



INNOVATION LAB GLOSSARY

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PREPARED BY:
THE INNOVATION LAB

A

- **Aquifer (Bible Aquifer)**

A digital library of trustworthy, openly licensed, unrestricted Bible resources designed to support global translation efforts. Through its API, Aquifer enables the development of translation tools and other Biblical resources, accelerating high-quality Bible translation for all people and languages.

- **Artificial Intelligence (AI)**

Artificial Intelligence is the ability of computers and machines to perform tasks that normally require human intelligence, like learning, problem-solving, translating, and decision-making.

- **AI Drafting**

Using artificial intelligence to generate initial drafts of text, such as Bible translations, by identifying and learning from patterns in large amounts of existing translated texts. The AI analyzes how words and phrases are commonly used and structured in the source and target languages to produce an initial draft following similar linguistic rules and conventions.

- **Assisted Translation Technology (ATT)**

Priority Scaling Artificial Intelligence and Commercial Translation technologies.

B

- **Back Translation Process**

Translating a previously translated text back into its source language.

- **Bible Corpus**

A collection of text from the Bible used to train AI systems for translation.

- **Bible Translation**

The process of translating the Bible from its original languages (Hebrew, Aramaic, and Greek) into other languages for the global church.

- **Blank Slate**

Rethinking Bible translation from the ground up—AI-enabled, radically simplified, and built for acceleration. The Blank Slate Project is an ETEN Innovation Lab initiative to reimagine Bible translation from first principles. It prioritizes radically simplified, AI-assisted workflows that work even in low-resource settings. The project emphasizes

modular tools, translator-first design, and open data, aiming to unlock scalable, decentralized translation efforts.

C

- **Capacity Building (CBBT Cycle)**

This is the first stage of the CBBT Cycle: developing skills, knowledge, and resources within the church and community to sustain Bible translation as a local ministry.

- **Church-Based Bible Translation (CBBT)**

The local church is at the center of decision-making, resourcing, and quality assessment processes of Bible translation programs in locally relevant ways. The local church leads and is involved in every stage of translation, including authentication.

- **CBBT Cycle**

A flexible model for Bible translation that equips local churches to lead the Bible translation process. The CBBT Cycle is designed to be clear and accessible, adaptable to local contexts, sustainable by the church, and scalable across diverse projects.

- **Codex**

An AI-first Bible translation editor built on a stable open-source core, designed for speed, flexibility, and reliability. Codex is part of the Lab's Copilot initiative. It's a VS Code-based translation editor tailored for Scripture projects, combining the reliability of a mature open-source platform with powerful AI assistance. Codex supports rapid prototyping, integrates with Translator's Copilot for drafting and quality checks, and is extensible via VS Code plugins.

- **Community Engagement and Conversational Drafting (CBBT Cycle)**

This is the second stage of the CBBT Cycle. It begins with Scripture engagement, a deep understanding of Scripture's meaning, and application within the local community. The Lab recommends a process of multimodal and conversational discovery, internalization, and performance.

- **Content Management System (CMS)**

A digital platform used to organize, update, and manage translation-related content across teams and tools. In Bible translation, a CMS helps ensure that Scripture drafts, notes, and supporting resources stay current, accessible, and aligned across various contributors and platforms.

- **Corpus readiness**

A language is considered corpus ready when a sufficient, preprocessed, in-domain dataset exists with enough parallel data to train a model. Achieving corpus readiness is

an iterative process involving multiple cycles with varied data types and parameters.

- **Critical Others**
A range of partners who work with the Lab as ideators, liaisons and project contributors.

D

- **Data**
Any collection of information converted into a digital form.
- **Data annotation**
Labeling datasets to be used as inputs for machine learning models.
- **Data mining**
The process by which patterns are discovered within large sets of data with the goal of extracting information from it.
- **Dataset**
A collection of data that you can use to train a machine learning model by example.
- **Deep learning**
Machine learning using layered (or deep) algorithms to learn patterns in data.
- **Draft 0**
The very first version of a translation generated by AI, which is typically rough and requires further refinement by human translators.

E

- **Every Tribe Every Nation (ETEN)**
ETEN is a collective impact alliance of Bible translation partners and resource partners working together to see all people gain access to God's Word in a language they clearly understand by 2033.
- **ETEN Innovation Lab**
The Innovation Lab exists to take strategic risks by testing what is untested, equipping the unequipped, and advancing what cannot move forward without special attention to help achieve ETEN's All Access Goals.
- **Exegesis**
The critical interpretation and explanation of the biblical text. Exegesis is often part of

the translation process to ensure the meaning of scripture is accurately conveyed in another language.

F

- **Familiarization, Internalization, and Articulation (FIA)**

A six-step exegetical process developed to help oral communities engage with Scripture. FIA supports Bible translation by helping people familiarize with, internalize, and articulate passages in their own language. Simple and repeatable, it enables churches to own the translation and evangelism process from the very beginning.

H

- **High-resource language**

It is a language with abundant linguistic and translation resources. These include a wealth of data, such as extensive digital corpora, dictionaries, grammar guides, and numerous translated texts, making it easier to train AI models or conduct translations.

I

- **Iterative Publication and Revision (CBBT Cycle)**

This is the fifth stage of the CBBT Cycle. It is a method where translated Scripture is published with mechanisms for ongoing feedback and revisions, allowing the community to suggest improvements based on real-world usage.

L

- **LangQuest**

An AI-assisted translation app for preserving low-resource languages through offline-first, gamified, and multimodal community engagement. LangQuest enables translation, validation, and community contribution in oral-first contexts. Designed for remote or disconnected environments, it supports audio, text, and image inputs and encourages participation through a quest-based system. LangQuest makes validated translations freely available to fuel future AI and translation efforts.

- **Lingual church**

The element of the global church that speaks a given language.

- **Local ownership**

A core value of CBBT where the local church is at the center of decision-making, resourcing, and quality assessment process of Bible translation programs in locally

relevant ways. This leads to deeper engagement with Scripture and long-term sustainability.

- **Low-resource language**

A language with limited available resources for linguistic and translation work. This typically means there is a lack of sufficient data, such as translated texts, digital corpora, dictionaries, and language tools, making it difficult to train AI models or conduct translations.

M

- **Machine Translation (MT)**

Using a computer to translate text in one language to text in another language.

- **Media**

The ways a message is expressed; in translation, it refers to the translation product. Examples include: audio, print, and video.

- **Mode**

Closely tied to the five senses; in translation, it refers to the translation process. Examples include: oral, visual (inclusive of signed and text translation), and performance.

- **Multimedia translation products**

These are Scripture products designed to engage multiple senses. They include sound-based formats like audio and digital recordings; sight-based formats such as print, digital text, and sign language video; and touch-based formats like theater, performance, film, and braille.

- **Multimodal Translation processes**

These are translation methods that use multiple senses to reflect how people naturally communicate and understand Scripture. They include sound, such as oral or aural speech and music genres; sight, such as written text, gestures, and sign language; and touch, including performance-based communication and verbal touch used by and for the blind.

N

- **Natural Language Processing (NLP)**

A branch of AI that enables computers to understand, interpret, and manipulate human language, allowing them to interact with and process text or speech in a meaningful and

useful way.

- **No Language Left Behind (NLLB)**

It is an AI model that can translate among 200 languages, including many that are not usually supported by current translation systems. This tool aims to help people who speak rare or less commonly used languages communicate better online, making the internet more inclusive. The model is also open-source, so anyone can use it.

- **Nucleus**

The core Innovation Lab team who is fully seconded to, contracted by or hired for the Lab.

O

- **Open-License Resources**

Resources that support CBBT, translated into strategic languages and released under open licenses like CC BY, CC BY-SA, or CC0. These licenses allow communities to freely use, adapt, and share the materials.

- **Open-License Technology**

Technology distributed under open licenses such as BSD or MIT, which allow unrestricted use, modification, and redistribution. This ensures church-led communities can adapt tools to meet local needs without legal or financial barriers.

- **Open Source**

Software for which the original source code is made publicly available and may be redistributed and modified, often under a permissive license.

P

- **Project Catapult**

This initiative is dedicated to translation projects in languages not previously explored. Many of these are considered low-resource languages in terms of available language data.

- **Project Slingshot**

Project Slingshot leverages technologies similar to Project Catapult to expedite Old Testament translations. It specifically fast-tracks Old Testament translations by building on the work already completed for the New Testament.

Q

- **Quality Assurance (QA)**
Priority Development and scalability of flexible QA methods to suit emerging translation methodologies.
- **Quality Assurance Mentors**
A trusted guide who supports CBBT projects by offering coaching, training, and expertise throughout the translation process. QA Mentors work alongside local QA Communities and may be Translation Consultants or others with the needed skills.

R

- **Regional Church Leader Authentication (CBBT Cycle)**
This is the fourth stage of the CBBT Cycle. The process by which church leaders beyond the local community confirm that best practices were followed and formally authenticate the translation. This step adds visibility and accountability, and may involve a Scripture Review Board to support quality and oversight in both new and established projects.
- **Review by QA Community (CBBT Cycle)**
This is the third stage of the CBBT Cycle. A Quality Assurance Community, facilitated by a church leader for translation (often referred to as a Scripture Authentication Elder), uses and tests the translation within the community and church. An external QA Mentor may also provide support as needed.

S

- **Scripture Authentication Elders (SAE)**
One or more of church leaders who facilitate the Review by QA Community stage in the CBBT Cycle.
- **Scripture Review Board (SRB)**
A group of church leaders who support the Regional Church Leader Authentication stage in the CBBT Cycle.
- **Strategic Languages Initiative (SLI)**
An initiative within the Translation Resource Ecosystem to prioritize essential Bible content in key languages, accelerating progress toward the ETEN All-Access Goals.

T

- **Training a Model**

The process of teaching an AI system to perform a task (like translation) by feeding it large amounts of data.

- **Translation Management System (TMS)**

A system that stays up to date with all edits from all different resources. NOTE: Innovation Lab internal language; this system does not currently exist.

- **Translation Resource Ecosystem (TRE)**

Acquisition / Development of (where necessary) open access tools, texts, helps and data to equip church-based Bible translation.

V

- **Voice recognition**

An AI technology used for translating spoken words into text, used in Bible translation for oral languages.

W

- **Workflows**

Structured processes for managing Bible translation projects, including translation, review, and final publication stages.