



HUSV 2500: Science of Play
Emily Mann
Making Story Maps Using Knight Lab

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: <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 and guide your audience through a journey.

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 template I can use to convey 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:
<https://uploads.knightlab.com/storymapjs/519665db8eee0565cdfe065cd5953daf/science-of-play-community-scan-6-10-19/index.html>

Find these slides and more at <http://bit.ly/diti-spring2020-nardone2>

Questions? Contact us!

Sarah Connell, sa.connell@northeastern.edu