

Multilingual design and testing

For improving the Translate extension

Pau Giner
Interaction Designer

@pauginer

We need our designs to work globally

Igloos are great, but don't work everywhere



http://www.flickr.com/photos/elecnix/2353647508/

Personas allow us to keep the design focused



Markus Speed Fun





Anne Safety Comfort





MikeSpace
Reliability



Image sources:
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Embrace diversity with your personas



New translator from India

- Wants to correct a typo from the UI
- Finds a message lacking translation



Casual translator from Italy

- Look for untranslated French and Italian messages in her project
- Verify the quality of translations for her project



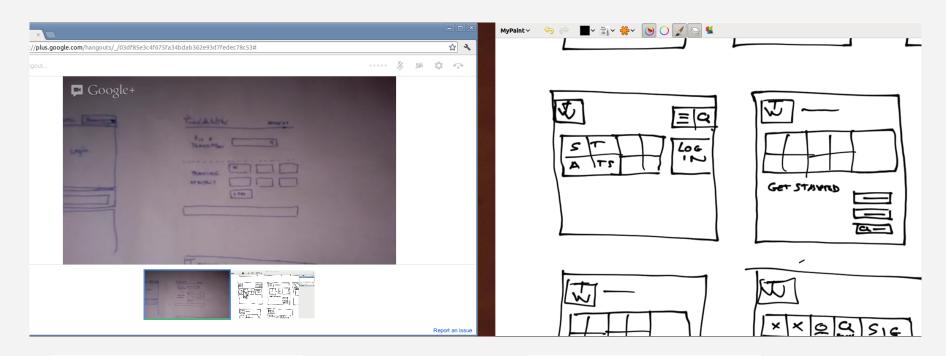
Expert Hebrew and Russian translator

- Translate for different projects
- Review quality of Hebrew translations

Explore multiple ideas by sketching

Iterate fast: 6-8 sketches in 5-10 minutes

Worldwide real-time sketching example:



Analog sketching
Dharamshala, India
1,457 m (4,780 ft) over sea level

Digital sketching Valencia, Spain 15 m (49 ft) over sea level

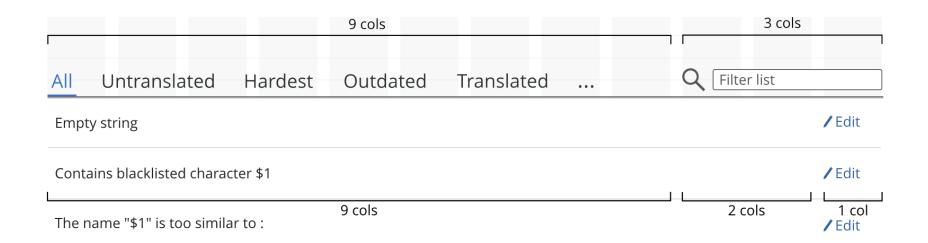
Consider i18n issues early in the designs

"Differences in language can introduce substantial layout and information architecture variability."

- Luke Wroblewski

Consider i18n issues soon in the designs

Don't rely on specific paragraph metrics: Lineheight, font weight, word length and font availability vary for different language/scripts.



Consider i18n issues soon in the designs

Think how an UI will flex when localized in terms of length and directionality.



Wikimedia Highlights, June 2012

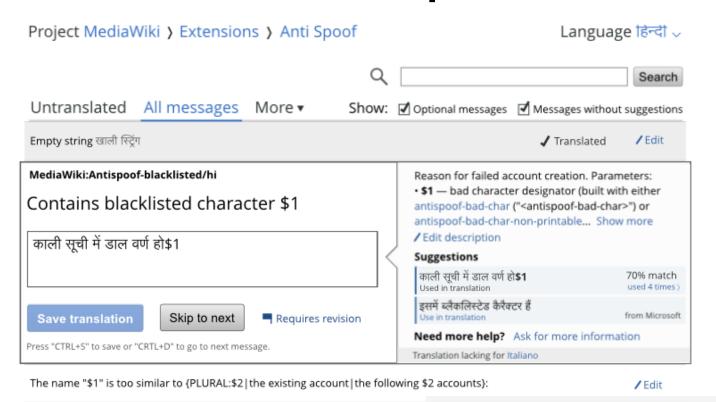
חדשות ויקימדיה, יוני 2012

אם 🌙

Second Visual Editor prototype launched

האב־טיפוס השני של העורך החזותי החזותי יצא לדרך

Choose the right fidelity to simulate the experience



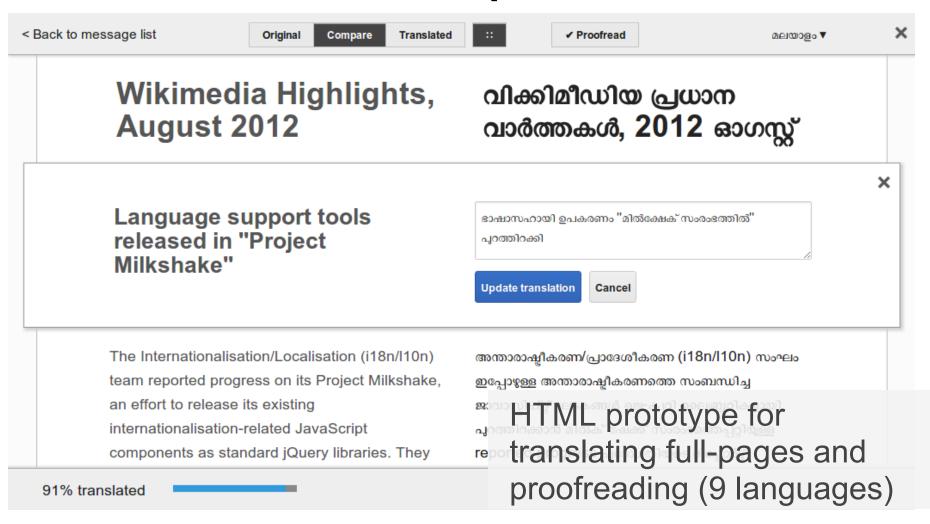
Does not contain any letters इसमें कोईभी अक्षर नहीं हैं

Please choose another name. कृपया कोई अन्य नाम चुनिये ।

"Your user account has not yet been migrated to the unified login system of ...

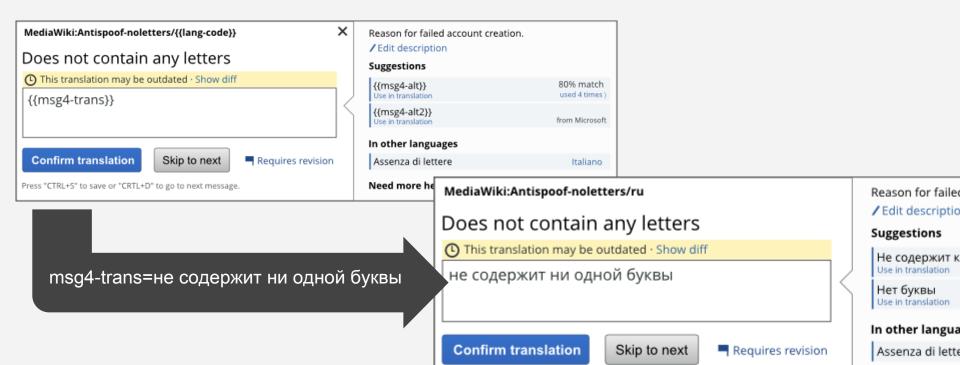
Linked image prototype for translating UI messages (8 languages)

Choose the right fidelity to simulate the experience



Either low or hi-fidelity, target multiple languages

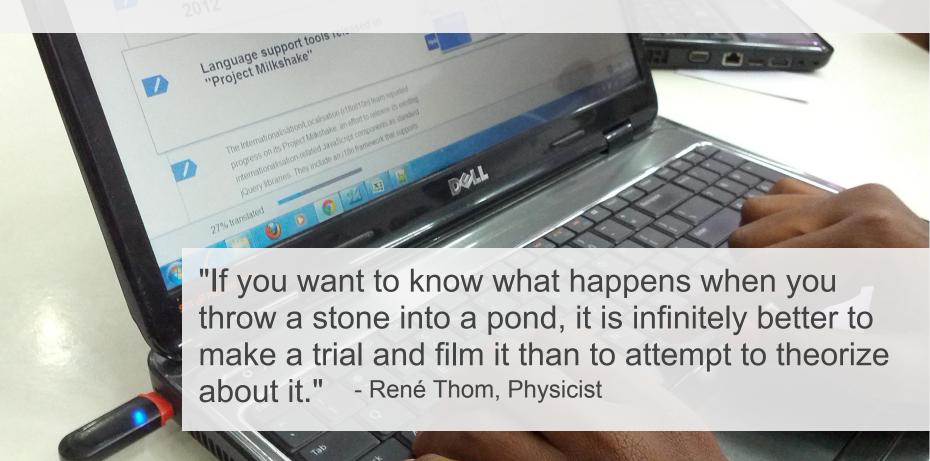
We used Evolus pencil to create clickable prototypes Images were generated from SVG templates:



Either low or hi-fidelity, target multiple languages

For HTML prototypes we used jquery.i18n

Imagining using something ≠ actually using it



Test globally

18 Users

3-5 tests per round

20 Languages

Chinese, French, Swahili, Kikuyu, Kalenjin, Macedonian, Russian, Serbo-Croatian, Japanese, Luxembourgish, Italian, Spanish, German, Tetum, Latin, Breton, Malayalam, Gujarati, Tamil, Hindi, Telugu, and English

10 Locations

Hong Kong, Kenya, France, New Zealand, Japan, Luxembourg, Italy, Germany, Russia, and India

To volunteer for participation, visit http://goo.gl/E5dvO

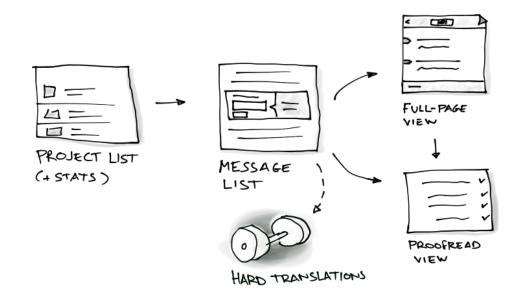
Focus on the problems that happen in practice

Observing the different ways users tried to search for a language showed that making search flexible was worth it.



Get new ideas

A hardest translation category was created after observing users skipping complex translations (making the "Require revision" option useless).



Better understand users

Once the user has experienced the UI, the conversation becomes more in context.

Just now is a good time to start testing

See the problems users have using the product makes sense at any stage of the development: from prototypes of future features to existing products

Thanks!

Prototypes

Translation workflow: http://goo.gl/OzVQx
Full-page HTML: http://goo.gl/Li9oJ#side-hi

Specs

Translate UX: http://goo.gl/yFxVJ

Mobile translate: http://goo.gl/DuXOu

Tools

Evolus pencil: http://pencil.evolus.vn/

MyPaint: http://mypaint.intilinux.com/