Making StoryMaps Using KnightLab

KnightLab StoryMap Info
- KnightLab StoryMap site: https://storymap.knightlab.com/
- KnightLab Support Forum: https://knightlab.zendesk.com/hc/en-us/sections/202556646-StoryMapJS
- DITI's Intro to StoryMap Video: https://youtu.be/X33ud7RYZFg

KnightLab StoryMap is a user-friendly, web-browser mapping tool that allows users to choose a map (this can be a map of the Earth or an image, such as in "The Garden of Earthly Delights" below) and place markers across the map. Each marker can present images, texts, videos, and soundbites. The goal, then, is to tell a story with these markers and guide your audience through a journey.

For this class, think about how you can use StoryMap's focus on geographic narratives to tell stories about different areas, times, and topics in the Boston area.

Questions to Consider
- What story am I trying to tell? What is the main point(s) I want to convey?
- How can I best tell this story/give a tour of a location? How can I integrate a balance of text, images, and other media forms?
- What is the best StoryMap base map I can use to convey my information?
- Who is my audience? What kinds of information does that audience need?

StoryMap Examples
- Mapping Black Paris: https://uploads.knightlab.com/storymapjs/4b074fa299869d47b2d6fd8c4e18d968/mapping-black-paris/index.html
- The Garden of Earthly Delights—Hieronymus Bosch: https://storymap.knightlab.com/examples/bosch-garden/
- Mapping American Childhoods: https://blog.uvm.edu/mcope-childhoods/american-childhoods-1850-1950/
- Boston Parks and Playgrounds: Community Scan: https://uploads.knightlab.com/storymapjs/519665db8eee0565cdfe065cd5953daf/science-of-play-community-scan-6-10-19/index.html

To get started, make a copy of the StoryMap spreadsheet template and use it to fill in the different sites you want to map, images you want to include, and so on.
Important: make a copy, don't edit the main template!! (In the top menu Click File > Make a copy)

Using StoryMap:

1. Create your map
   a. Go to https://storymap.knightlab.com/
   b. Click "Make a StoryMap"
   c. After creating an account or signing in, click "New Map" and name your project
2. Title Slide
   a. The title page will display all the map markers
   b. The Text box on the bottom-right is where you put the project description
   c. Add media for the page in the "Media" box (Image, caption, credit)
3. Add Slides (Map Markers)
   a. Click the "Add Slide" button in the left-hand column
   b. Add a Location
      i. StoryMap uses Google Maps to locate addresses
      ii. Type the address or coordinates into the search bar in center of page
      iii. If you can't find the location, you can drag and drop the map marker (just search for a nearby location and move the marker to the spot you want)
4. Add description and media (same as on the Title Slide)
5. Customize
   a. The "Options" button in the top left allows you to change the design of your map
   b. "Background Options" in the bottom right of the text box allows you to customize the color of the background
   a. "Marker Options" directly to the left of "Background Options" allows you to customize the map marker by uploading your own image

Additional formatting options:
1. Add a Google Street View map to a Slide
   b. To embed a Google street view map into a slide, click on "Share" and copy the URL from the "Embed a map."
   c. The "embed code" should already be in the correct format: <iframe src:"UR"></iframe> when you copy it, but double check!
   d. Paste the URL into the "URL to your media" box in StoryMap.
2. Add Media and Images in Text
   a. To add additional media to a slide, you can use basic HTML
   b. Click the </> button (turn on HTML)
   c. Get a URL of your image. Wikimedia Commons is a great source of images. Make sure to use the embed file code--don't forget to cite!
   d. Use the HTML tag to insert the image.
      i. You can copy and paste directly from this .txt file
   e. Check the "Preview" to see the image

Frequently Asked Questions:
   1. *How do I change my text color in KnightLab StoryMap?*

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a. To change the text color in KnightLab StoryMap you'll need to use the tag in HTML.

b. Click the HTML button (</>) in the editor. Then add the tag; for example:

 YOUR TEXT HERE

Note: you must open and close the tags appropriately for the code to work.

c. Be sure to wrap the <span> tag around **the entire text** you wish to be in a different color.

d. Experiment with different colors! Try it on your own by changing the color from "red" to "purple".

e. You can find color names for HTML by following this link.

2. *How do I add "alt" (alternative) text to my images for accessibility purposes (i.e., screen readers and other assisted technologies)?*

a. To make your image accessible for screenreaders, you can add alt text with HTML code, using this template:

Note: typically, the <img> tag is associated with a specific image. However, the software for StoryMap separates the slide image from the caption. Be aware of this as you make accessibility-related improvements to your StoryMap.

b. Alternatively, **you can do longer-form, more detailed image descriptions within the caption section** of the image slide. This may be the best approach considering software limitations.

3. *Can I change the zoom level of my map?*

a. The zoom level that your user will see is determined by the distance between your locations. A StoryMap whose locations are all within the city of Boston will be more zoomed in than one which includes locations on different continents.

b. There is no way to override this, so keep it in mind when designing your StoryMap.

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