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Defects and agility: localization issues in agile development projects

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http://dx.doi.org/10.1007/978-3-642-20677-1_23

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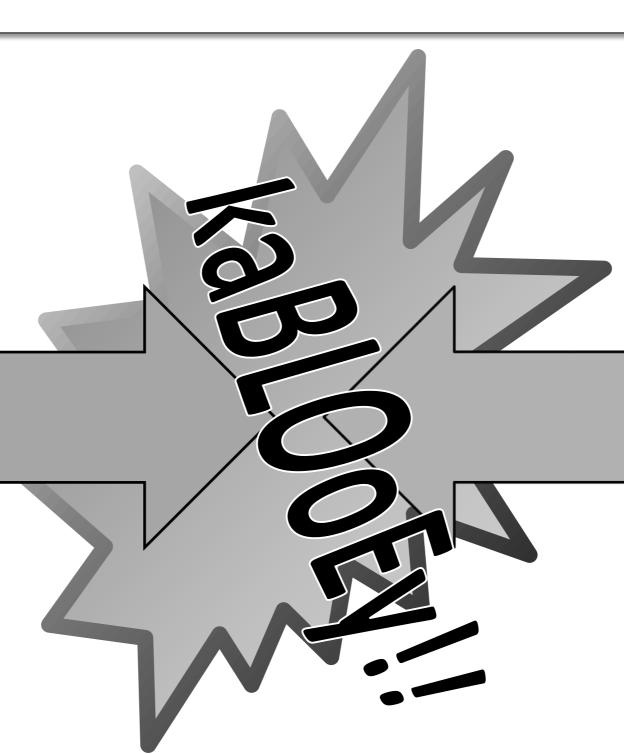
Defects And Agility: Localization Issues in Agile Development Projects

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Software localization does not always fit well into agile software development. In this poster, we illustrate their relationship by examining how problems may occur. A list of common localization issues is presented, and their potential connections to the agile methodology are explored.

Agile Development

- Iterative
- Development
- Geared towards engineers
- Self-organized teams
- Emphasis on short-term planning
- Utilizing colocation



Localisation

- Linear
- Adaption
- Done by linguists, sociologists etc.
- Self-organized individuals
- Fixed duration
- Often outsourced

Friction between agile methodologies and localization:

Few/Lightweight processes

"Individuals and interactions over processes and tools" [1]

No communication with localizers (if outsourced) [2, 3].

No processes for localization needs and handovers [3].

Missing context information [2].

Bad localization quality

Text translations are misleading. Usability and user experience suffer from misleading adaptions.

Minimal documentation

"Working software over comprehensive documentation" [1]

No documentation of localization requirements [2].

Missing localizations

User interface elements are not adapted for certain languages, features don't work for some cultures, etc. ____

Change of previously localized elements [3].

Iterative development

"Responding to change over following a plan" [1]

Re-localization of previously localized, changed elements [3].

High localization efforts

Localization work was longer or more expensive than necessary.

Our research:

Research questions

- What factors have an impact on localization effort and quality?
- How do concepts, expectations regarding localization differ between translators and stakeholders?

Data sources

- Interviews: Gather stakeholder experiences.
- Surveys: Gain process information.
- Focus groups: Insights into issues.
- Case studies: Observe execution *in situ*.

Goals

- Create a comprehensive scientific model of localization in agile software development.
- Enable guidelines for facilitated localization though tools, process guidelines etc.

Preliminary results

- Communication
 between developers
 and translators.
- Automated content pipeline.
- Context information for translations.

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- 1. Beck, K. et al. (2001) Manifesto for Agile Software Development. [Online]. Available at: http://www.agilemanifesto.org/.
- 2. Carey, J. M. (1998) Creating global software: a conspectus and review. *Interacting with Computers*, 9, p. 449-465.
- 3. Turk, D. et al. (2002) Limitations of Agile Software Processes. 3rd Int. Conference on XP and Agile Processes in Software Engineering.