



Product Idea

## OneCMS/Ed Development Overview

# Find your way from OneCMS to Ed!

Start here!

Many groups are involved, & your role determines your tasks.

### Pre-work

- Create sample materials
- Conduct user tests
- Create component lists

1

Draft program structure & apply Content Object Model

Vet Content Object Model with CMS team

2

Build & refine program structure using Content Object Model

- > Create Objects
- > Add available metadata
- > Associate pickup content
- > Upload available assets

Use OneCMS



3

Develop new content

Loop back to previous steps to refine & revise your content & metadata

Static

Choose your content type

Interactive

Assessment

Use Various Tools

InDesign/IPS • MS Word  
OneCMS/Habitat  
Learnosity/WebCMS

Use OneCMS Excel



Build Pipeline to Ed

Metadata can now flow from OneCMS to Ed so that content is viewable & functional on Ed

4

Review content on platform INT version of Ed

Loop back to previous steps as needed

Release for QA

5

QA Review on platform CERT version of Ed

Loop back to previous steps as needed

View on



6

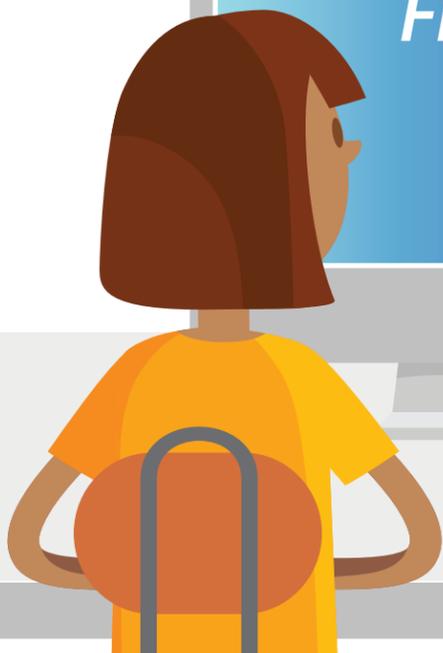
Release to customers PROD version of Ed

QA Complete

To create a new version, begin process again

## Finish!

Version available for customer



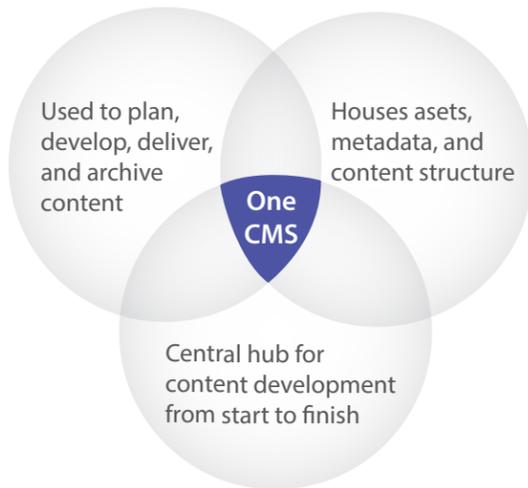
### Who is this overview for?

This overview is helpful for new users or users who are being trained on a particular step for the first time. In addition, more experienced users can see where their tasks fit into the larger process.

# At a glance: OneCMS/Ed Development Overview

## How we use OneCMS

OneCMS is HMH's content management system. All objects in OneCMS have associated metadata—structured information that describes, explains, locates, or otherwise makes it easier to retrieve, use, and manage the objects.



The Content Object Model (COM) is the organizing principle for OneCMS. It includes the eight object types shown here. Each project will apply the COM a little differently, depending on the program structure itself. In other words, your project will have a “mapping” of the items in your program to the objects in COM.

OneCMS video resources: [https://today.hmhco.com/ContentDevelopmentGroup/Pages/PLU\\_OneCMS.aspx](https://today.hmhco.com/ContentDevelopmentGroup/Pages/PLU_OneCMS.aspx)

Content Object Model		
<b>CO</b>	<b>Content Object</b>	Smallest unit of stand-alone deliverable content. Like all other objects in this model, the Content Object is designed for reusability. Content Object is a single file but a Composite Content Object is a folder that contain files but both represent the same content type.
<b>CCO</b>	<b>Composite Content Object</b>	
<b>A</b>	<b>Assets</b>	Searchable objects within a Content Object. Assets are not independently deliverable and must be nested within Content Objects. Examples include images, videos, and reading selections.
<b>P</b>	<b>Program</b>	Top level sequence object
<b>PS</b>	<b>Product Set</b>	Sequence that contains all product types per “level” (grade, course)
<b>PO</b>	<b>Product Object</b>	Sequence that contains all objects per “component” (e.g., SE module, TE module, ancillary set)
<b>SB</b>	<b>Sequence Bundle</b>	Object that defines, sequence, structure, and hierarchy
<b>LB</b>	<b>Learning Bundle</b>	The Learning Bundle allows content developers to group objects together. They may be used to group content that shares a common leaning goal or to allow easier moving and repurposing as a group.

## Content types we create & development tools

Static Content	Interactive Content	Assessment Content
<p>Content that can be made available via print or digital delivery</p> <ul style="list-style-type: none"> <li>No digital interactions</li> <li>Not responsive</li> </ul> <p>Primary content types</p> <p>PDF    Word doc</p> <p> InDesign/IPS  MS Word</p>	<p>Content that is only operational via digital delivery</p> <ul style="list-style-type: none"> <li>Usually has digital interactions</li> <li>Can be fixed or responsive</li> </ul> <p>Primary content type</p> <p>ePub    HTML</p> <p> OneCMS/Habitat</p>	<ul style="list-style-type: none"> <li>Sometimes has digital interactions</li> <li>Can be fixed or computer adaptive</li> </ul> <p>Primary content type</p> <p>Assessment Item</p> <p> Learnosity/WebCMS</p>

Today, tool use and content development workflows vary widely by project, but we plan to reduce this variation over time so that roles and steps are better understood across all teams.

**Habitat** is a cloud-based authoring and development environment from Inkling built for non-technical users.

Habitat Video resources: [https://today.hmhco.com/ContentDevelopmentGroup/Pages/PLU\\_Habitat.aspx](https://today.hmhco.com/ContentDevelopmentGroup/Pages/PLU_Habitat.aspx)

**InDesign** is page layout software from Adobe.

**IPS** is HMH's Integrated Publishing System for print production workflows, including the tools InDesign/In-Copy and the Multi-output Generator (MOG aka PDF generator).

**Learnosity/WebCMS** supports the creation of interactive assessment items with 50+ question types; and also can be exported for print assessments.

## The platform we leverage

Ed is HMH's customer-facing platform.

Ed stores our digital content and provides additional functionality that is not controlled or supplied by the content, such as authentication, assignments, and class management.

Ed resources: <https://today.hmhco.com/ContentDevelopmentGroup/Pages/ED.aspx>

There are three different Ed environments for different stages of production:

**The INT environment** is for initial content review.

**The CERT environment** is for QA or Quality Assurance review and testing and is a required step before being released to the customer.

**The PROD environment** is the customer facing environment