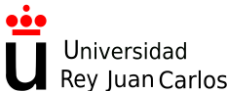


# Mining for Localization in Android

## MSR Mining Challenge 2012

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- Different ways to carry out localization tasks
- Little research
- Opportunity to put in practice some concepts and tools
- And have fun!

- To how many languages is Android localized?
- Who does the l10n tasks?
- How is the effort distribution?
- Compare l10n metrics with general development metrics

- Discrimination criteria: filename
  - i18n: /value/strings.xml
  - l10n: /value-\_\_-\*/strings.xml
- To take into account:
  - Linux kernel development not related with l10n
  - Queries by 'author' (not 'committer')

- High activity in I10n
  - Android 'only' localized to 40 languages
    - Many of them partially localized
- Very unequal distribution of work
  - We expected it more balanced than general development
- Core developers also carry out I10n tasks
  - People from Google, not volunteers

- It is possible (and 'easy') to mine for localization in Android
- Some results expected, some not
  - Credit to real translators missing?
  - Quite closed development model
- FLOSS open development tradition could improve results
  - Delegate l10n tasks, crowdtranslation
  - Specific platform for l10n (easier than issue tracker)

- Libre software licensed scripts and data
  - <http://gsyc.es/~grex/msr2012challenge/>
- Do you want to continue? You're welcome!

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# Thanks!

