

A Complete Software Localization Checklist from Crowdin



Start and set up the localization process

0	Identify your target languages and locales for localization.
0	Choose your translation strategy: professional translators, machine translation engines, or community engagement.
0	Invite your team of translators or order professional translations.
0	Configure <u>machine translation</u> engines for faster translation.

Ensure Continuous Workflow

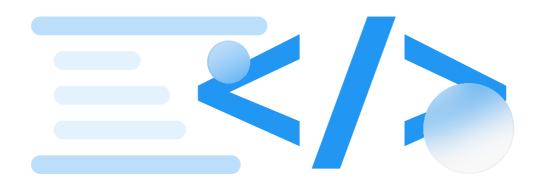
C	Connect your version control system (<u>VCS</u>) with the localization platform to
	streamline the translation process.

Set up a <u>continuous integration</u> process to run localization in parallel with development.

Design and Localization

0	Integrate with <u>design tools</u> like Figma, Sketch, or Adobe XD for smoother
	collaboration between designers and translators.

- Create designs that allow for text expansion and consider right-to-left (RTL) languages.
- O Design flexible layouts to accommodate varying text lengths.
- Run <u>pseudo-localization</u> to test the impact of translations on the UI.

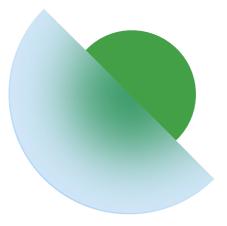




Translation and Localization Process

0	Ensure correct formatting and consistent use of strings.	
0	Create a terminology list to explain key terms used in your product.	
0	Enable <u>quality assurance (QA)</u> checks to identify translation errors.	
0	Develop a style guide for translators to maintain consistency.	
0	Provide <u>context</u> to your translation team using screenshots, in-editor preview, and comments.	
0	Use a localization tool that supports standard file formats for seamless import/ export.	
0	Mark similar strings as duplicates to avoid redundant translation work	
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Common Localization Issues to Look For		

- Check for clipped text or text overlapping UI elements.
- Ensure proper line wrapping for longer strings.
- O Verify correct word breaks and punctuation in translated content.
- O Check layout direction and text direction for languages that read from right to left.
- O Ensure all text is properly translated and nothing is left untranslated.





Do's

- Do plan for localization from the early stages of software development.
- Do use Unicode for character encoding to support multilingual content.
- Do provide context and resources to translators to ensure accurate translations.
- Do use professional localization tools and content management systems.

- Do test the localized software thoroughly for linguistic accuracy and functionality.
- Do localize user interface elements, error messages, and user documentation.
- Do maintain communication with translators and provide ongoing support for updates.

Dont's

- Don't rely solely on machine translation without human review.
- Don't overlook the importance of linguistic accuracy and cultural adaptation.
- Don't neglect testing across different languages, platforms, and devices.
- Don't assume one-size-fits-all localization; adapt to specific regions and cultures.

- Don't ignore date, time, and number format differences between locales.
- Don't forget to update and maintain translation memories for future use.
- Don't underestimate the time and resources required for successful localization.



Learning Resources

Software Localization: Taking Your Product to the Next Level Apps, Integrations, and Tools for Development Teams Dealing With Localization

Tips for Developers on Running Development and Localization in Parallel

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[Free e-book] Continuous Localization for Your Team

[Webinar] Spend less time on localization with Crowdin + Git integrations

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