Internationalization

A few ideas   **by Hugo Labrande**

I – Some uncontroversial statements

IF is dominated by Anglophones

- "Adventure games"

- Z-Machine

- The longest-running comp

- The most games

- The most vibrant community

"History of IF" = "History of American IF"

- Few people/sources on history of British IF

- Fewer on Spanish, French, Japanese IF

- Italian, German, Swedish, Russian, Czekoslovakian...

There is no map

- Where are the non-Anglophone communities? Nobody knows for sure

- The tools created/maintained by non-English speakers are unknown, though great

- In how many languages can you write Inform games? I'm the only one who knows

Building bridges is hard

- Translation group circa 2000

- Rakontointeraktiva

- ClubFrançois

- Sporadic game translations, both ways

- The anglophone scene is attractive

Cross-pollination is appreciated

- Publish an article in English about these = people say "wow that's great I had no idea"

- Non-Anglophones contribute to tools too (ex: the "-Cu" flag)

- English as a lingua franca: people come to the anglophone scene because it's the biggest, may find out about their own language's resources

II – Some ideas, maybe?

Translate IFTF tools

- IFDB is English only

  - Although there are a few reviews in French, Spanish, etc.

- Twine can be translated easily if you're a software developer

  - Weblate?

Translation tools

- I have a few

    - They are primitive and broken

- Can Twine have built-in functionalities to help with localization of a game?

    - It's doable already but not very easy

Resources on IFTF website

- Links to other communities?

- Should we know a point person in each community?

- Link to articles in English about the history of these communities?

- List of language-specific resources, tool list, libraries, etc.?

Building bridges

- A translation jam?

- A Rosetta Stone?

- A multilingual game jam?

- An annual virtual gathering with community updates?

Volunteers? Committee?