

Public-Facing Documentation

Introduction to KnightLab StoryMaps

Individual Class Info

HIST 2211: The World Since 1945
Malcolm Purinton
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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

DITl's Intro to StoryMap video: <https://youtu.be/X33ud7RYZFg>

DITl Consultants

Colleen Nugent

Claire Tratnyek