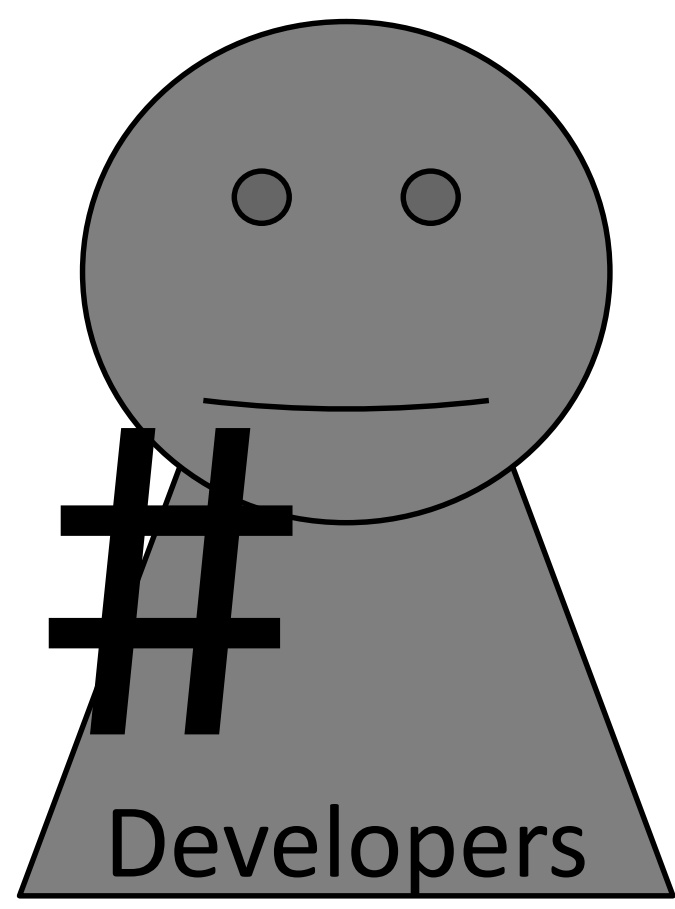


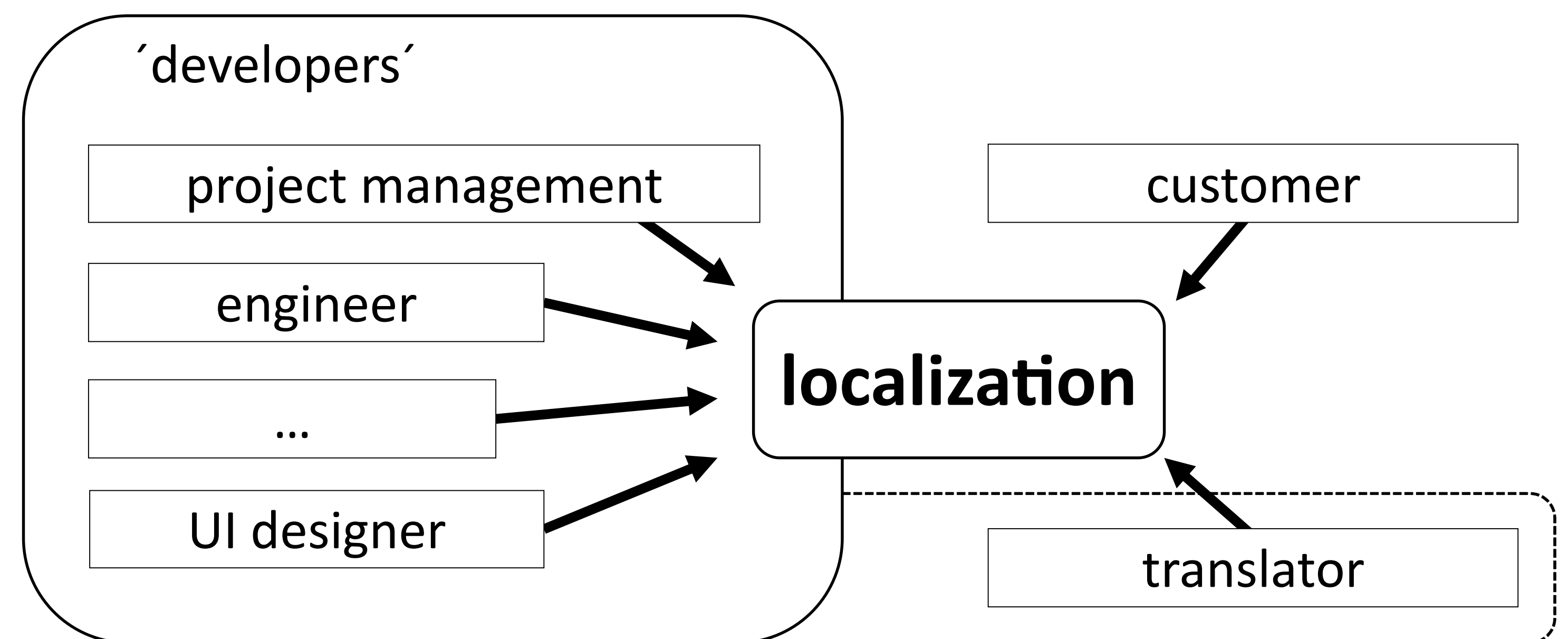
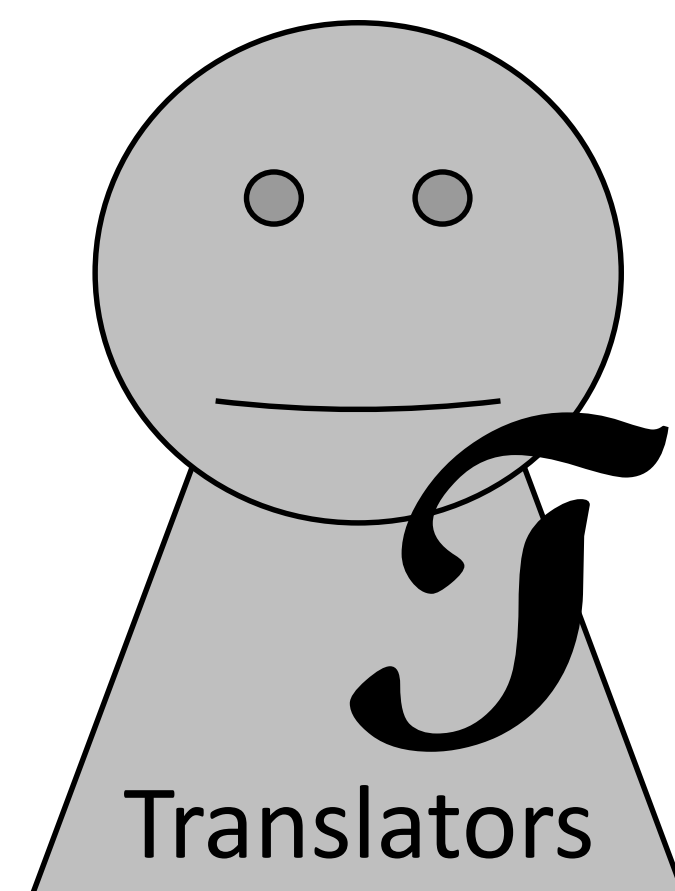
Software for international markets often requires cultural adaption, done by developers and translators internationalizing and localizing the product. This poster contrasts differences in work, education and values, and illustrates other important factors with an impact on collaboration. Results suggest an improvement of collaboration by integrating translators into development, and by understanding each other's work better.

## Introduction:



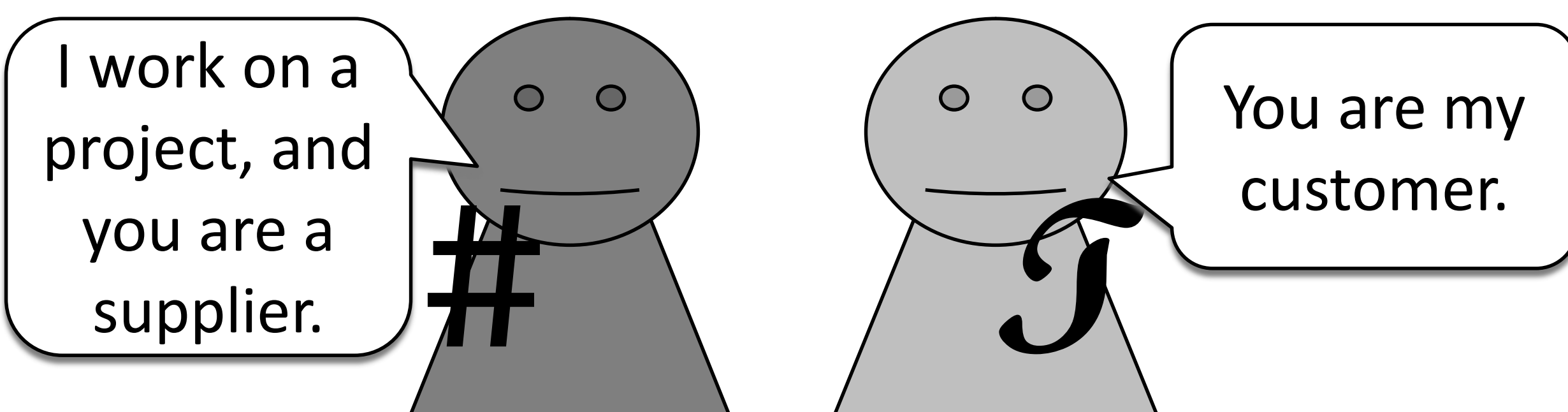
- internationalize
- work iteratively
- develop
- practice teamwork
- are engineers
- utilize colocation

- internationalize and localize
- work linearly
- adapt
- work individually
- are linguists, sociologists etc.
- are often outsourced



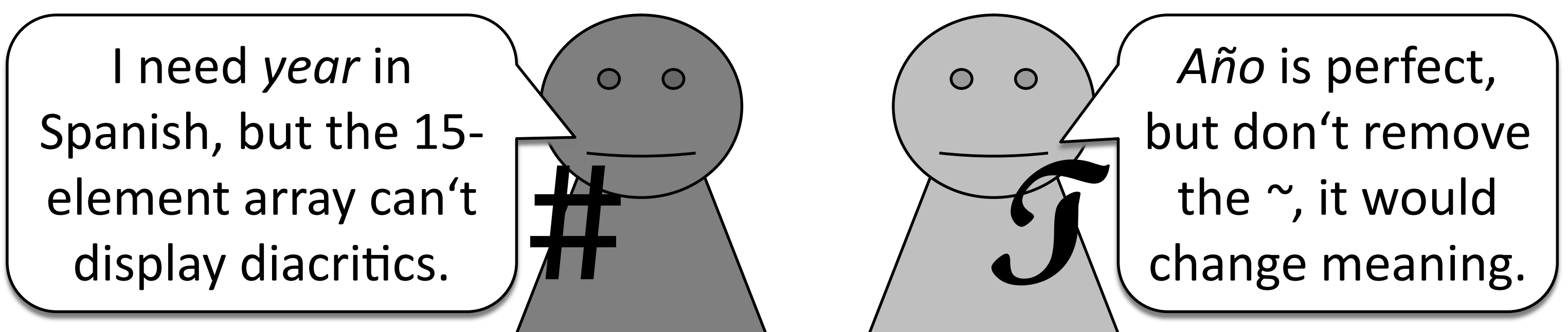
Software developers in this context contribute directly to the product. While this applies also to translators, they are usually outside of the development team [1].

## Relationship to the product:



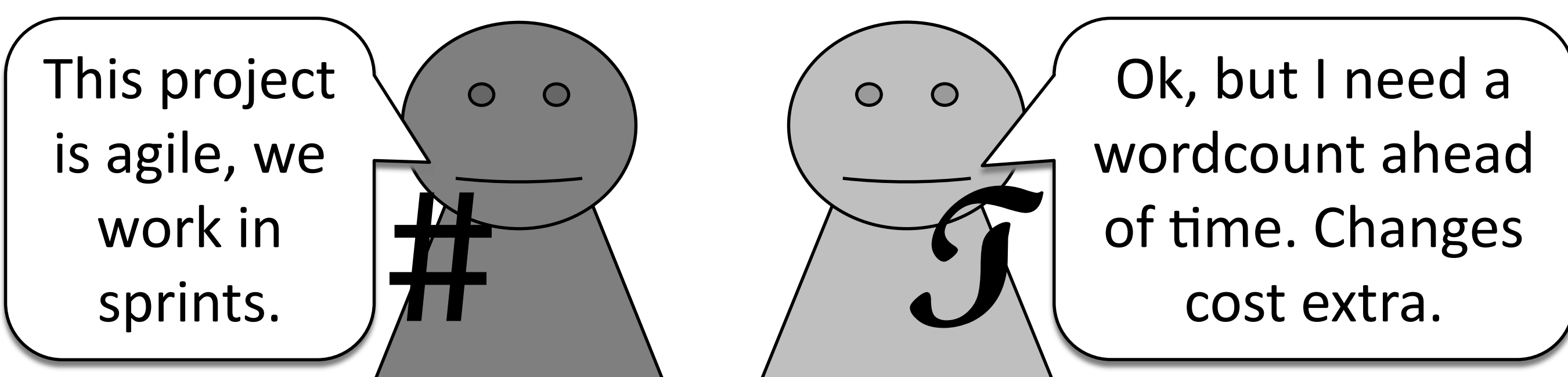
Developers are very close to the product and are paid for time. Translators have work only indirectly on the product, are often outsourced and are paid per word [2].

## Concepts of Quality and Achievement:



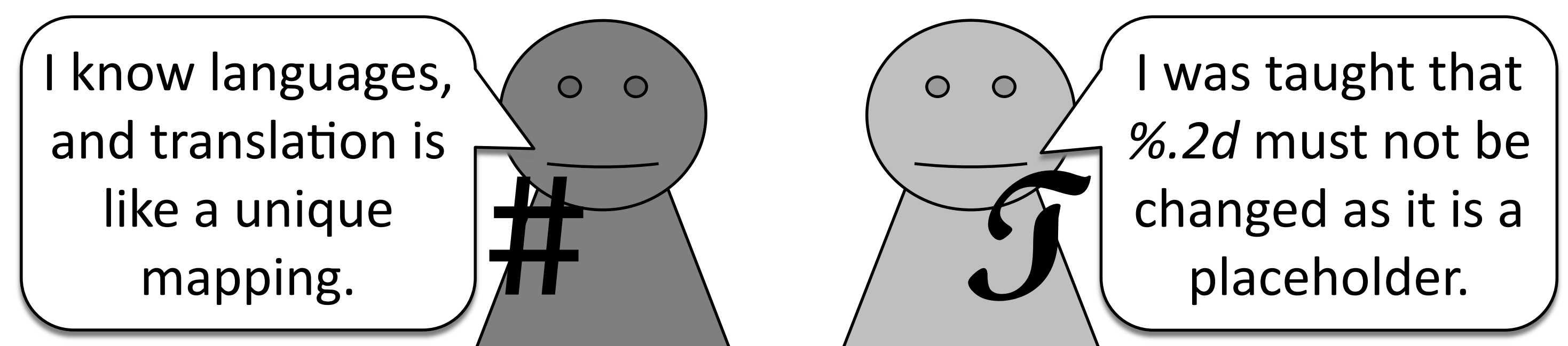
Developers have measurable quality metrics such as speed and completeness. Translation quality is much more subjective and difficult to quantify [3].

## Different Work Processes:



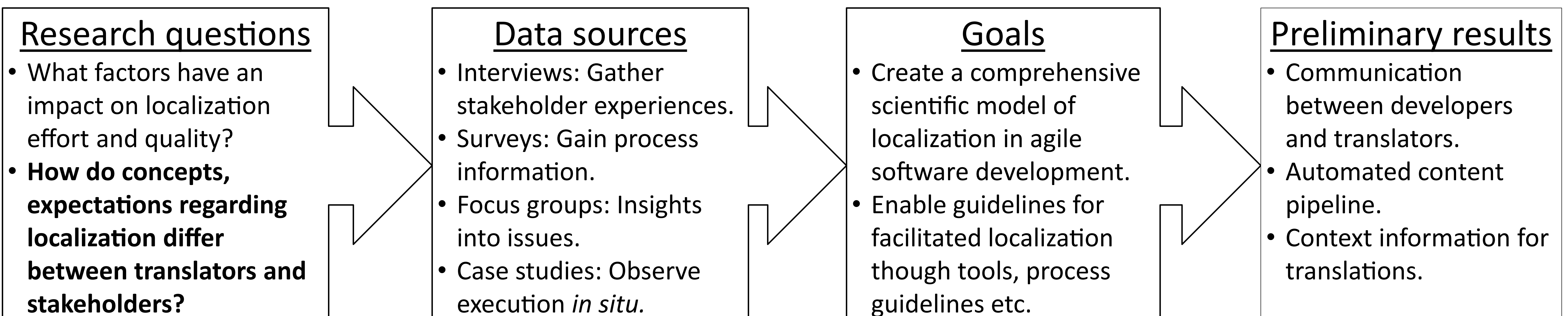
Work processes in software projects are geared highly towards engineers and reusability and extensibility [4]. Translation is linear work step dealing with static text and symbols.

## Understanding Each Other's Subject:



Developers' specialist knowledge is clearly outlined. Translation is done by many people do on a daily basis. As a result, translators' knowledge and skills are easily underappreciated.

## Our Ongoing Research:



## References:

- [1] Esselink, B. *A practical guide to localization*. John Benjamins Pub. Co, 2000.  
 [2] Ciarlone, L. *Evolving global product content practices*, MultiLingual, 20 (4), 50-52.  
 [3] Müller, E. *Building Quality into the Localization Process*. MultiLingual Localization Guide, 14-15, 2000.  
 [4] Lindvall, M. & Rus, I. *Process Diversity in Software Development*. IEEE Software, 17 (4), 14-18, 2000.