

# Content management system in mapping movable objects



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## Abstract

Movable everyday items as sites of culture and design studies surface the challenge of collating, coding, and archiving multifarious sources. The development of a content management system [CMS] is a digital archiving solution to store expansive and diversified samples that maybe here today and gone tomorrow. CMS in design studies facilitates the extraction of categories and indices of a phenomenon expressed in the form and technique of society's material culture. At the core is the coding protocol to gather, organize, generate, and curate the visual accompaniment of the inquiry.

CMS is a tool to chart the figurative mobility and provenance of the object through the archival photographs, drawings, and illustrations. With the inclusion of location maps and the anecdotes behind the objects, they lend the texture and materiality of the quotidian articulation. The narrative surfaces the positive values of the ordinary arts commonly

produced by the masses (Fajardo. 1990. p. 95) and embraces the plurality of design studies. CMS cultivates a norm to explore marginal topics as the seminal essay of Prys Morgan (2012) in the "The Hunt for the Welsh Past in the Romantic Period," or in the contemporary topics of Del Coates (2003) in *Watches Tell More Than Time* and Sophie Woodward (2007) in *Why Women Wear What They Wear*. The integration of digital technology in this new provocation, tackles the challenge of burgeoning content collection.

The rationalized system promotes inclusivity in the replicability of the methodology to manage research. It anticipates the future by subsuming the virtual space and optimizing the capacity of digital technology to craft new knowledge. CMS is an indispensable tool to excavate contexts, meanings, and symbols, preserving movable everyday objects in document-based narratives.