

Course Unit	Content Management Systems			Field of study	Audiovisuals and Media Production	
Bachelor in	Multimedia			School	School of Public Management, Communication and Tourism	
Academic Year	2022/2023	Year of study	3	Level	1-3	ECTS credits 3.0
Туре	Semestral	Semester	1	Code	9213-656-3106-00-22	
Workload (hours)	81	Contact hours			C - S	E - OT - O Fieldwork; S - Seminar, E - Placement, OT - Tutorial; O - Other
Name(s) of lecturer(s) Vítor José Domingues Mendonça						

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

- . Understand the Content Management process; . Know the main Content Management Tools available in the market, and in particular open source tools;
- Use Content Management System;
 Domain of strategies at content management in social networks.

Prerequisites

Before the course unit the learner is expected to be able to: computer knowledge.

Course contents

- Acquire skills at the Level of Content Management. - Mastering IT tools for Content Management, regardless of its nature and / or concept. - Skills in Digital Marketing tools that focus on social networks.

Course contents (extended version)

- 1. Fundamentals of content management.

- Digital marketing.
 Content Management System.
 Types of Content Management Systems.
 Generalists

 - E-commerce
 - Blogs
- Discussion Forums
 Discussion Forums
 Open Source Content Management System
 Front-end and back-end interfaces

- 7. Functionalities
 8. Profile management
- 10. Content Management in Social Networks.

Recommended reading

- Abbott, N., Jones, R. (2016). Learning Drupal 8. Packt publishing Ltd. ISBN: 978-1782168751
 Barker, D. (2016). Web Content Management: Systems, features and best pratices. O'Reilly Media, Inc. ISBN: 978-1491908129
 Manfield, A. (2017). Prestashop MVC developer guide. Leva web. ISBN: 978-1326399115
 Miller, M. (2010). The ultimate Web Marketing Guide. Pearson Education, Inc. ISBN: 978-0789741004
 Williaws, B., Damstra, D., Stern, H. (2015). Professional Wordpress: Design and Development. 3rd Edition. John Wiley & Sons, Inc. ISBN: 978-1118987247

Teaching and learning methods

Contact hours: Explanation of concepts, conducting practical exercises to apply the concepts, and support for group work. Non-contact hours: Exercises, research work and development of a multimedia project.

Assessment methods

- Distributed evaluation (Regular, Student Worker) (Final, Supplementary, Special)

 Projects 50% (Develop a multimedia project. (Evaluation Minimum mark>= 8/20).)
 Development Topics 25% (Individual / group work (Evaluation Minimum mark>= 8/20).)
 Laboratory Work 25% (Evaluation continues: assiduousness and student engagement in solving the proposed exercises.)

 student worker (Student Worker) (Final, Supplementary, Special)

 Projects 50%
 Development Topics 25%
 Case Studies 25%

 Exchange students (Regular, Student Worker) (Final, Supplementary, Special)

 Projects 100% (Develop a multimedia product using a CMS or a digital platform.)

Language of instruction

Portuguese

Electronic validation			
Vítor José Domingues Mendonça	Ana Lucia Jesus Pinto	Elisabete da Anunciacao Paulo Morais	Luisa Margarida Barata Lopes
31 10 2022	15.01.2022	16.01.2022	16.01.2022