



SOCL 2358: Current Issues in Cities and Suburbs
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Making Story Maps Using 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 and guide your audience through a journey.

For this class, consider: how can you use these markers to indicate neighborhood sites and locales in Boston, and how can you guide your audience through that story?

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>



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 Page
 - 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 map marker to specific location
 - c. Add description and media (same as the Title Page)
4. 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.
 - e. Check the “Preview” to see the image
5. Add a Link in a Caption
 - a. To add a link in a caption, you can again use basic HTML
 - b. Use the HTML: `text`
 - c. Fill in the link you want to use between the quotation marks, and replace the word "text" with the text you want to be linked.
6. 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