ENGL 4710: Capstone: Literature & the Visual Arts
Erika Boeckeler
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 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) 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 your narrative.

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 a story/give a tour of a location or image?
- How can I integrate a balance of text, images, and other media forms?
- How do the narrative and spatial aspects of my content intersect?
- Who is my audience? What kinds of information does that audience need?

Story Map Examples
- The Garden of Earthly Delights – Hieronymus Bosch discusses and interprets details from the Bosch painting
- Game of Thrones – Arya's Journey uses an image of Westeros to trace and tell the story of Arya's journey (note, this contains spoilers for the book series; note also that the videos are not currently working)
- Southern Literary Trail links the locations that inspired the works of prominent Southern authors
- Midwest Time Machine traces geographic biographies of several individuals from Midwest history

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

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Find the slides and more at **http://bit.ly/diti-fall2020-boeckeler2**

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Questions? Contact us: nulab@northeastern.edu

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. 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

Inserting HTML in StoryMap
To add a link in a caption, 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:
text

To add an image where you don't have an embed code to paste in, fill in the image's URL between the quotation marks (if you are editing in the text box, make sure to switch to HTML first):

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