

Storytelling with Mapping: KnightLab StoryMap

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SOCL 2358: Current Issues in Cities and Suburbs

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Spring 2020



Northeastern University
NULab for Texts, Maps, and Networks

*Feel free to ask questions at any point
during the presentation!*

Workshop Agenda

- Learn about StoryMap as a mode of conveying data and content
- Best practices and questions to consider before creating your StoryMap
- Steps for using Knight Lab StoryMap
- Start building!

Slides, handouts, and data available at

<http://bit.ly/diti-spring2020-rabrenovic-storymap>



Workshop Objectives

- Articulate particular choices you will make when telling a story using a map
- Follow a step-by-step guide for creating, saving, and publishing maps using KnightLab StoryMap
- Upload data into StoryMap, including location information, images, and text
- Navigate StoryMap's map markers and location-finding system



What is a “story map”?

Telling a **story** using **maps**!

“You combine authoritative maps with narrative text, images, and multimedia content. They make it easy to harness the power of maps and geography to tell your story.”

- ESRI Story Maps Website



Example Projects Using Maps to Tell Stories

[Angelenos Incarcerated, Eddie's Story](#): uses a map to both linearly and spatially tell someone's story based on an interview (made using Omeka's Neatline)

KnightLab StoryMap examples:

- [“Boston Parks and Playgrounds: Community Scan”](#): uses a mix of textual, image, and geo-location data to tell a story about playgrounds in Boston's neighborhoods.
- [Arya's Journey in Game of Thrones](#): uses an image of Westeros is mapped to trace and tell the story of Arya's journey



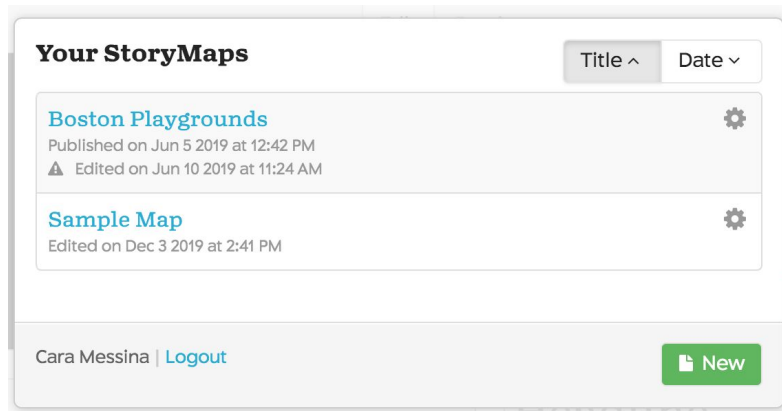
Questions to Consider Before Building

- What story am I trying to tell? What is the main point(s) I want to convey?
- How can I best tell this story about a site in Boston using texts, images, videos, and potentially other media?
- What is the best StoryMap template I can use to convey my information?
- Who is my audience?
 - What kinds of information does that audience need?



Create a StoryMap

- Go to <https://storymap.knightlab.com/>
- Click “Make a StoryMap” 
- Either create a new account or sign in through Google
- Once you’re signed in, click “New Map” (once you have created your map, it will be there for you to work on)
- Name your project



Your StoryMap

Overall options
(like changing map layout)

SAVE A TON!

Preview your slides

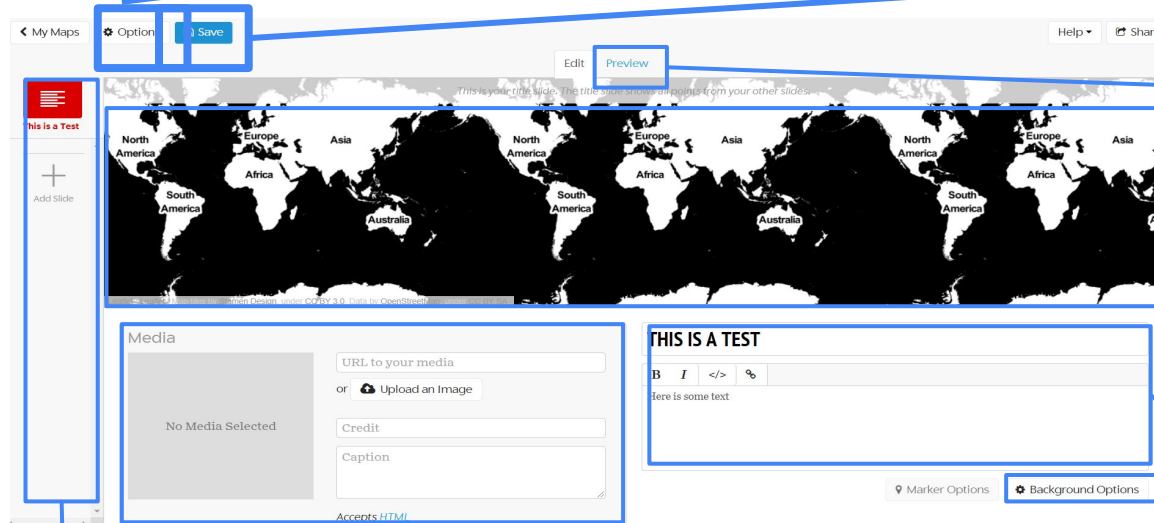
Preview the
geographic points in all
of your slides

Title and content of
your text box

Color of the text box
background

Uploading photos
or other media!
Document what
you upload

Check out and add new
slides here



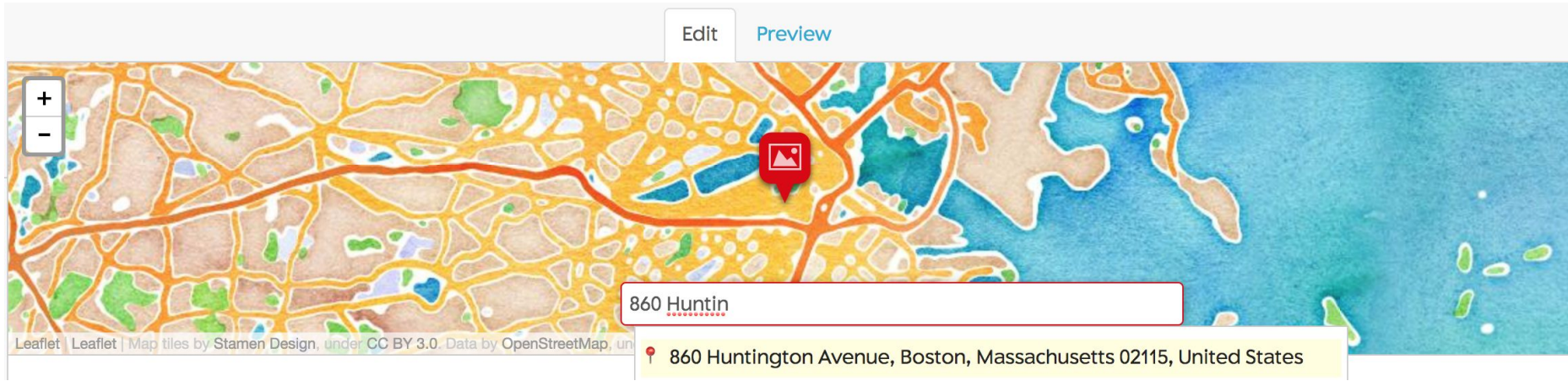
Slides, or map markers

Each slide is a different marker point on your map/image. Each slide contains:

- Title and text. The text box reads basic HTML.
- A background image/color.
- A map marker, which can be placed using Google Maps locations or by placing the marker manually.
- Media: images, videos, and sound files can be uploaded. Since only *one* media file can be uploaded per slide, you can use the text box's HTML to integrate an image or another media type.



Add A Location



KnightLab StoryMaps uses **Google Maps** to locate addresses

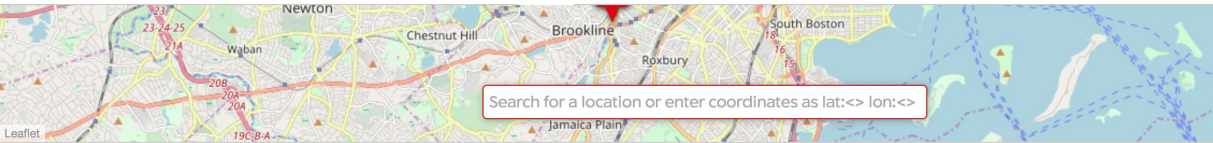
StoryMaps, however, does **not** always recognize place names; you might need to know the **address** or locations of particular structures

If you cannot find an address of a location, you can **drag and drop the map markers** to the specific location




Add Media and Images in Text


If you have an image or a video in the “media” section, but want to include an image in the **text**, you can! The text box reads basic HTML.



Media



From the House Divided Project at Dickinson College

or  Upload an Image

Accepts [HTML](#)

TEST SLIDE

B **I** **</>** **%**

If you already have an image, insert another image using basic HTML!

To insert an image, make sure the image is uploaded with a URL. You can use Flickr or Imgur to create a URL for your image. If you get an image from the internet, don't forget to cite! Turn tagging on, then, use the HTML image tag.

1. Click the **</>** button (turn on HTML)
2. Get a URL of your image. Use Imgur or Flickr to upload your own, or find an image online—don't forget to cite!
3. Use the HTML **** tag to insert the image.
4. Check the “Preview” to see the image

Use “media” to upload files. You can upload an image or put a **URL** of an image OR a video (like a YouTube video). If you want to include your own video, you will first have to upload it to YouTube and copy that link.



Your Turn: Practice Using StoryMap

Take some time to create your own maps! Remember to save, and that anything you decide to create now can be changed later. You can also create multiple maps under your account.

If you don't have any particular locations for your project yet, try mapping out your **everyday commute**—where do you live, typically eat, go to class/work, etc. Write some text and, if you have any, try incorporating media (example: for your usual coffee place, include a stock photo of coffee).

Link to slides: <http://bit.ly/diti-spring2020-rabrenovic-storymap>



Post-Exploration Group Discussion

- Do you have any overall questions about StoryMap?
- What markers did you choose to include?
- What media or text did you use?



Thank you!

If you have any questions, contact us at:

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<http://bit.ly/diti-spring2020-rabrenovic-storymap>

Schedule an appointment with us! <https://calendly.com/diti-nu>



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