



Mobile app localization best practices checklist

Here we share a checklist you can use and share with your team members as reminders of things to consider. We base this material on Lokalise's ["25 things to remember when localizing mobile apps."](#)

- Does our design allow for text expansion wherever text appears?
- Does our design allow for right-to-left (RTL) languages?
- Are we using a design tool that supports RTL and integrates with a TMS?
- Have we run a pseudo-localization step?
- Are we considering multiple locales as opposed to languages?
- Are we using 4 letter ISO codes for locales?
- Are we giving our linguists enough context using screenshots?
- Are we using a glossary and keeping it up to date to ensure consistency?
- Are we separating text from images?
- Do we have a TMS that allows us to create a translatable text layer?
- Are we using a TMS without auto key detection and an in-editor preview?
- Are our image source files easy to access? Are we designing to enable flexibility in our images?
- Are we adjusting our content and testing UI/UX on a cultural level?
- Are we using standard and consistent file structures?
- Are we training our developers on internationalization best practices?
- Did we avoid hard-coding currency, time, and date formats?
- Are we using a tool that supports import/export functionality of standard file formats?
- Are we using universal placeholders that translators can work around?
- Are we formatting our strings to cater for a range of values to cover different plural forms?
- Are we merging similar keys (iOS & Android) to avoid repetitive translation work?
- Have we considered Lokalise's Mobile SDK for over-the-air updates?
- Are we using a TMS that allows us to automate routine tasks and build automated workflows?
- Are we using a TMS that integrates with the design tools we already use?
- Have we considered a design-led localization workflow?
- Are we doing l10n tests at the design stage to avoid costly bugs?
- Are we performing pre-production QA?
- Are we A/B testing the user journey?
- Have we considered using a screenshot workflow in conjunction with our design tools?