John Deere Job Portal

MADE FOR JOHN DEERE DEALERS



Managing Content in the Control Panel

The control panel is the administrative area where you manage your content. In this case we're managing job postings and locations.

Jobs and locations are closely tied together. Many jobs can have many locations. This reduces data load an makes it easier for users to distinguish several jobs at multiple locations and easier for you to maintain your content.

In this guide we'll show you how to publish your first job.

Basic steps to publish a job

- 1. Create a job with relevant information
- 2. Create one or more locations
- 3. Assign at least on location to each job
- 4. Publish your job



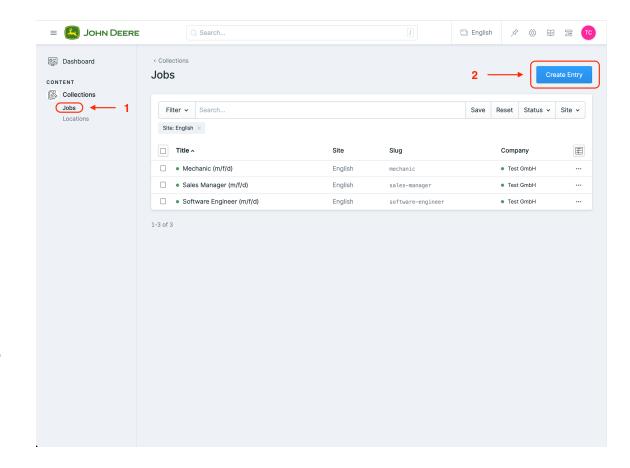
Creating a Job

Jobs and locations are structured in "Collections". To create a job we need two things:

- A Job and its contents
- 2. At least one location

Jobs can have multiple locations and are able to share those among them.

To create a job, go to **Collections > Jobs** and click **Create Entry**.



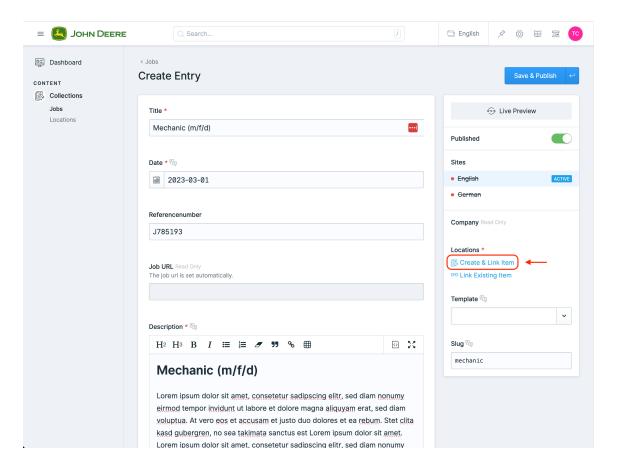


Creating a Job

This brings you to a new view where you can enter all the data relevant to your job posting. A few fields are required to ensure your job can be easily picked up by job platforms like Indeed (if requested) or search engines. Those fields include:

- 1. Title
- 2. Description
- 3. Location

Fill in the data and let's create a location next by clicking **Create & Link Item**





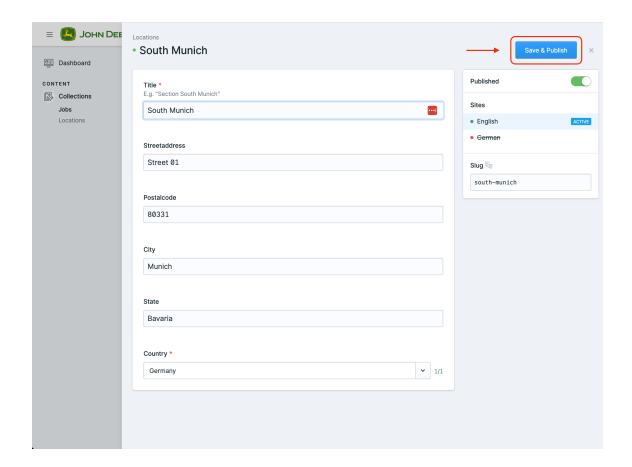
Creating a Location

Locations behave very similarly to jobs with the difference that the required fields include:

- 1. Title
- 2. Country

Click **Save & Publish** to create the location.

Tip: The more precise you are when creating a location, the more precise a user can search for the location on the job portal.

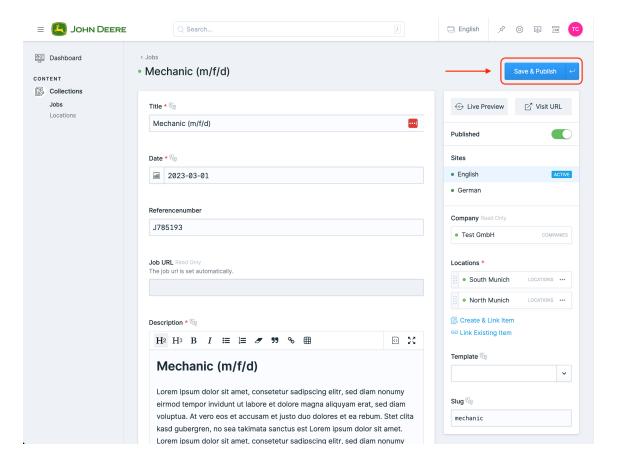




Publishing a Job

When you've set up your job and assigned at least one location to it, you can click the **Save & Publish** button. After that your job will be available on the job portal immediately.

Congrats, you've published your first job!



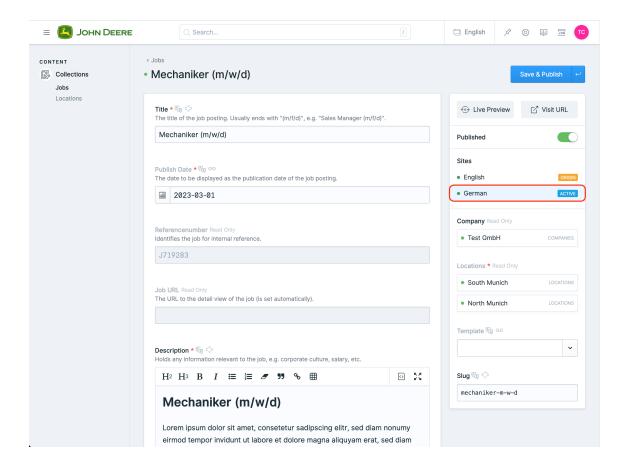


Localization

By default everything is set up for creating jobs and locations (entries) in English language. If you would like to create your entry in another language, you may do so by selecting the corresponding language in the sidebar when creating one.

A localized entry always has an origin and will inherit all undefined values from it unless you override them.

You may create a new entry in English and translate it afterwards or create the entry in another language right away.





Any questions?

If there are any questions left, feel free to contact us any time.





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