

Chapter 3

Location-Based Internationalization and Localization With Mobile Computing

Arpit Kumar Sharma

Manipal University Jaipur, India

Arvind Dhaka

Manipal University Jaipur, India

Amita Nandal

Manipal University Jaipur, India

Akshat Sinha

Arya Institute of Engineering Technology and Management, Jaipur, India

Deepika Choudhary

Arya Institute of Engineering Technology and Management, Jaipur, India

ABSTRACT

The Android system operates on many smartphones in many locales. Websites and web tools have their own requirements in day-to-day life. To reach the maximum users, the app and website should handle all the resources such as text strings, functions, layouts, graphics, and any other static data that the app/website needs. It requires internationalization and localization of the website and app to support multiple languages. The basic idea of this chapter is to present an approach for localizing the Android application according to the location data that the app received from the device, but many users do not allow the “access location” feature so this approach will be a dead end in this case. The authors have proposed some other techniques to achieve this feature of localization and internationalization by implementing the “choose language” service so that the app can itself optimize its content and translate it into the user’s native language.

DOI: 10.4018/978-1-7998-4186-9.ch003

Figure 1. 'Hello' in different languages at different location (Ma, 2018)



40

18 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage:

www.igi-global.com/chapter/location-based-internationalization-and-localization-with-mobile-computing/290074

Related Content

Automatic Live Sport Video Streams Curation System from User Generated Media

Kazuki Fujisawa, Yuko Hirabe, Hirohiko Suwa, Yutaka Arakawa and Keiichi Yasumoto (2016). *International Journal of Multimedia Data Engineering and Management* (pp. 36-52).

www.irma-international.org/article/automatic-live-sport-video-streams-curation-system-from-user-generated-media/152867

A Novel Feature Correlation Approach for Brand Spam Detection

Bharat Tidke and Swati Tidke (2021). *Data Preprocessing, Active Learning, and Cost Perceptive Approaches for Resolving Data Imbalance* (pp. 149-161).

www.irma-international.org/chapter/a-novel-feature-correlation-approach-for-brand-spam-detection/280915

Developing a Measurement Plan for Monitoring Diverse Friendships in the Workplace

Janet L. Reynolds (2021). *Handbook of Research on Advancements in Organizational Data Collection and Measurements: Strategies for Addressing Attitudes, Beliefs, and Behaviors* (pp. 314-325).

www.irma-international.org/chapter/developing-a-measurement-plan-for-monitoring-diverse-friendships-in-the-workplace/285204

Emocap: Video Shooting Support System for Non-Expert Users

Hiroko Mitara and Atsuo Yoshitaka (2012). *International Journal of Multimedia Data Engineering and Management* (pp. 58-75).

www.irma-international.org/article/emocap-video-shooting-support-system/69521

Removing the Screen: Measuring the Effectiveness of Aesthetically Relevant UI Design for New Technologies

Nina Lyons and Matt Smith (2022). *Designing User Interfaces With a Data Science Approach* (pp. 86-110).

www.irma-international.org/chapter/removing-the-screen/299748