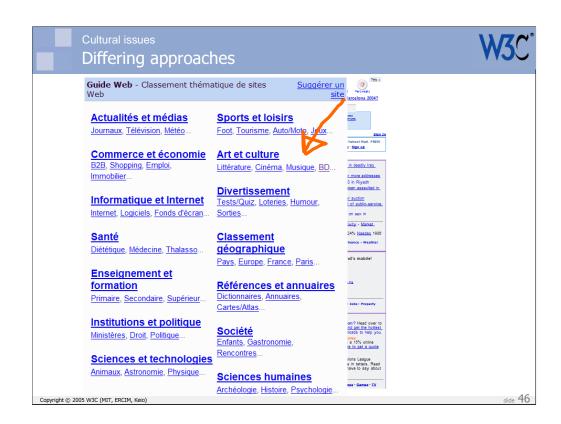
Then you need to be aware that people in different parts of the world may do things in different ways. For example, the radar chart was such a common way of representing comparative data in Japan that, when Lotus 1-2-3 was launched in that area they had to reengineer it to add that.



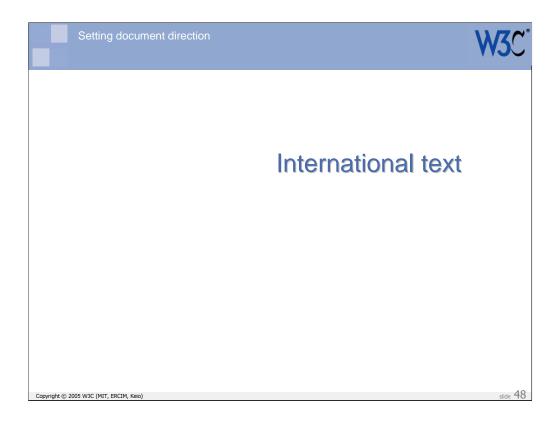
Considerations of this kind require you to make big decisions at the very start of the development phase about how to proceed. Otherwise you could waste a lot of time and energy producing something that doesn't meet your customer's needs.



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

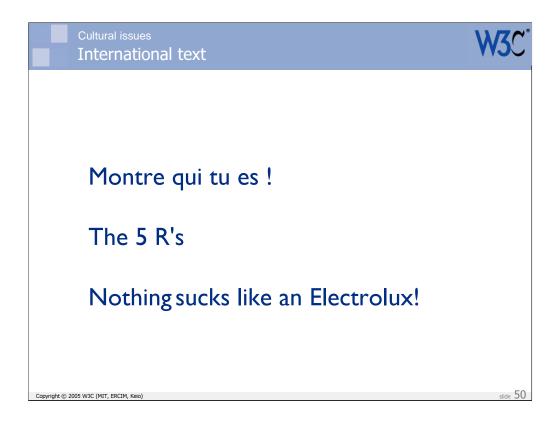








The text in blue is difficult for a British or non-English speaking person to understand. Sometimes because of references to things that don't exist in other cultures, sometimes because of culture-specific knowledge.



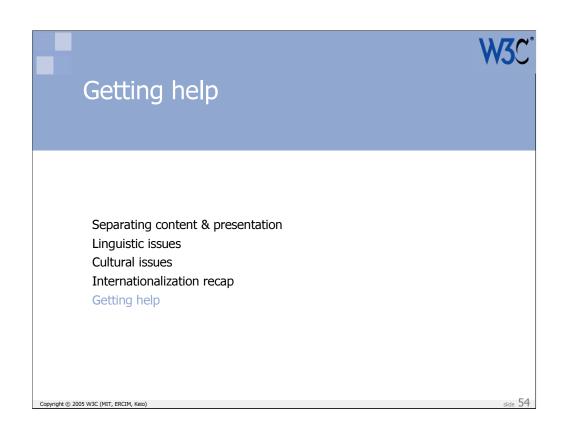
You should check your text for things that might be interpreted differently in another culture.

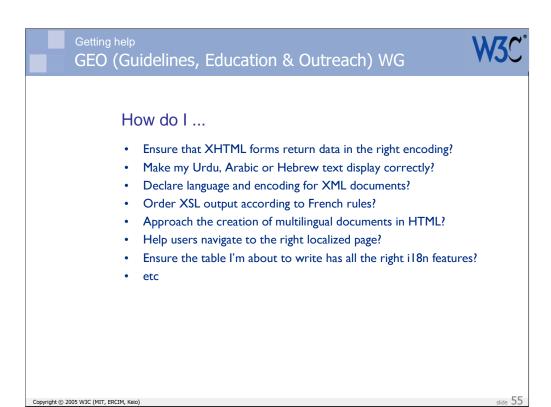


When dealing with graphics, consider how to deal with text. Ideally the text will be overlaid on a graphic, rather than embedded in it. If the text is within the graphic, try to ensure that you develop it in layers, with text on a separate layer, so that when it comes to translation the text can be easily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



# Internationalization recap Internationalization means: using a Quality approach to reduce the overall cost and time to market/release of multinational deliverables designing into the deliverable or product an internationalized base, and a modular and easily adaptable architecture not always doing extra work – maybe just working in a better way



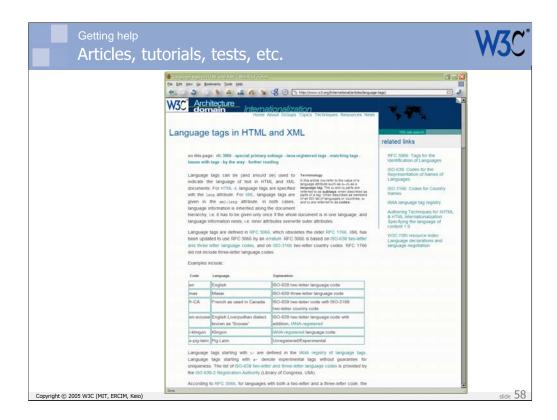




A range of helpful materials are available from the Internationalization home page.



We are building indices to help you locate the information more easily.



An example of an article.

