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### Example & Motivation (1)

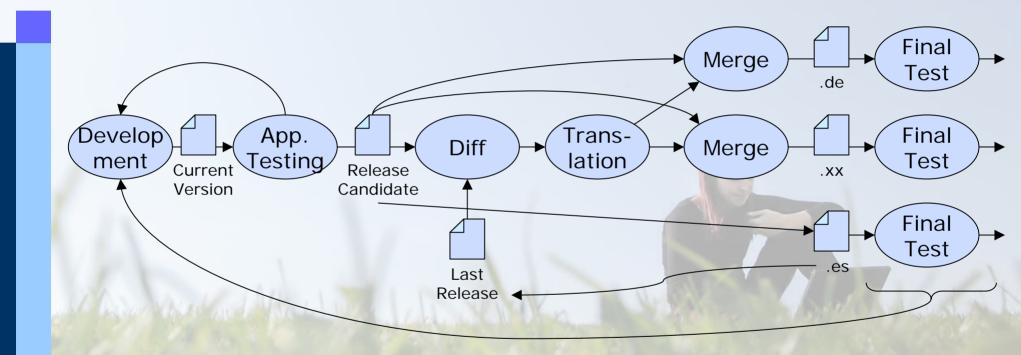
A medium sized software company wants to localize a new software product into 10 languages.

Initial software development	\$1.000.000
#Pages (GUI, Help, Manuals & Training)	1.000
#Words per page	400
Average cost per word and language	~\$0.25
Total translation costs (10 Languages)	\$1.000.000

- Translation costs are in the same range as development costs (10 languages)
- → Bad Project Management can lead to an increase of translation errors by 200% – 500%, equivalent to a 10% - 30% reduction of translation value.



### Example & Motivation (2)



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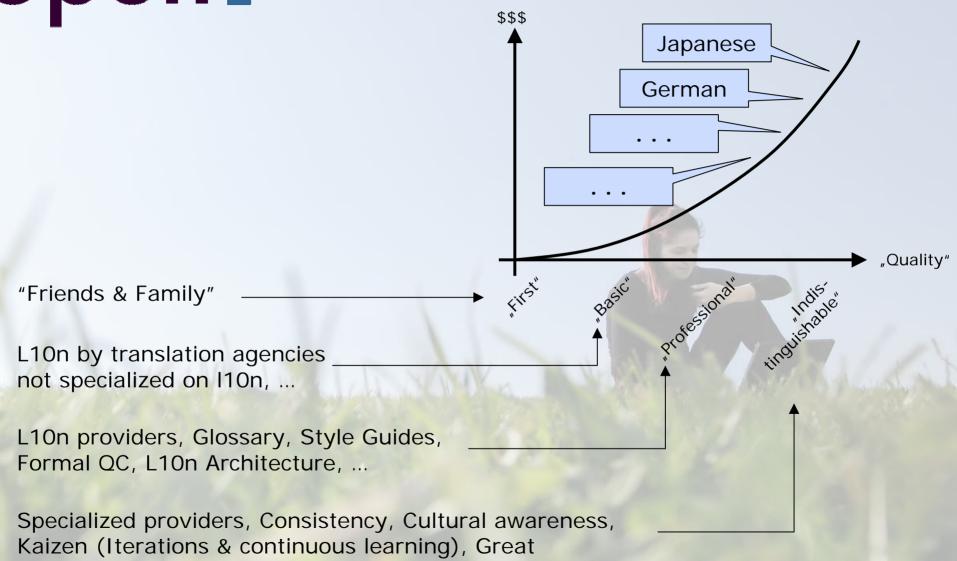
## "Sophistication" Levels



## Jopeni

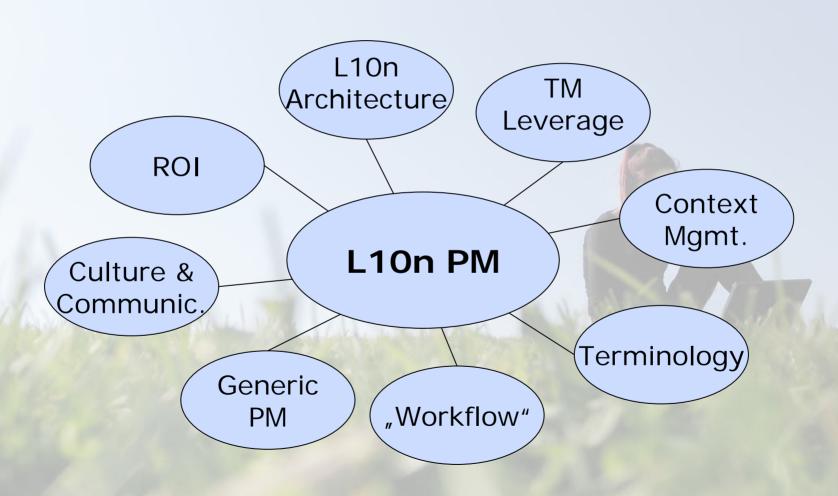
Context, Great Communication, ...

#### "Sophistication" Levels





### Areas of Best Practices



### **Best Practices**



Our perspective: Localization Project Management ("L10n PM") really isn't that difficult. However, existing challenges can be grouped:

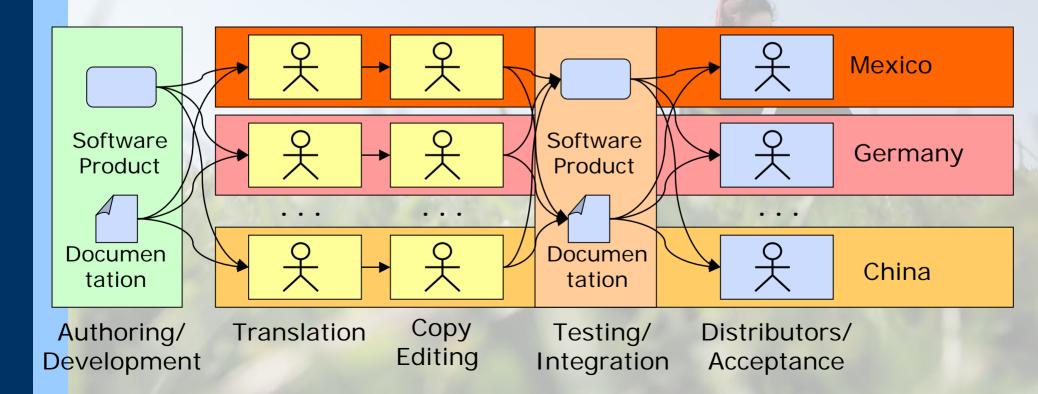
- Cultural & Communication
- File & Version Management
- Translation Specific Issues
- Generic PM Best Practices





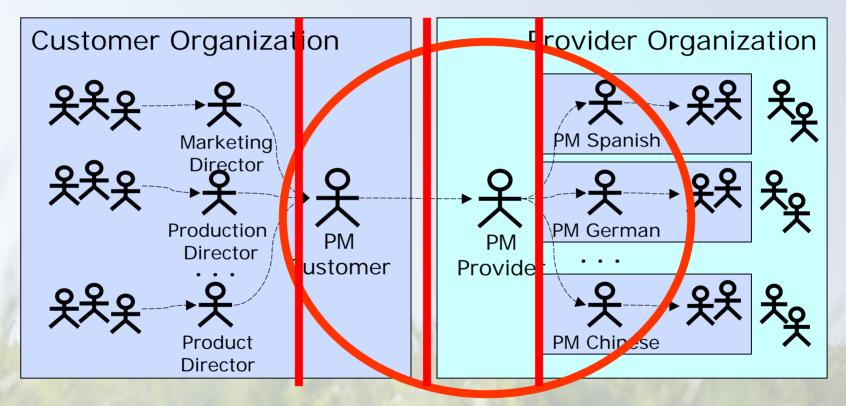
## Cultural & Communication Issues

 An L10n project into 10 languages involves > 3\*10 different parties distributed across 17 time zones





## Cultural & Communication Issues

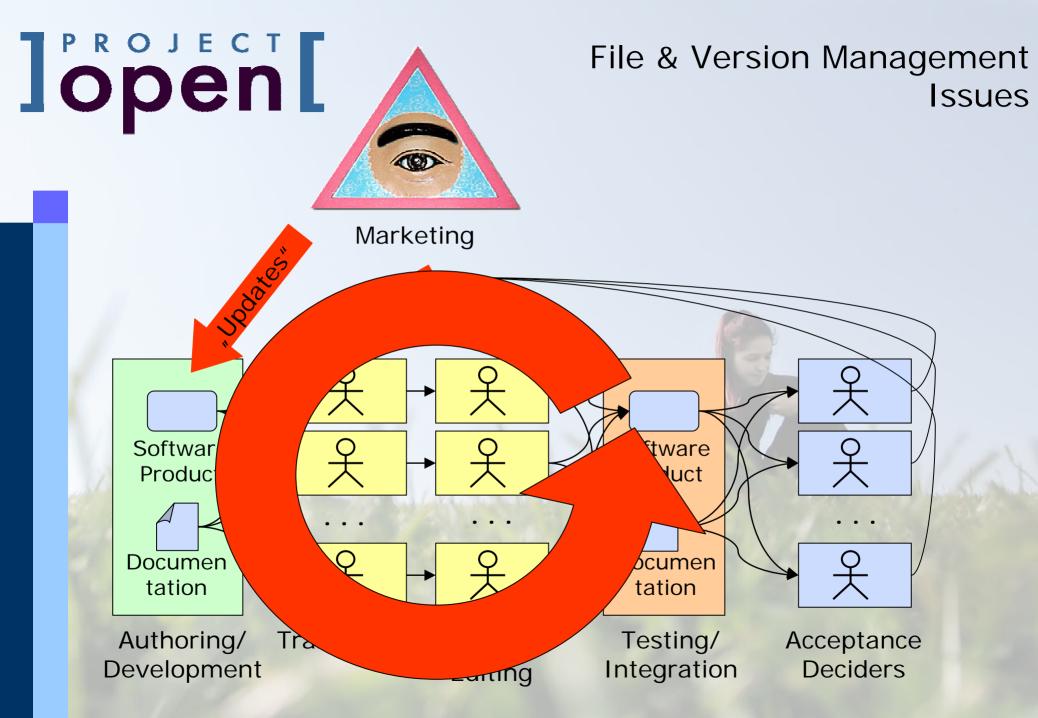


- Frequent Issue: Lack of cultural awareness
- Frequent Issue: Lack of political awareness



#### Cultural & Communication Best Practices

- Communication Test: Test the communication during an EarlyStart
- <u>Project Instructions</u>: Prepare instructions for all project participants before translations start
- <u>Style Guide</u>: Define conventions how a translator should translate certain critical constructs or terms
- [Translation Context]: Provide all translators with the domain context of the translation
- <u>Communication Design</u>: Define the communication channels that project members should use to talk to each other
- Communication Strategy: Define which project members should talk to each other
- <u>Communication Channel</u>: Medium for communication between project members
- [Response Times]: Determine how quickly project members react to communication on different channels
- Query Management: => IncidentManagement
- Incident Management: Management of questions and problems that occur during the project
- Intercultural Management: Techniques to improve communication between cultures with different habits and values





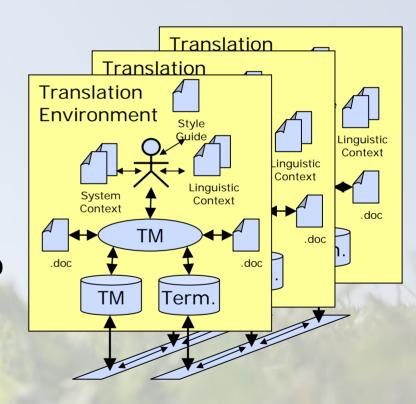
#### File & Version Management Best Practices

- <u>File Management</u>: Management of distribution of files to and from project members
- <u>Late Changes</u>: Changes in source text, introduced while the translation of the source text has already begun
- File Naming: Conventions to store files and file versions in a computer
- <u>Translation Workflow</u>: Automatic distribution of files to project members

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## Translation Specific Issues

- Translation memories (TM) increase translation performance by 30% 80%. However, TMs need to be synchronized between different translators who are working in parallel
- Terminology decisions need to be communicated between translators
- Translators are not very technical in general





## Translation Specific Best Practices

- [Translation Memory Synchronization]: Synchronize the contents of TranslationMemories for consistency and efficiency
- [Translation Memory Quality Review]: Revise the content of a TranslationMemory of a previous project before using it for the current project
- [Translation Memory]: A method to save 30%-80% of translation work.
- [Translation Quality]: Quantify the quality of translations in order to compare prices
- [Gui Translation]: Translation of the GraphicalUserInterface of a software
- [Translation Memory Extraction]: Extract a TranslationMemory from a previous project by aligning source and target files
- [Qualtiy Feedback]: Allow the "final customers" of a translation (distribution partners, local offices) to express their opinion about the translation quality of the project
- [Gui String Size]: Maximum and minimum constraints on string in the graphical user interface of a software program
- [Localizable Item]: An element of the graphical user interface of a software program that needs to be adapted to the TargetMarkets
- Multi Language Vendor: ([MLV]) A translation agency that covers the entire TranslationValueChain
- <u>Translation Value Chain</u>: The chain of all processes that are necessary to deliver a finished product.
- Single Language Vendor: ([SLV]) A translation agency that specializes in delivering a single target language.



## General Project Management Issues





#### General Project Management Best Practices

- <u>Early Start</u>: Testing the communication flow
- [Stake Holder Analysis]: Determine who else might be affected from the project, apart for the project members
- <u>Early Start</u>: Start project activities before the critical part of the project starts
- [Approval Criteria]: Determine the criteria of for acceptance/rejection of a translation before the project starts
- [Executive Communication]: Communication with superiors about a I10n project
- [Return Of Investment]: Element in ExecutiveCommunication specifies the company's benefit of a I10n project
- [Learned Lesson]: Errors and mistakes made in a previous project
- [Project Milestones]: Element of ExecutiveCommunication allows senior management to track the progress of a project
- [Provider Evaluation]: Process to determine whether a provider is a suitable project member
- [Steering Commitee]: A group of senior managers supervising the project execution



#### Project Setup & Definition Best Practices

- [Centralized Translation]: Translation of corporate material at the headquarters
- [Decentralized Translation]: Translation of corporate material at local offices or at distribution partners
- [Multilingual Architecture]: The I10n relevant parts of the software architecture of the program to be localized
- [Distribution Partner]: A company that distributes a product in a TargetMarket
- [Local Office]: A company's subsidiary that distributes a product in a TargetMarket
- [Target Market]: A specific market for the company's product with requirements different from the company's home market
- [Provider Selection]: The process and criteria for selecting a provider for a project
- [Provider Management]: The process of recruiting, training and working with providers.

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Thank you for your attention



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