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## Localization Training Plan

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### Objectives:

- To introduce the localization process to the participants so that they can use Free/Open Source Software (FOSS) in their local language
- To enable the participants to localize various FOSS in their own language

### Prerequisites (Including target participants):

Prerequisite 1 – Without localization experience, but should basic IT experience

Prerequisite 2 – Basic localization experience and fair knowledge of FOSS

### Training Outcomes (and benefits):

After the training the participants can:

- Gain knowledge of localization of FOSS
- Implement the knowledge of FOSS localization gained from the hands-on sessions

### Lab Requirements:

- Translation tools like Kbabel, Gtranslator, etc. including Translate Toolkit
- PC's with network connection

### Training road map

Fine-tuning the available content – 2 weeks

Finalizing the whole content material including slides and tutorials – 2 months

### Outline:

Duration of the training: 1-day, 3-day or (1+3)-day training

### Course Content:

Introduction to FOSS

Introduction to Localization (Terminologies)

Components of localization:

- Character set/Encodings
- Fonts
- Locale
- Input methods/Keyboard mappings
- Translation including gettext framework and glossary

Components Implementation

- Locale development
- Fonts installation
- Tools like Kbabel, Gtranslator, etc.

- Translate Toolkit
- Simple application translation like gedit

Brief Introduction to rendering engines

Mozilla Localization

Firefox/Thunderbird Localization

Submitting works upstream process including version control

**Course Title:**

Introduction to FOSS Localization

FOSS Localization for advanced users