

HUSV 2500: Science of Play Emily Mann Storytelling with Mapping: Knight Lab StoryMap

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 "Arya's Journey" 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, guiding your audience through a journey in the space of the map.

Questions to Consider

- What story am I trying to tell? What are the main points I want to convey?
- How can I best tell this story/give a tour of my location? How can I integrate a balance of text, images, and other media forms?
- What is the best StoryMap template for conveying my information?
- Who is my audience? What kinds of information does that audience need?

Story Map Examples

- Mapping Black Paris: https://uploads.knightlab.com/storymapjs/4b074fa299869d47b2d6fd8c4e18d968/mapping-black-paris/index.html
- Game of Thrones, Arya's Journey: https://storymap.knightlab.com/examples/aryas-journey/
- Boston Parks and Playgrounds: Community Scan: <u>https://uploads.knightlab.com/storymapjs/519665db8eee0565cdfe065cd5953daf/science-of-play-community-scan-6-10-19/index.html</u>

Getting Started

• If you want to experiment with building a map of your own, you will find some sample images and park information in the data folder: http://bit.ly/diti-summer2020-mann-data

Find this handout and more at: http://bit.ly/diti-summer2020-mann
Questions? Contact us!

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