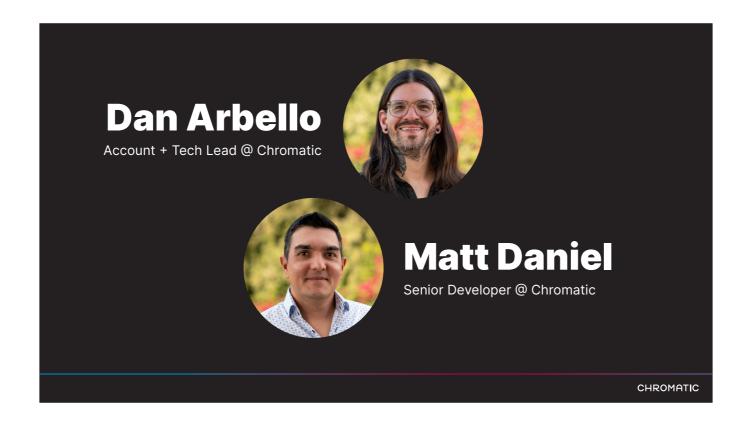


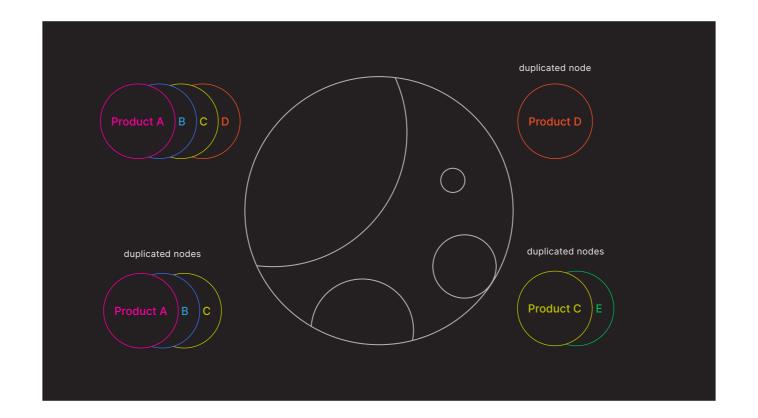
- \* Welcome everyone
- \* We're going to be talking about site building
- \* Specifically when it comes to translations, layout builder,
- \* and regionaliz•ing it all.
- \* This will include configuration for the technical
- \* As well as usage for content teams

### forward slide

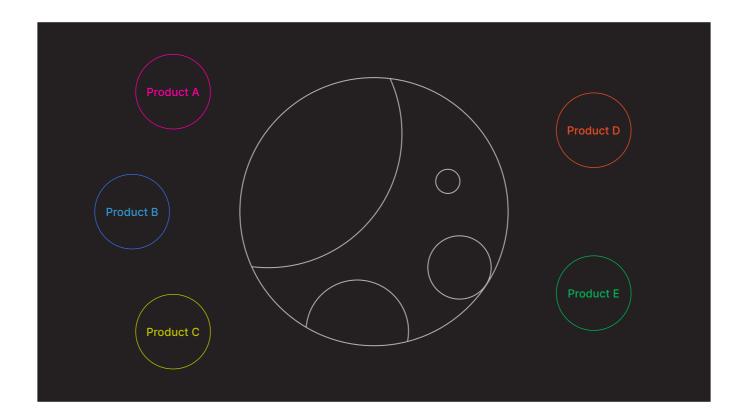
 $\ast~$  Since this really is incredibly easy and fast to do, we're gonna save you time.



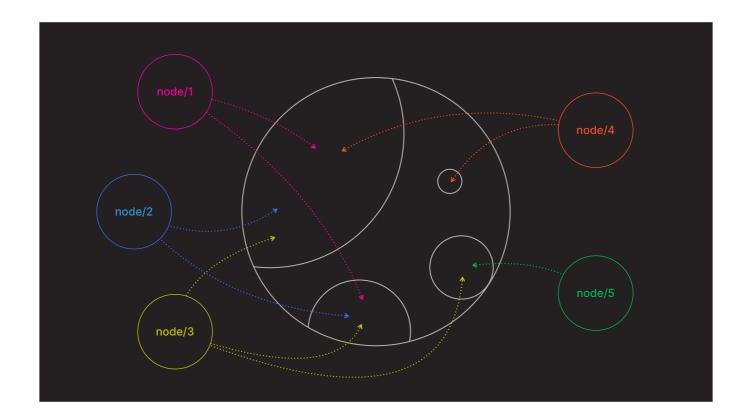
- \* I'm Dan, account lead at Chromatic
- \* I'm Matt, senior developer at Chromatic



- \* The foundation of this talk was inspired by a client that was using a multi-site setup to manage regionalization.
- \* With a suite of several products and regulations around which product can be marketed to which regions,
- \* source of truth and duplication became a real problem.
- $\ast\,\,$  Applicably, this meant they had to recreate nodes over and over again.



- $\ast~$  The business logic was actually quite simple however the Drupal setup was not.
- \* We realized we could simplify their setup by moving to a single site but with the addition of allowing them to group their content by region
- \* This made life a lot earlier for site editors



- \* With regionalization in place, we are still able to control the content presented to visitors, so that they see what is relevant to them, whilst improving the site building experience our client was used to
- \* This talk is going to cover initial translation setup, tips for working with translations alongside layout builder, and also grouping content by geographical region and how our CDN might be able to help us

В	usiness Value	
1.	Reach a wider audience	
2.	Full control over who sees what content where	
3.	Full control of the actual translated content (e.g., idiomatic translat	ions)
4.	Gain higher authority in target markets/regions	
5.	Multi-lingual multi-site without an actual multi-site	
6.	Content team can manage everything in one single place	

- \* To quickly wrap up the whys.
- \* The value of all of this spans across teams and users.
- \* For one, this automatically helps you reach a wider audience.
- \* You'll get a more granular control over content and who sees it, and this extends to site content crawling, as well.
- \* This means you can gain SEO authority in regions you may not have previously had authority in.
- \* Lastly, this makes source of truth and content aggregation more simple and trustworthy.

# **Basic Requirements**

→ Modules Required

```
Layout Builder (layout_builder)

Layout Discovery (layout_discovery)

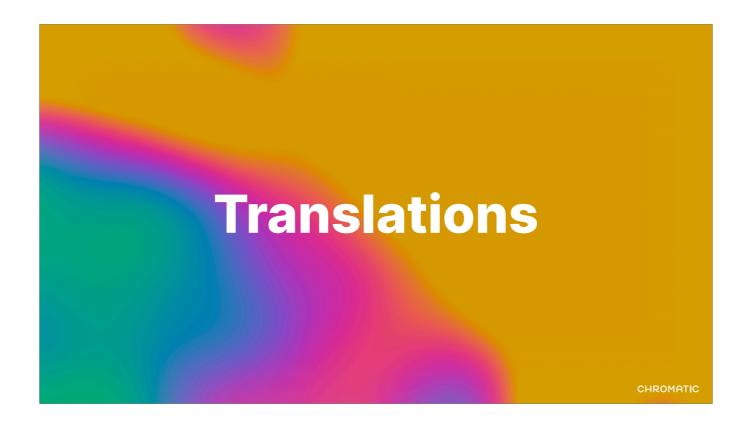
Layout Builder Browser (layout_builder_browser)

Layout Builder Asymmetric Translation (layout_builder_at)
```

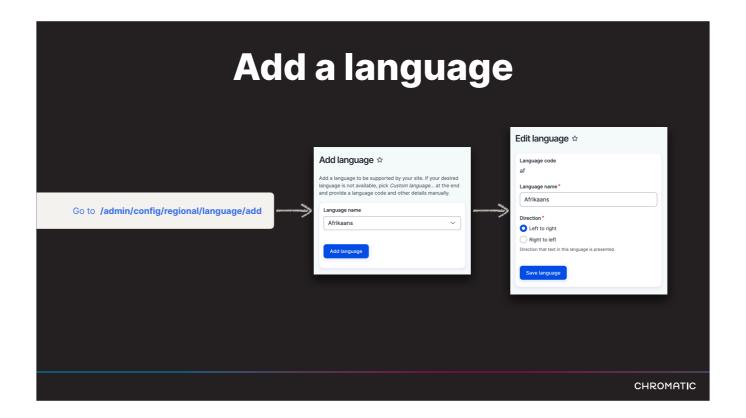
- → Audience groups in at least two different geographic regions
- → At least 2 languages configured for translation

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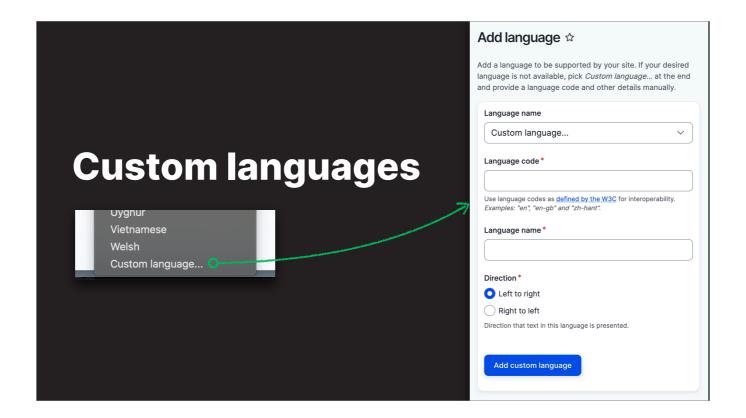
- \* Before moving on, let's cover some basic requirements.
- \* Of course, you'll need Layout Builder installed
- \* But in addition, you'll need three other modules that will make site building and translations with Layout Builder possible.
- \* Those are Layout Discovery, Browser, and Asymmetric Translation
- \* You'll need at least two languages configured in Drupal
- \* And an audience that accesses the site from two different geographic regions (or more).



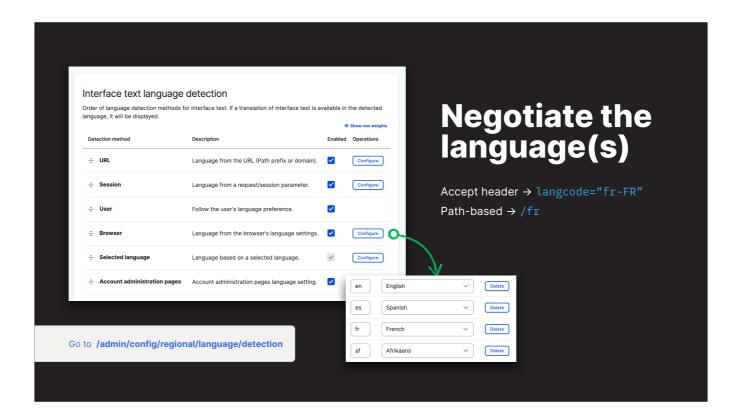
- $\ast~$  We've broken this talk into three major sections with the first being Translations.
- \* Next will be Layout Builder
- $\ast~$  And finally we'll wrap up with how to regionalize all of this.



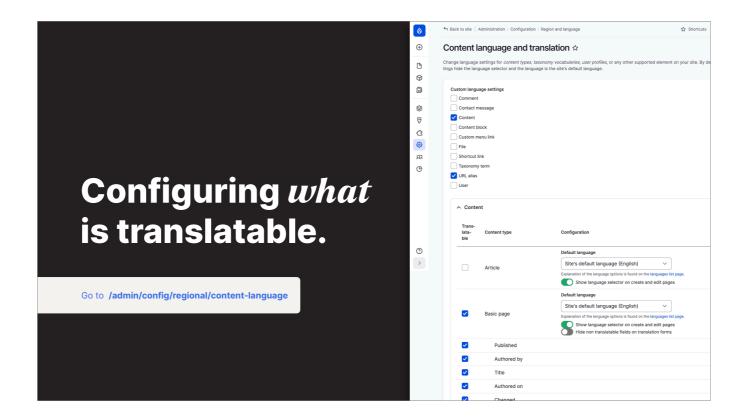
- $\ast~$  You'll need more than your default language to be configured.
- \* Drupal comes with a preset of over 100 languages.
- \* Selecting from this list will automatically provide its corresponding ISO standard language code, along with a customizable name label and writing direction.



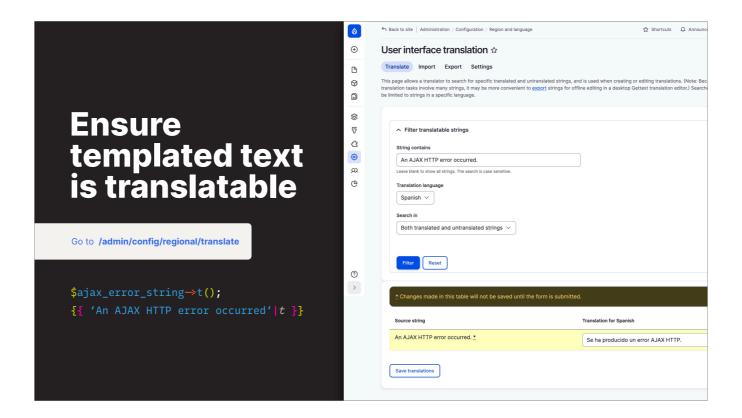
- $\ast$  You can also add your own custom language (available at the absolute bottom of the list).
- \* However, it is crucial to note that you must not set a language code that conflicts with any other ISO standard lang code.
- \* This will cause plenty of conflicts both within the admin UI and for the end users.
- \* Thankfully, Drupal provides a helpful link in the field's help text that will go into more detail.



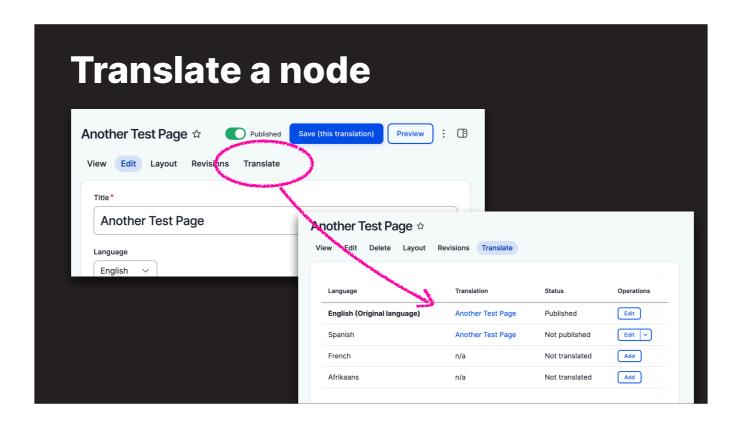
- $\ast$  Don't forget to configure your preferred language detection methods, and the order of them as well.
- \* You can prioritize and enable different detection methods, such as:
  - URL, or path based. (recommended as primary method)
  - and
  - Browser language preference
    - works by examining the HTTP "Accept-Language" header that browsers send with each request



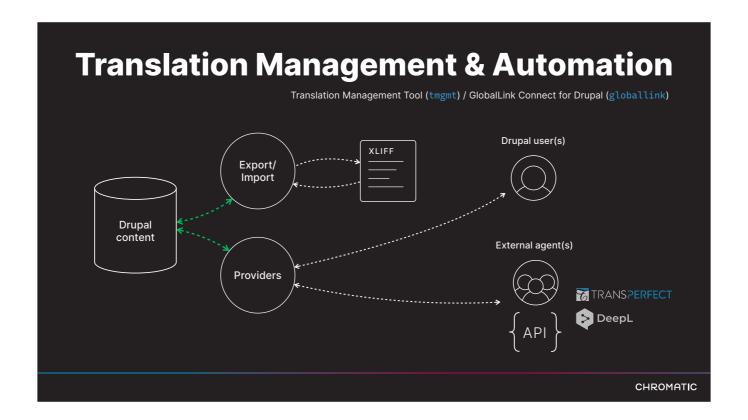
- $\ast~$  Now that we have languages configured, we need to specify what editors can translate.
- \* By default, Drupal Translations will provision nodes and most of their fields as translatable, but you can adjust this as you please.
- st This is also where you specify what language should be the default.



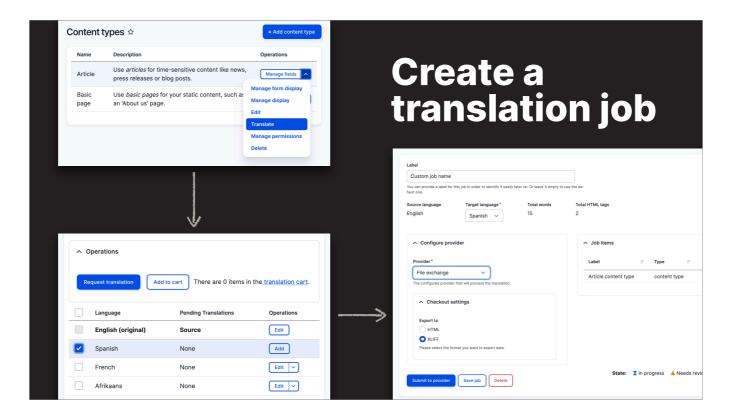
- \* So long as you're making use of the trans function in templating and preprocessing, Drupal will be able to log these strings in the user interface translation section.
- \* Your content team can then provide translation for any and all of this baked in text.



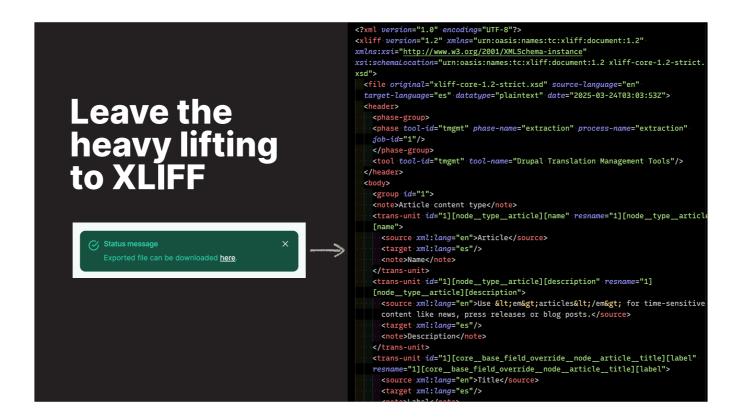
- $\ast$  This is in addition to translating actual content
- $\ast$  Which exhibits the same UI as your usual node edit view



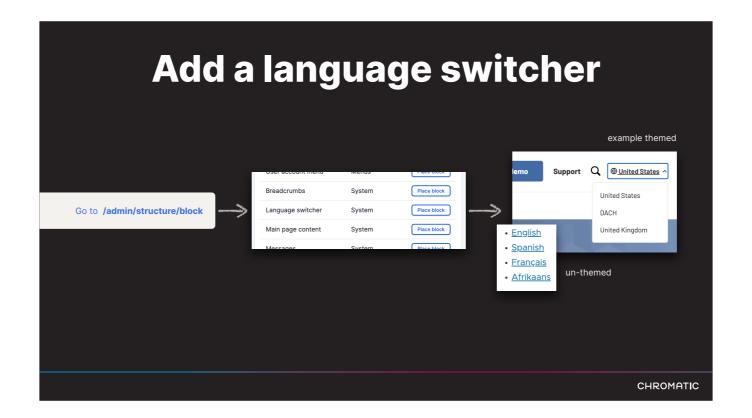
- \* However, if you're getting to translations just now, and you already have content, this all might seem insurmountable.
- $\ast~$  As usual, there is module for that: Translation Management Tool.
- \* Or, commonly acronymed as "TMGMT".
- \* This will allow you to, essentially, project manage translations all within Drupal admin UI.



- \* TMGMT will let you assign translation jobs (whether entire content types or individual entities) to a provider
- \* A "provider" can either be a Drupal user, a third-party API (like TransPerfect, Google Translate, DeepL, et cetera), or an XLIFF file.



- \* An XLIFF file can then be sent to a translator, who can iterate on it, and return it for import back into Drupal.
- \* [CHEEKY] The takeaway here is: "Delegation is elevation"
- \* Because why struggle when someone else can do it better?

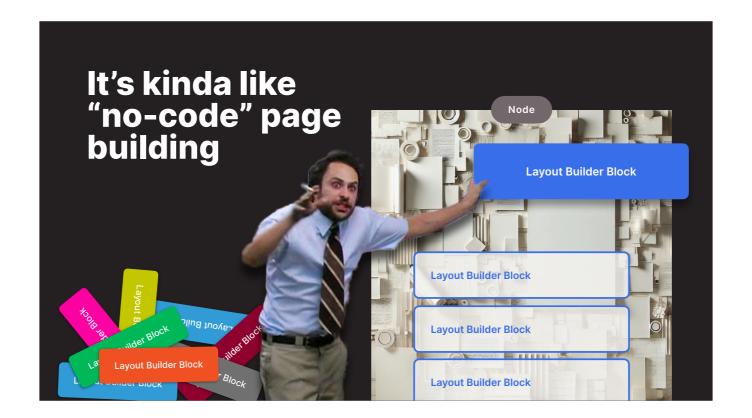


### MAT

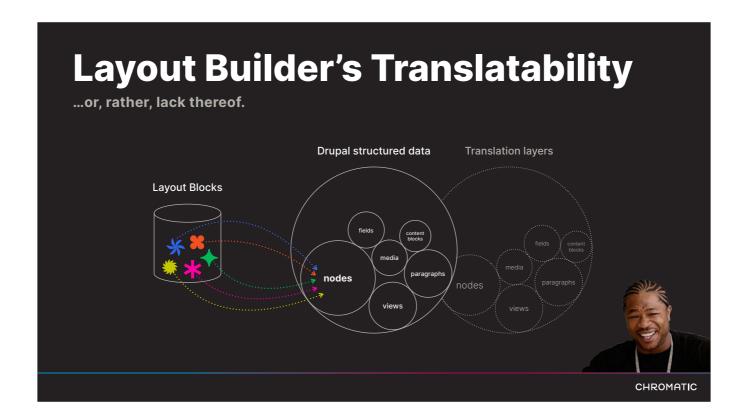
- \* Before we move to Layout Builder,
- st We wanted to note that Drupal comes out-of-the-box with a handy language switcher UI element.
- \* This will let your users change the language on the front-end easily.
- \* You might find your specific business logic requires unique configuration of how this handles language negotiation, but if you followed our suggestions earlier,
- \* When a user switches to a language on a node without the target translation layer (whether in moderation or just not existing) the origin language node will be loaded in its place



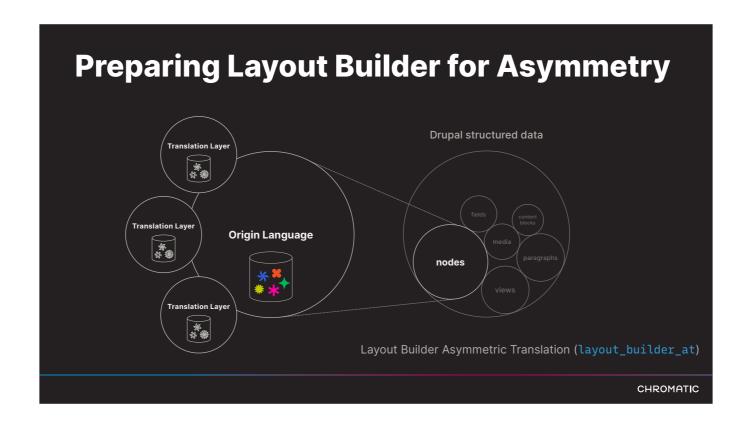
If you aren't familiar with Layout Builder then let's provide a super quick intro...



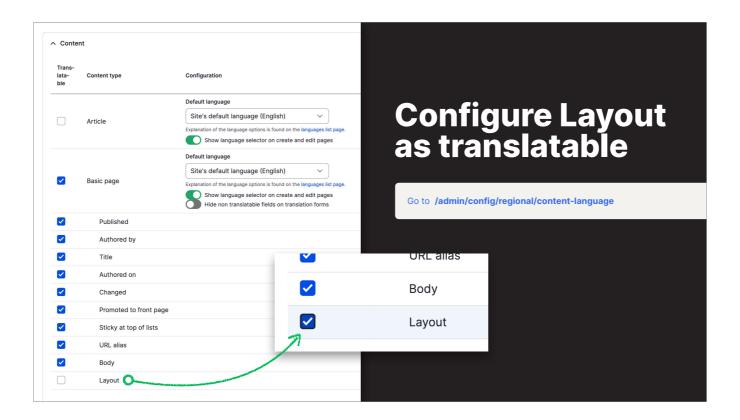
- \* Layout Builder allows content editors to customize the content of a page using components without having to deal with templates or UI-less paragraphs.
- \* These components, or blocks, can do anything that designers and engineers build into them, but their composition on the node is entirely controlled by the content team.
- st These blocks sit **on top of** the node layout section.



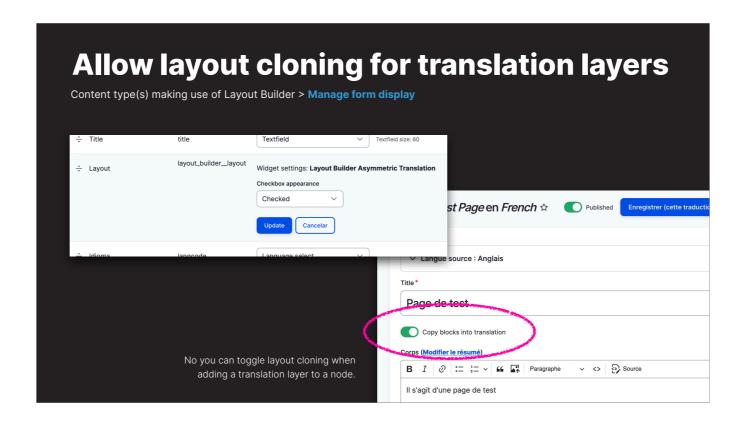
- $\ast$  Though the vast majority of entities in Drupal are translatable
- \* Layout Builder does not come with that same sort of translatability.
- \* Since they're more like floating entities that get attached to nodes, their contents are kind of like attachments on attachments.
- \* That means, out of the box, you cannot have two translation layers with different Layout blocks.
- \* That is, without the Asymmetric Translation module.



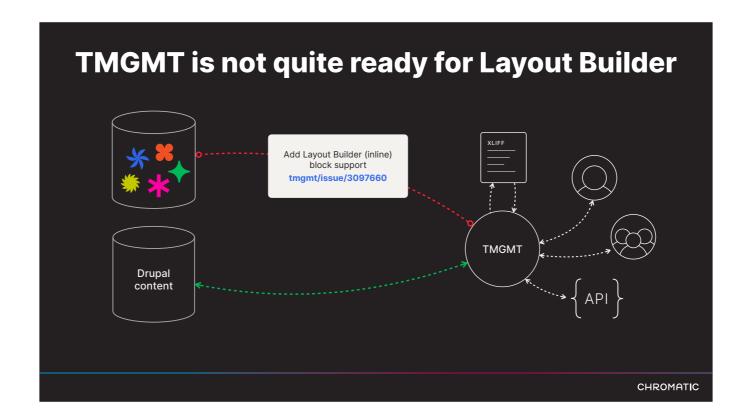
- \* This module allows you to have a completely different set of Layout contents (and their block instances) between translation layers.
- \* To make Layout translatable is to asymmetrically divide the translation layer's connection to a single Layout with a separate Layout instance.
- \* Two translation layers then require two Layout instances.



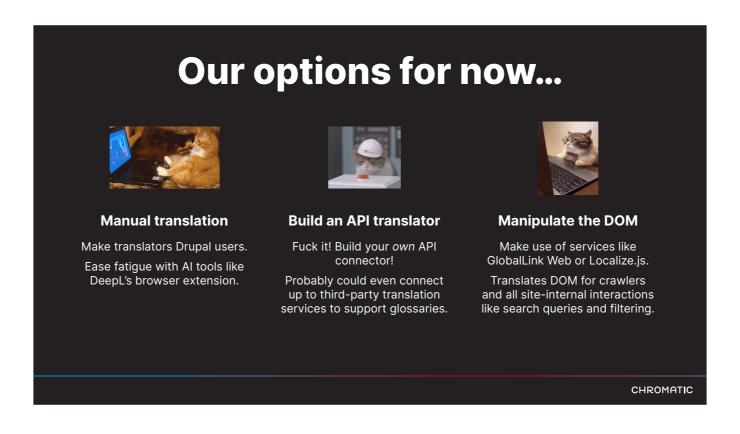
- \* Once you've installed and enabled Asymmetric Translation you'll need to configure Content's Layout field as translatable
- $\ast~$  This is done via the "Content language and translation" section
- \* As we've seen earlier, you simply check "Layout" in Content's configuration.



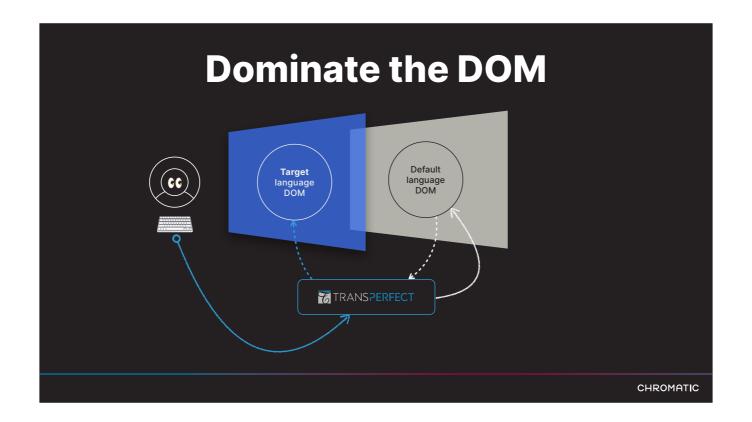
- st You'll also want to make sure that the Layout field is enabled for the node's form display.
- \* Bonus here is that you can set it so editors don't have to start from scratch on the new translation layer.
- \* Now you can go into the Layout and update the text for all the blocks (and their fields) as desired without having to recreate all of it from the ground up.



- \* Cool, this make it much easier for content editors to plug in translations.
- $\ast~$  Bad news is that you currently cannot include Layout Builder block contents with Translation Management jobs.
- \* Good news is that **! this** issue that aims to solve this is very close to being resolved.



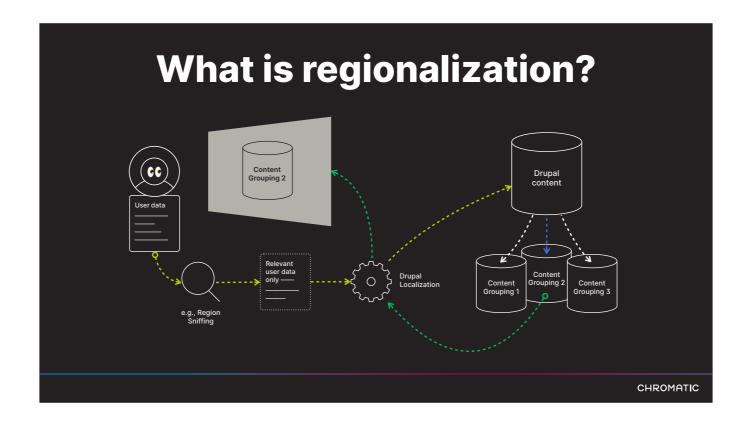
- \* Ok. What can you do in the meantime?
- \* Well, you still have manual translations and if your translators are Drupal users there isn't really much of a problem to solve.
- \* On the other hand, if you have a lot of nodes to translate, even a translation team can get worn out doing so.
- \* There is another option, outside of just grabbing API wires and connecting them manually with some custom hand-made aggregator.



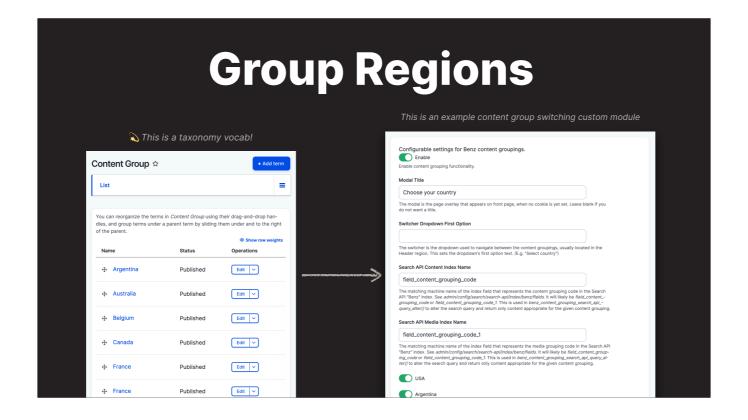
- \* Third-party services like GlobalLink Web can translate your content on the user's side by translating it at the DOM level.
- \* The translations can also be customized by your team and can even be integrated with AI services like DeepL and its glossary system.
- \* This tool will even translate the content for SEO crawling as well as Drupal form interactions (like search) by creating a separate DOM layer for the translations.

# Regionalization

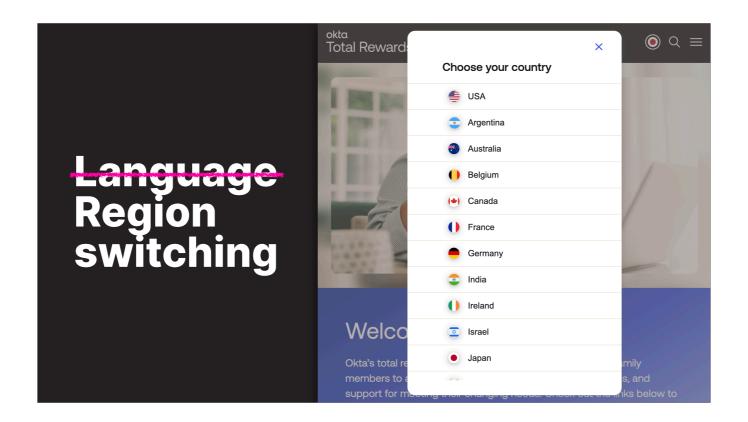
- st Lastly, we have regionalization
- \* Which might also be described as "localization" or "regional customization"



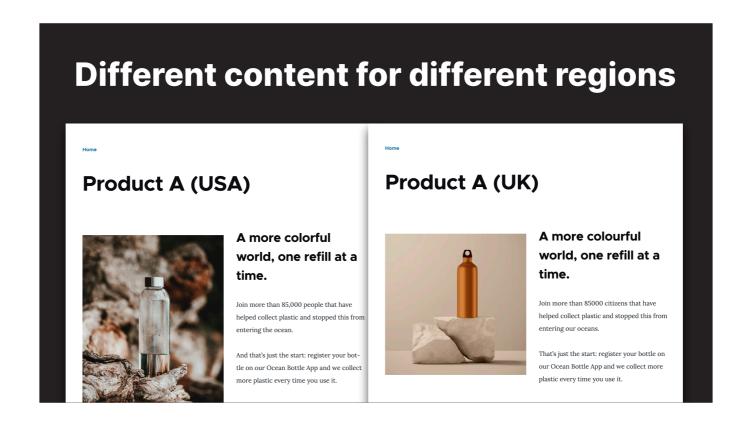
- \* While translation deals with more than one language, regionalization focuses on adapting content and functionality for specific geographic regions while potentially keeping the same language.
- \* For example, we might need to display a different product range on our North American site compared to our UK site, however both require English as an available language option.



- $\ast~$  So, how can we handle this in Drupal?
- \* It might be possible to only use translation to handle regions if it fits your use case (where one region = one language).
- \* If you need more flexibility, it would be worth building the ability to group by region, and translate too, if necessary.
- \* A taxonomy vocabulary for grouping by region, combined with the Context module for controlling visibility, would be one approach, and would still allow us to layer on one or more language translations



- \* Remember the language switcher from before?
- \* Considering everything so far, we can use a custom switcher to change content based on taxonomy instead. This could also be a combined region & language switcher.
- \* You may also want to consider setting a cookie when the user updates their selection, which we will come back to in a minute



- \* Putting this setup together, this demo product page now shows two different sets of content, both are in English and each region now also has the ability to be translated as needed.
- \* Notice how some of the content is a translation (color vs colour) while other content is completely different

## **Region Detection**

If we have multiple regions, we should try to improve visitor experience by automating the region selection for them by geo targeting

### **CDN**

Fastly can add geolocation headers to requests

Don't use geolocation for language: If possible, use the Accept-Language header to customize language preferences.

### **Smart IP Module**

Integrates with various geolocation databases to determine user location

### Browser Language Detection

Read the Accept-Language header to infer both language and region

Why not both? We can IP based geotargeting plus Browser headers to be more accurate.

CHROMATIC

- \* We should try to improve user experience by sending visitors to the region that appears to be the most relevant to them
- \* To do this, we can use the users location, obtained using our Content Delivery Network, or by using the users IP address and a geolocation database.
- \* If we have multiple languages, in addition to regions, we can combine the location data with the language negotiation options we covered earlier, such as the browser's Accept-Language header, to be as accurate as possible for both region and language.
- \* The user can always override the automated selection, and we can track their preference.
- \* Also, a note here to avoid using geolocation for language: The ability to speak a language is a property of a person, not the place where they are currently located.

```
"area_code": 0,

"city": "tokyo",

"conn_speed": "broadband",

"conn_type": "wired",

"country_code": "JP",

"country_code3": "JPN",

"country_name": "japan",

"latitude": 35.68,

"longitude": 139.75,

"metro_code": 392001,

"proxy_description": "cloud",

"proxy_type": "hosting",

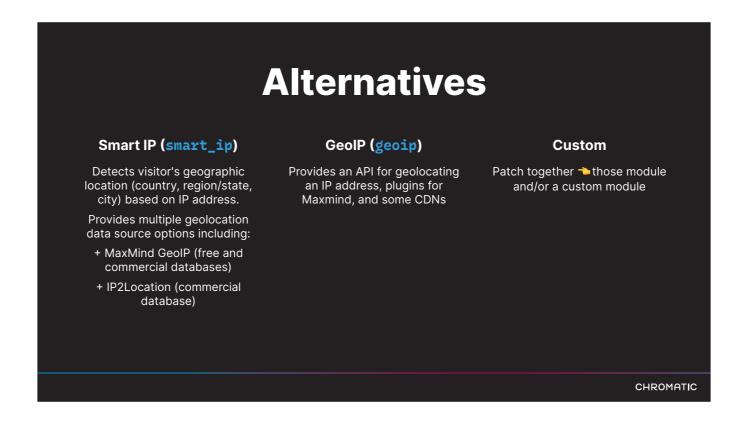
"region": "13",

"utc_offset": 900
```

- \* We often work with Platform SH, who provide a Fastly CDN but other options such as Cloudflare and CloudFront also provide IP geolocation data such as continent, country and city
- \* This data is typically included for no additional cost with your CDN service, so it can make a good alternative to using a separate paid database

- \* Continuing the Fastly example, for a high performance approach, Fastly can help us to handle geolocation redirection too
- \* Fastly VCL is a programming language which is part of their platform architecture, allowing us to code custom configuration
- \* The vcl\_recv subroutine is executed when a client request is received by Fastly, this brief example shows a redirect to our European region, (/eu), if the visitor is located in selected countries

- \* To not annoy our visitors, we should respect the cookie we dropped earlier, which we can check for right in the CDN, only performing a redirect if necessary
- \* There are a lot of details and code examples in the Fastly documentation covering available data and implementation examples.



- \* There are alternative IP geolocation options if you don't want to rely completely on your CDN, or if you don't use one
- \* The most obvious contrib modules include Smart IP and GeoIP which are both powerful tools for location-based customization
- \* We could also implement a custom solution, for example we can obtain an IP database from Maxmind and use a custom Drupal module or JavaScript to handle the lookup and redirection.
- \* Whatever option you go with, keep in mind that IP databases are not always up to date, and may be more inaccurate, the more granular you get

How PII is defined across the world					
Regime	What is considered PII	IP collection parameters	Notice/ Consent		
General Data Protection Regulation (GDPR)	Names, IDs, location data, online identifiers (aka "traditional identifiers") that can directly identify an individual	Treated as processing personal data	☑		
African Union Convention on Cyber Security & Personal Data Protection	May include traditional identifiers	Appears to be leaning towards GDPR definitions	₩r		
Personal Information Protection Law (PIPL)	Traditional identifiers, as well as any kind of location and/or behavioral data	Any location data (including IP or not)	<		
☐ Act on the Protection of Personal Information (APPI)	Focused on direct identifiers but evolving to include traditional identifiers	+ any other personal data	▼		
■ United States of America	"Take me to court first"	+ clear association with any other personal data	0		
California Consumer Privacy Act	Similar to GDPR with some broad extensions to location data	Any location data (including IP or not)	<u>~</u>		

- \* Now to Personally Identifiable Information (PII)
- \* Global policies are an incredibly esoteric subject and I'd be baffled if any of us had a firm, confident understanding of the rules for all regimes.
- \* So, we highly suggest verifying any and all functionality you have in place that collects any sort of data about your users (location or otherwise) with your legal team.
- \* Having said that, out of all of these regimes listed, we've found two common parameters that suggest you should be letting your users know if you are collecting information about them and dropping a cookie.
- \* The obvious individual identifiers like name and ID numbers are unanimously considered PII.
- \* Location, especially IP address and sometimes region, is considered PII when it is collected in <u>addition</u> to any other user data that could help you <u>individually</u> identify a person (and this could include behavior).
- \* Therefore, one could even argue that time and flow across the site (i.e., user analytics) counts as behavior.
- \* Interestingly, our read of China and California's policies makes it seem like they consider just knowing a person's location is enough to count the data as PII.

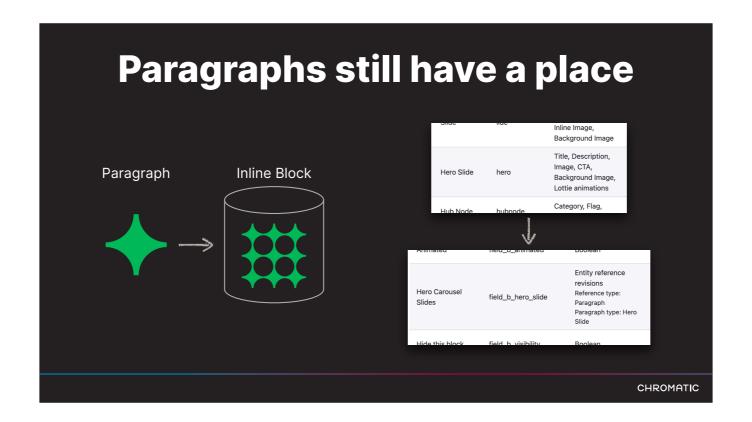
# Paragraphs VS Layout Builder

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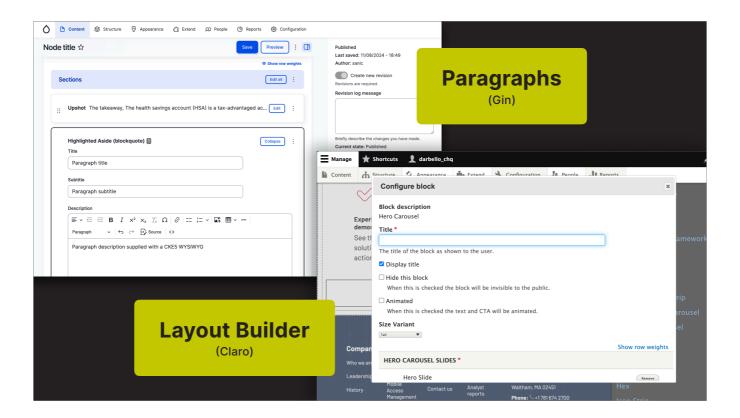
- \* Alright, let's wrap up with comparing the two ways we typically provision site building for content teams.
- \* Which do you choose? Paragraphs or Layout Builder? Or both?



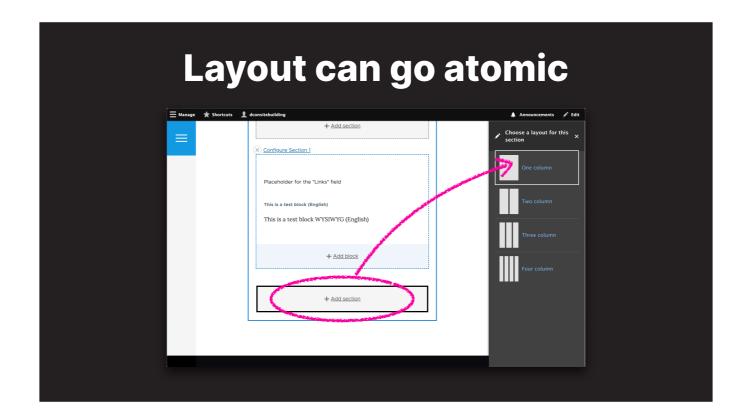
- \* First off, it should be noted that Experience Builder looks to be layered on top of or at minimum an extension or evolution of Layout Builder.
- $\ast~$  Sort of like how Layout Builder was to Panels.
- \* Therefore, if you as an agency or engineer are looking to start working more in XB it might help to get used to LB in the meantime.



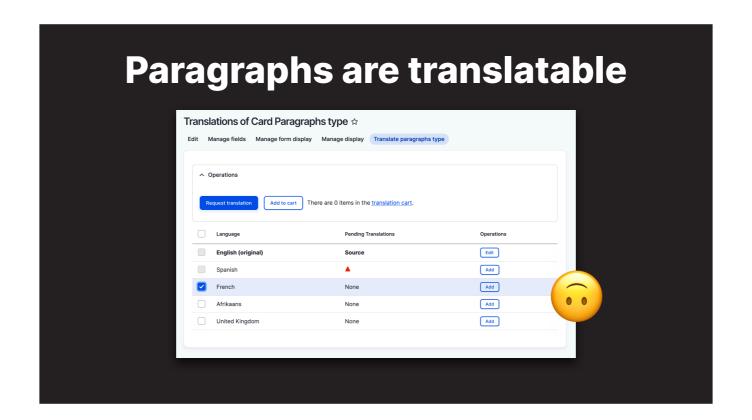
- \* Secondly, you'll likely find that using Layout Builder does not inherently mean scrapping paragraphs.
- \* Some inline blocks will still benefit from paragraphs' unique usage and structure.
- \* For instance, if you're creating a carousel slider that accepts an array of slides,
- \* the slides might be best served as a nested paragraph type.



- \* Admin themes aside, the actual form display UI is exactly the same between paragraphs in the Node edit view and inline blocks in the Layout edit view.
- st While you can generate a preview link for nodes, Layout shows the themed blocks right up front.
- \* This saves you from having to switch back and forth between preview link and edit view for paragraphs.



- $\ast\,\,\,$  Layout provides a way to go atomic right out-of-the-box.
- \* You can create inline blocks that are singular (like a Card vs Cards)
- \* And then allow content editors to decide how many columns (or what precisely those columns are: like aside vs main) they want and place blocks in each.
- \* To be fair, it looks like you can do this for Paragraphs with the Layout Paragraphs module, as well.



- $\ *\$  Lastly, and probably more importantly when comparing the two,
- \* Paragraph can actually be translated via TMGMT.
- \* That might wrap all of this talk up for you if you're on paragraphs and trying to decide whether to wait for XB in a year or so or LB right now.

