

## Italian Committee - Suggestion #78302

### Decide if Italian or English language will be used for this project

2016-10-15 14:56 - Rino Razzi

<b>Status:</b>	Resolved	<b>Start date:</b>	2016-10-15
<b>Priority:</b>	Should have	<b>Due date:</b>	2017-02-23
<b>Assignee:</b>	Roberto Torresani	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
I thing that this project is mainly intended for Italian speacking people. So i propose to use Italian language for the project, to facilitate people partecipating to the activity.			

#### History

##### #1 - 2016-10-15 15:24 - Federico Bernardin

Rino Razzi wrote:

I thing that this project is mainly intended for Italian speacking people.  
So i propose to use Italian language for the project, to facilitate people partecipating to the activity.

I agree with you

##### #2 - 2016-10-15 18:21 - Olivier Dobberkau

My Suggestion would be to take care of reporting to others in english too. Internally there is no problem to speak italian.

##### #3 - 2016-10-15 21:50 - Roberto Torresani

I agree with Olivier.

For me the activity in the group and the support to the community (Slack) should simplify communication between members and so must be in Italian. The project on forge and the committee instead are a official platform which is a branch of the Association and it is therefore important to use the English language. All members must be able to interact and be informed about what we are doing.

##### #4 - 2016-10-16 10:05 - Maurizio Morini

I agree with Oliver and Roberto.

Ciao

##### #5 - 2017-02-03 10:29 - Olivier Dobberkau

- *Tracker changed from Support to Suggestion*
- *Due date set to 2017-02-23*
- *Status changed from New to Needs Feedback*
- *Assignee set to Roberto Torresani*
- *% Done changed from 0 to 100*

So let's do this as proposed. Work language is Italian. Reports to the outer world in Italian and English.

##### #6 - 2017-04-11 15:51 - Roberto Torresani

- *Status changed from Needs Feedback to Resolved*