UNIVERSITY OF WEST LONDON
The Career University

UWL REPOSITORY

repository.uwl.ac.uk

Defects and agility: localization issues in agile development projects

Ressin, Malte ORCID logoORCID: https://orcid.org/0000-0002-8411-6793, Abdelnour-Nocera, Jose ORCID logoORCID: https://orcid.org/0000-0001-7935-7368 and Smith, Andy (2011) Defects and agility: localization issues in agile development projects. In: XP 2011: 12th International Conference on Agile Software Development, 10-13 May 2011, Madrid, Spain.

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

This is the Accepted Version of the final output.

UWL repository link: https://repository.uwl.ac.uk/id/eprint/3576/

Alternative formats: If you require this document in an alternative format, please contact: open.research@uwl.ac.uk

Copyright:

Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

Take down policy: If you believe that this document breaches copyright, please contact us at open.research@uwl.ac.uk providing details, and we will remove access to the work immediately and investigate your claim.

Rights Retention Statement:

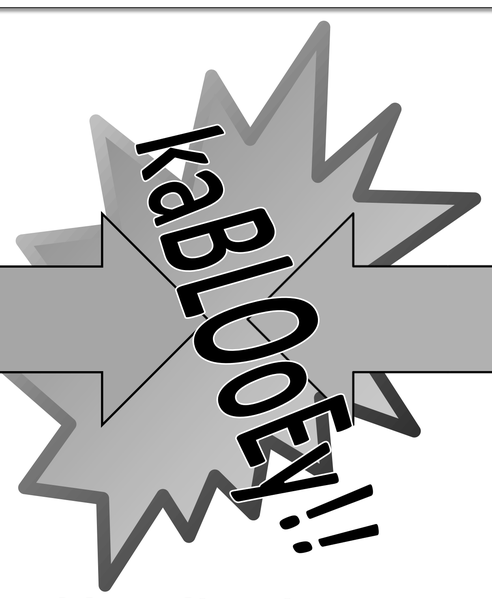
Defects And Agility: Localization Issues in Agile Development Projects

Malte Ressin, José Abdelnour-Nocera, Andy Smith

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].

Minimal documentation
"Working software over comprehensive documentation" [1]

- No documentation of localization requirements [2].
- Missing context information [2].
- Change of previously localized elements [3].

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

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

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

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

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.

References:

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.*