ENGL 529

Content Management

Strategies for developing and delivering multimodal content via digital media. Focus on the principles of database design, interface development, usability testing, and collaborative content management within professional communication settings.



WELCOME

My Favorite Class to Teach

My name is <u>Geoff Sauer</u>. Welcome to my very favorite grad seminar.

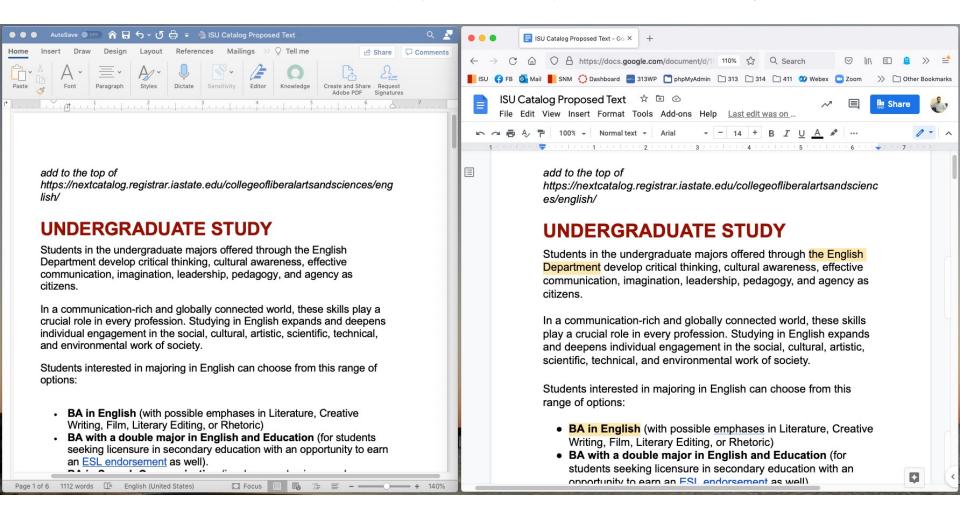
This is because server-side web tools have transformed academic research and technical/professional communication, while most students have never formally learned about this technology at all.

In this class, students learn to understand web-based applications, and learn to build and use them for specific purposes.



Why Is This Important to Learn?

When I asked students in 2021 which of these they'd prefer, almost everyone chose the one on the right. The CMS.



Web-Based Content Creation

Content management involves software which runs on webservers, which people use through browsers or apps on their devices.

In the past ten years, these have proliferated.

This semester we'll study how these run, build some, and spend time on a final project to build a high-quality CMS for a real client.

I bet you'll have used some of these. They're omnipresent. This one, of course, is Wikipedia.

WikipediA

The Free Encyclopedia



This one is Facebook. Though, of course, all social media are CMSes.



You know Instagram, right? CMSes manage multimodal content (they're the best at that).

Instagram

Search



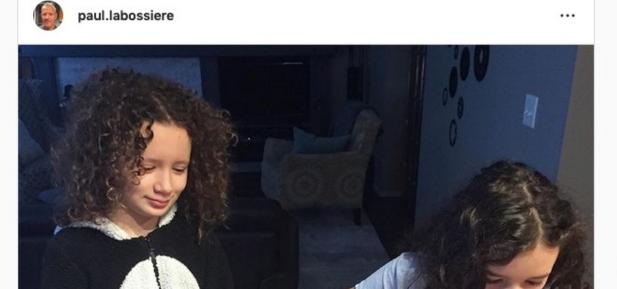














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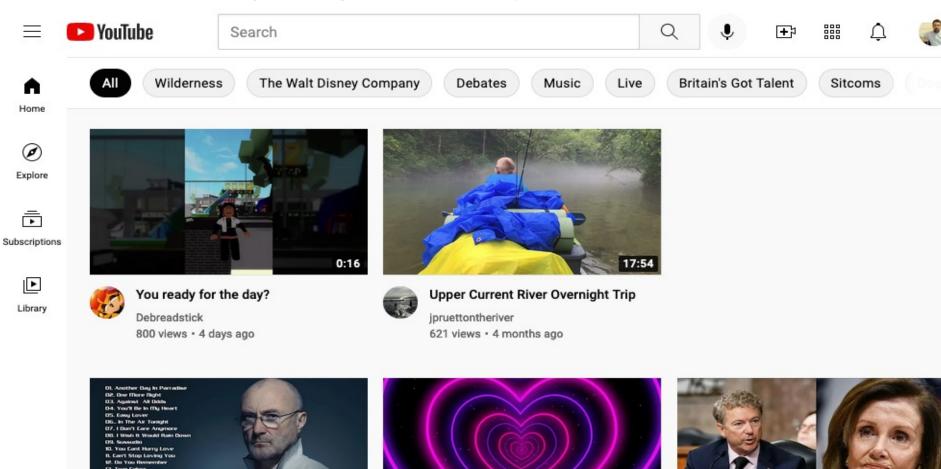
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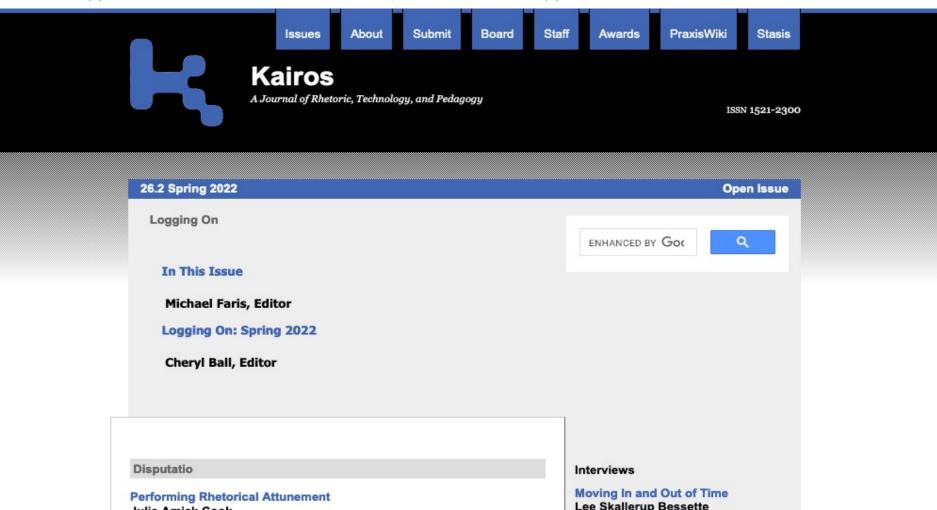
14. On My Way

17. Son Of Illen 18. Look Through Illy Eyes

YouTube, of course. And Google, and Google Docs, and all of the Alphabet, Inc. web services are database-driven.



Scholarly journals are also CMS-based. This is Kairos, a multimodal scholarly journal in Rhetoric.



Scholarly journals are also CMS-based. This is *JBTC*, a leading journal in Technical and Professional Communication.





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1.774 Impact Factor 5-Year Impact Factor 2.128

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About This Journal

Journal of Business and Technical Communication (JBTC), is peerreviewed and published quarterly, keeps you informed about the latest communication practices, problems and trends in both business and academic settings or sectors. It covers written, oral



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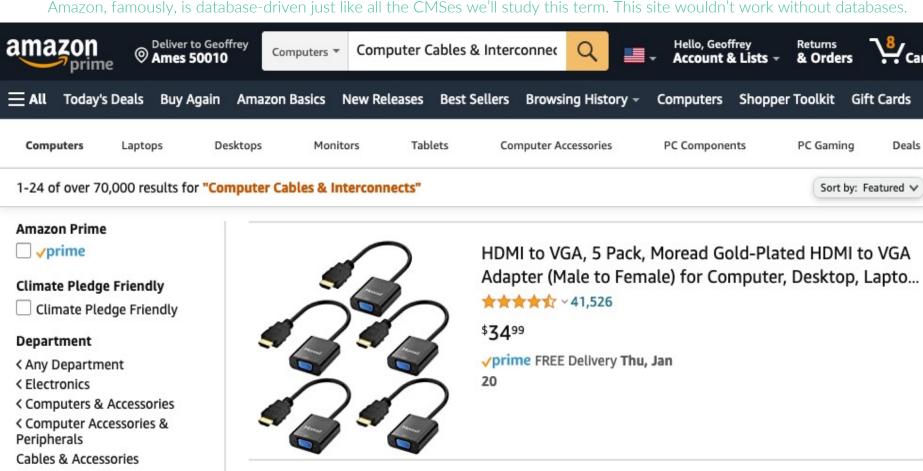
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Deals

Some Examples of Well-Known CMSes

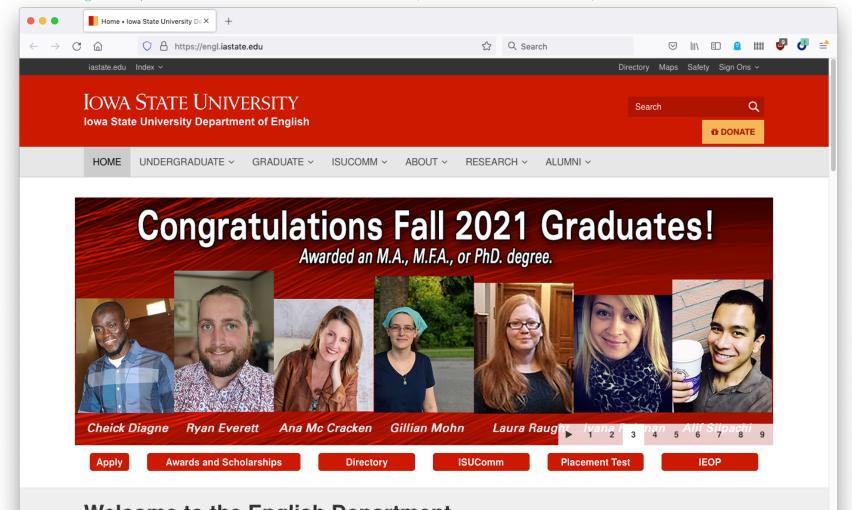
Amazon, famously, is database-driven just like all the CMSes we'll study this term. This site wouldn't work without databases.



Computer Cables &

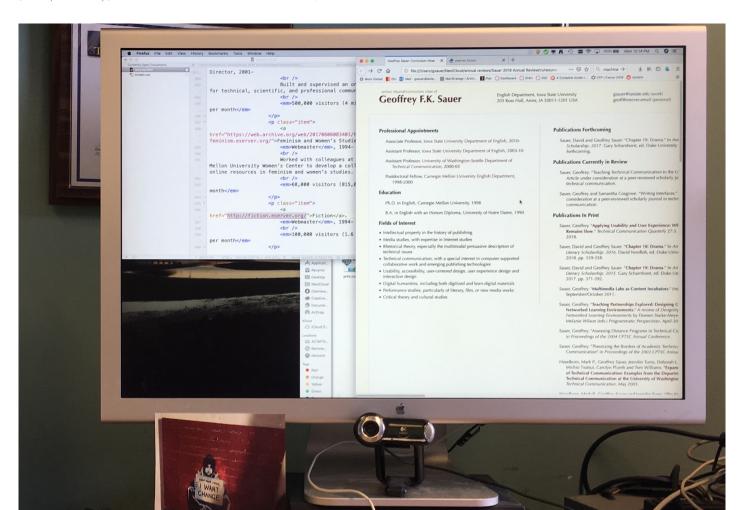
Interconnects Ethernet Cables Anker New Nylon USB C to USB C Cable (6ft 60W, 2-Pack), USB 2.0 Type C Charging Cable for iPad Mini 6,...

The ISU English Department website is CMS-based as well (as are most ISU websites).



Our Class Server (snm.engl.iastate.edu)

We have a (campus only) server dedicated to this class, which can host our CMSes. You'll learn it this semester.



ENGL 529: Content Management

The best graduate seminar, ever? We'll see. The course will have four major stages:



Database Design
SQL and RDBMSes



Interface Development

PHP, Python, Ruby



Implementation

WordPress et al.



User Experience

Final CMS Projects

1: Coding for Database Design

Underneath every content management system is a database. We'll learn to code good ones.



MySQL An RDBMS

We'll learn to use MySQL, PostgreSQL, MariaDB, and some noSQL databases, such as Redis.

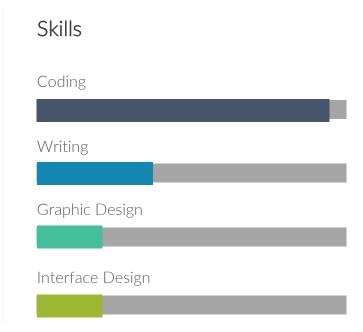
About Database Design

Principles and Practice of RDBMS Software

Every content management system runs on a relational database.

In the first part of the term, we'll learn about relational databases, and how to build and edit them for use in specific simple websites.

We'll learn the difference between good and poor designs for such databases. We'll also learn some basics of security for information protection.



2: Coding for Interface Development

Learning how CMSes work involves first learning to build simple ones, from scratch.



PHP

a coding language

We'll learn to use PHP, and also look at Node.JS, Python, and Ruby.

About Interface Development

Coding CMSes using Backend Languages

Coded web backend applications connect to databases, loading page content which is then styled following the backend program's template (ususally written in languages such as PHP, Python, JavaScript or Ruby).

We'll learn to code these from scratch, understanding how large content management systems use this same technology to generate modern web services, websites, social media, and apps.

Skills Coding Writing Graphic Design Interface Design

3. Implementation (including Cloud/Containerized CMSes)

We'll install on our class server some very popular CMSes, so we can look 'under the hood' and learn how they work.



CMSes WordPress et al.

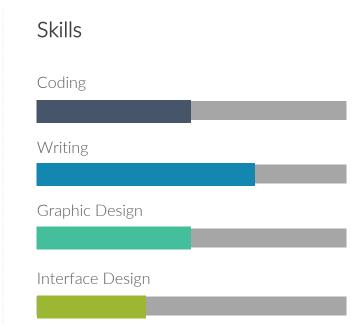
This semester we'll install dozens of CMSes, so we can practice configuring and administering them for specific purposes.

About Implementation

We'll install popular CMSes, this term

Most modern CMSes are installations of software, either free and open source, or commercial. This semester we'll explore dozens of CMSes we can install on our class server (snm.engl.iastate.edu) or on your personal computers (probably using containerization software such as Docker).

We'll get experience with many CMSes, and each student can choose a single CMS to use for a large final project.



Some CMSes We Can Implement (by Hand or Docker)

Some of the CMSes we'll be able to install this semester. We probably won't have time for all of these, but we can choose.



Social Media

Mastodon, BuddyPress, Diaspora, and PeerTube.



Webservers and Services

Apache 2, nginx, Zope, Varnish, PiHole, and Plex.



Traditional Content Management Systems

WordPress (with WooCommerce and BuddyPress), Drupal, Plone, Joomla, PrestaShop, and Confluence.



Cloud and Collaboration Services

Wikimedia, Redmine, Jira, Gitea, Bitbucket, Taiga, Nextcloud, Kavita, Pyshelf, Paperless-NG, Calibre.



Learning Management Systems

Canvas, Moodle, Collabora Code, Etherpad, and Ethercalc.



Data Science/Analytics Tools

MySQL, MariaDB, PostgreSQL, Redis, Solr, R, PHPmyadmin, PHPpgadmin, LimeSurvey, Matomo, Jupyter Lab, and Grafana.

4. User Experience

Once the CMS has content, you then create a high-quality user experience.



Usability/UX

Responsive

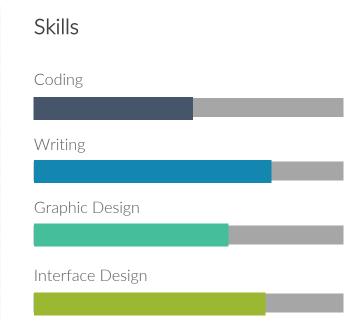
Once we've added content to implemented CMSes, then we customize its UX to suit audiences/specific needs.

About User Experience

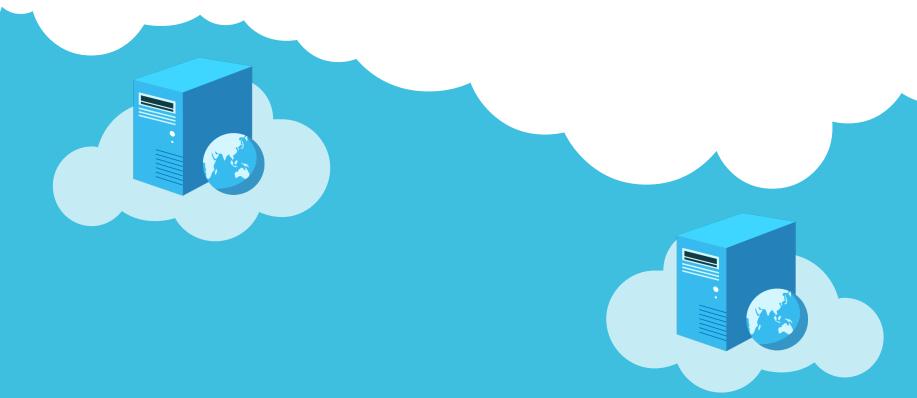
We'll take CMSes, and make them great.

"Out of the box" CMSes all tend to look like one another. Customizing a content management system, adding user interface elements, features, and design components to create a truly original website or web service takes time and dedication.

We will create final projects for the end of the semester which will allow students to practice this final stage of CMS production and editing.



Destinations: the Cloud



CMSes often end up, once designed and built, on cloud service providers. At the end of the semester, we'll explore how CMSes such as the ones we've built can be transferred to cloud-based services, for security and longevity.

So. Get ready!

This is exciting material, but it's complex.

There's a lot of reading, plenty of hands-on lab work, and quite a bit of 'debugging' to learn these technologies.

But if you put in the time, I feel strongly what you learn will be useful. I've taught this course at ISU in 2006, and my former students have gone on to do amazing things with CMSes.