Public-Facing Documentation

Introduction to KnightLab StoryMaps

Individual Class Info

ENGW111: First Year Writing
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Summary of Module

This module will go over components of storytelling and how these components may be integrated in maps. Specifically, this workshop will teach students how to use Knight Lab's StoryMaps web-browser application by providing step-by-step instructions, a sample map, and sample data for students to use to practice building their own maps.

Learning Goals

- Understand components for compelling storytelling
- Understanding the particular choices made when building a map
- Understanding how to collect data for mapping
- Understanding KnightLab StoryMap's interface and where it gathers its information

Learning Objectives

- Articulate particular choices made when telling a story using a map
- Follow a step-by-step guide for creating, saving, and publishing maps using KnightLab StoryMaps
- Implement data into KnightLab StoryMaps, including location information, images, and text
- Navigate StoryMaps' map markers and location-finding system

Materials for Module

KnightLab StoryMap Presentation Slides

Handout: KnightLab StoryMap

Spreadsheet Template

Handout: Spreadsheet Template User Guide
Handout: Copyright and Fair Use

DITI's Intro to StoryMap video: https://youtu.be/X33ud7RYZFg

DITI Consultants

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