Title: PILATE: Programming In Languages that Aren'T English

# **Organizers**

Patrick Wang (France/French) & Felienne Hermans (Netherlands/Dutch) & Alaaeddin Swidan (Netherlands/Arabic) & Yizhou Qian (China/Mandarin)

### **Date**

Friday August 20th, start at 7AM (NYC), 1PM (CET), and 7PM (China).

### **Duration**

Half-day

# **Description of activities**

Most programming languages are implemented using English keywords, and lots of learning materials are also written in English. The scarcity of resources in languages other than English, as well as the language barrier, can represent a difficulty to non-English educators and learners.

This first workshop on "Programming In Languages that Aren'T English" aims to explore the issues that arise when people want to program in non-English languages in the current landscape dominated by English. PILATE gathers researchers that are interested in supporting programmers, especially novices, in programming in their own native tongues. This includes, but is not not limited to: teaching in non-English speaking countries or to non-English speakers in general, creating programming languages or materials in languages other than English, and providing support for localization and internationalization of resources.

The workshop will start with a keynote by Ramsey Nasr of Qalb (https://github.com/nasser/---). After the opening keynote, participants will share their experiences and describe the difficulties they might face when dealing with programming materials (or lack thereof) in their own native languages in just a few sentences. In the final phase of this workshop, participants will be divided into breakout rooms based on the different issues that are raised (or on the different languages represented) to discuss on their respective topics following a "save the last word" protocol.

#### Intended audience

Our intended audience is people working in programming languages or materials in languages other than English, or supporting multiple languages, or people interested in localizing projects they are working on. We wish to have a variety of languages represented at the workshop, so that we can draw a global picture as well as understand issues specific to a language.