Storytelling with Mapping: Knight Lab StoryMap

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Digital Integration Teaching Initiative

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Workshop Agenda

- Best practices and questions to consider before creating your StoryMap.
- Learn about StoryMap as a mode of conveying data and content.
- Demonstrate steps for using Knight Lab's StoryMap.
- Start building!
- All materials + slides for this module can be found here: https://bit.ly/3WIdCCY

For more information, please see: https://bit.ly/handout-storymap



Maps' different uses

Maps can convey all sorts of geospatial information that can facilitate different applications:

- Navigational/orientational maps
- Geological/topographical maps
- Political maps
- Thematic maps
- Artistic maps
- Narrative maps



Subway Map from MBTA

Feel free to ask questions at any point during the presentation!

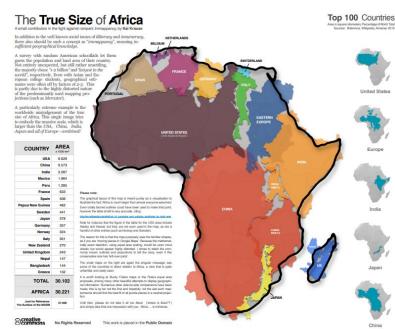
What are the limits?

- Maps reflect the intention of the map-maker and are inherently limited.
 - Maps produce shared interpretations, and are not expressions of objective spatial relations.
 - Boston is as much a human idea as a physical space, and thus maps both represent and create reality. See Quincy Langford's "Maps Are a Tool to Understand the Past and Shape the Future" to explore how maps can create, erase, and reshape.
- The simplicity and clarity of maps is deceiving, but artificial clarity is necessary for the map to be useful.



Questions for critiquing maps

- What is its subject?
- Who is/are the map's audience(s)?
- What is its message, argument, or purpose?
- How and when was the map made?
- Who made this map? What choices did they make?



What is a StoryMap?

KnightLab's StoryMap tool allows users to tell narrative stories connected with specific geographic locations.



deficits, or problems,



Welcome to the Fenway

to the history and context of one of the neighborhoods that surround Northeastern nportantly, this walk is designed using an Asset-Based Community pmont (ABCD) perspective. ABCD is a philosophy that recognizes unities' abilities to achieve positive change using their own knowledge, and lived experiences as well as existing resources and infrastructure.

way to think about it is to consider a community's strengths rather the or problems.

imple: instead of saying, "This community has a high crime rate and it can't d;" we say, 'This community has an organization that serves the previously rated and is collaborating within the community to work towards unity safety."

walk, we will talk a little about the history of the neighborhood, but will be ig on the community's assets and strengths and how those have been ped throughout the vers.

Welcome to this Community Walk! The purpose of this walk is to introduce poor to the history and context of one of the neighborhoods that surround Mortheast Most importantly, this was his designed using an Asset-Based Community and the state of the sta

For example: instead of saying, "This community has a high crime rate and it can't be fixed;" we say, "This community has an organization that serves the previously incarcerated and is collaborating within the community to work towards



Why use a map to tell stories?

- StoryMaps help us render visualized, spatialized, and contextual information about spaces in the past or today.
 - StoryMaps can be about places you've never been to. The goal is to help users "see" the spaces/places/routes as accurately as possible, and to get a sense of the people and things in the environment.
- Think about StoryMaps as **giving directions**, relating not only direction and **distance** but also **sequence**.



Example Projects Using Maps to Tell Stories

- "The Black Jazz Heritage Trail of Boston": uses a mix of textual, image, and student-researched location data to map historic Black jazz clubs.
- "<u>Mapping Shared Spaces: A Visual History of Boston's Black and Jewish</u>
 <u>Communities</u>": presents the story of migration of Boston religious
 communities by following the changing locations of places of worship.
- "Contemporary Indigenous Spatiality": created by Agléška Cohen-Rencountre (Lower Brule Sioux Tribe) to interrogate settler-colonial epistemologies about water-ways, as well as trace personal and community connections to Rapid Creek and the Mississippi River.



Making a StoryMap

StoryMap Best Practices

- Think carefully about the audience you are trying to reach with your map. This will impact your language, the order of your points, and the media that you choose.
- Think also about the **tone** of the map: the default for StoryMap can be very upbeat and informal, and that may not match the content you are sharing.
- **Test your map** after you have created it, to make sure that all the narrative points flow and that the language is clear and concise.



Optional: Spreadsheet Template

Make a copy of the StoryMap template below and use it to fill in the different sites you want to map, images you want to include, etc.

StoryMap Spreadsheet Template

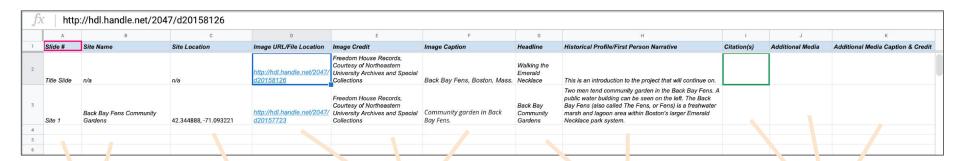
Template based on the StoryMap Spreadsheet Template created by Molly Brown, Reference and Outreach Archivist, Northeastern University Library.

For more information about collecting and organizing data for StoryMap, please see:

https://bit.ly/handout-storymap-spreadsheet



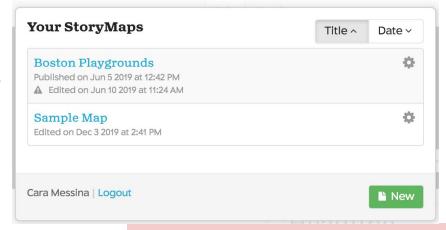
Spreadsheet data collection



- 1. The slide number can serve as the order in which your sites appear on your map and the site name can be used to label sites on your map.
- 2. The site location is used to identify a point on your map where the site is physically located (address or coordinates).
- 3. The image URL/File location is useful in keeping track of images of sites. Always credit your images to indicate their origin. Also include a caption describing your image.
- 4. The headline can serve as the official title or label of your site. Including a narrative provides more context as to why each location is important for your narrative.
- 5. Don't forget to cite your sources! Also, you may want to include additional media related to your site (e.g. newspaper clippings, additional photos, etc.).

Create a StoryMap

- Go to https://storymap.knightlab.com/
- Click "Make a StoryMap." Make a StoryMap
- Either create a new account or sign in through Google.
- Once you're signed in, click "New Map" (once you have created your map, it will be there for you to work on).
- Name your project.



Your StoryMap

Overall options (like changing map layout)

SAVE OFTEN!

Preview your slides

Preview the geographic points in all of your slides

Title and content of your text box

Uploading photos or other media!

Document what you upload

Color or image for text box background

Red Solds

North
Annotes

Africa

South
Americs

No Media Selected

URL to your media
or Upload an image

No Media Selected

URL to your media
or Upload an image

No Media Selected

Ordination

Accepts it TMI

Northeastern University
NULab for Digital Humanities and
Computational Social Science

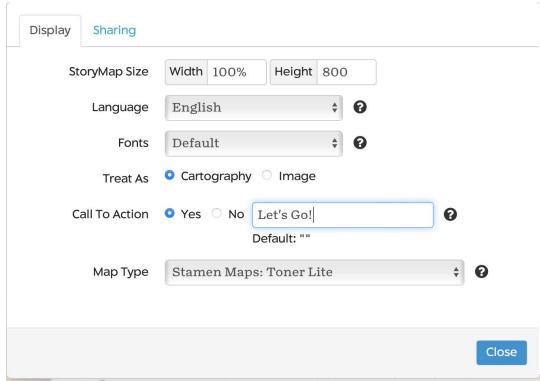
slides here

Check out and add new

Feel free to ask questions at any point during the presentation!

Options for designing your map

- The "Options" button in the top left allows you to change the design of your map.
- Customizable options include Language, Fonts, Call to Action, Map Type and more.



Slides, or map markers

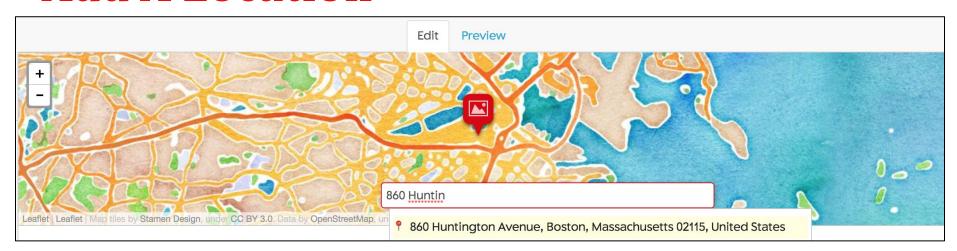
Each slide is a different marker point on your map. Each slide contains:

- Title and text. The text box reads basic HTML.
- A background image or color.
- A map marker, which can be placed by searching for Google Maps locations or by placing the marker manually.
- Media: images, videos, and sound files can be uploaded. Since only *one* media file can be uploaded per slide, you can use the text box's HTML to integrate additional images or other media types.



Feel free to ask questions at any point during the presentation!

Add A Location



KnightLab StoryMap uses **Google Maps** to locate
addresses

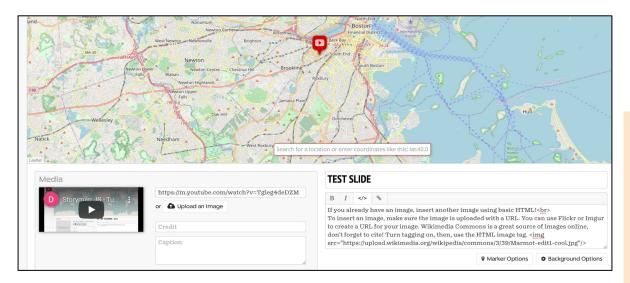
StoryMap, however, does **not** always recognize place names; you might need to know the **address** or location of particular structures

You can also **drag and drop the map markers** to the
specific location



Feel free to ask questions at any point during the presentation!

Add Media and Images to a Slide



Use "media" to upload files. You can upload an image or put a **URL** of an image OR a video (like a YouTube video). If you want to include your own video, you will first have to upload it to YouTube or other online publisher and copy that link.

If you have an image or a video in the "media" section, but want to include an image **in the text**, you can! The text box reads basic HTMI

- Click the </> button (turn on HTML)
- 2. Get a URL of your image. Use Wikimedia Commons to search images by content, and filter by license type and image size. Make sure to use the embed file code, and don't forget to cite the source!
- 3. Use the HTML tag to insert the image.
- 4. Check the "Preview" to see the image. Smaller image sizes may appear as a thumbnail, so stick to larger image sizes and preview your end result!

Embed codes and image files

If you are adding an image via its URL, make sure that you select the link with **the image file itself,** not just a page with the image on it.

For example, to add an image from Wikimedia Commons, follow these steps:

- 1. Go to "More Details" and choose "Use this file on the web," or just choose "Use this file on the web" if you see that option.
- 2. Copy the "File URL."

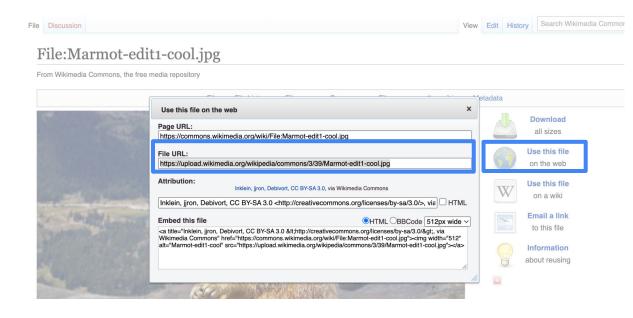


Image sharing and permissions

- It is important to verify that you are allowed to use images before you put them in your StoryMap.
- Search for media that is public domain or shared with permissions that allow re-use.
 - DITI recommends <u>Wikimedia Commons</u> and DPLA (<u>Digital Public Library of America</u>).
- Ensure proper credit/attribution is given for all media

For more information on copyright and reuse, please see:

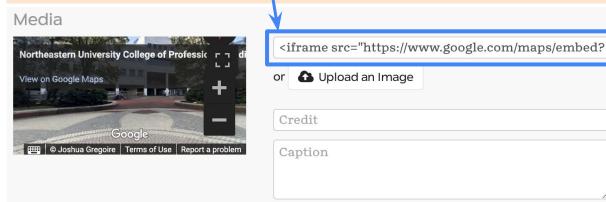
https://bit.ly/fair-use-handout

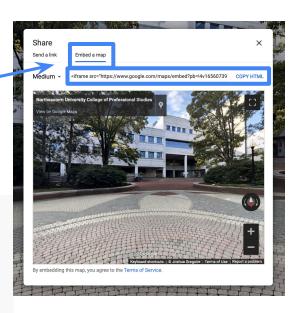


Add Google Street View to a Slide

As with other media, you can insert a Google street view map into a slide by entering its **URL**.

- Click "Share or embed image" from the menu in Google Maps, and copy the HTML link from the "Embed a map" tab.
 - Make sure the link has the <iframe src:"URL"></iframe> code (it should automatically, but the map won't work without it!).
- Enter the URL into the "URL to your media" box.

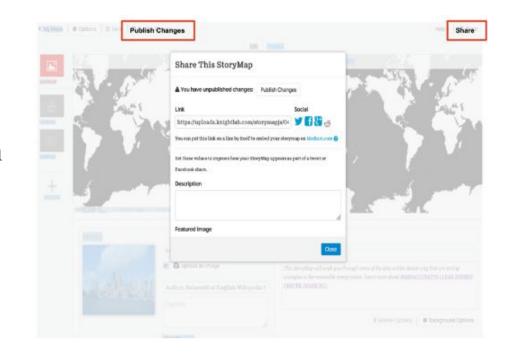




Accepts HTML

Publish and Share Your StoryMap

- Click the "Publish Changes" button on the top left side on the editing page.
- StoryMap's "Share" button is in the top right corner.
- You can add a description and feature image here before sharing your StoryMap widely.



StoryMap Demo

- To see StoryMap in action, click on this Sample Map Link!
- Here you will be able to explore a map custom-made by DITI to highlight your options for creating maps.



Best Practices for StoryMap

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Accessibility in StoryMap

Alt-text is a description of a digital image attached to the image file. People that use screen readers are able to hear content you include in:

- Image captions
- Text box (for embedded images and media)

If linking media, be sure to use a descriptive link name.

For more information on accessibility in StoryMap, please see:

https://bit.ly/storymap-accessibility-handout



Data Privacy

- It's important to pay attention to data privacy when using digital resources
- At its simplest, **data privacy** is a person's ability to control what of their personal information is shared and with whom.
- To help you make informed decisions about interacting with digital tools in ways that honor your boundaries with your data and/or personal information, The DITI has prepared a handout on Data Privacy

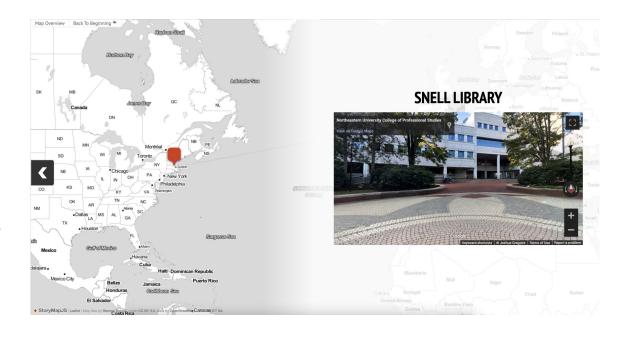
A Note on HTML

- You can use HTML to have more control over the display and behavior of StoryMap.
 Look for the "Accepts HTML" language or this symbol:
- For more information or HTML, please see:
 https://bit.ly/handout-HTML

```
Helpful HTML Codes
#Change Text Color
<span style ="color:red">YOUR TEXT
HERE</span>
#Add Link in Caption/Credit
<a href="URL">text</a>
#Add Image/Media in Textbox
<img src="URL"/>
#Add Alternate Text to Image/Media
<img src="IMAGE URL" alt="IMAGE</pre>
DESCRIPTION"/>
```

A Note on Zoom Levels

StoryMap does not let you set how far zoomed in or out your slides will be. The zoom level is determined automatically according to the distance between your locations.



A Note on Save States

StoryMap does not keep older versions of your project, so once you make and save changes, **you cannot retrieve a previous version**. You can also write over new content if you have your StoryMap open in multiple browser tabs or windows at once.

This is one reason why it is a good idea to plan out your StoryMap in a separate document: if you lose progress, you will have your content saved somewhere else.



For Further Exploration

Here are all the links presented in these slides:

https://bit.ly/handout-storymap

https://bit.ly/handout-storymap-spreadsheet

https://bit.ly/fair-use-handout

https://bit.ly/storymap-accessibility-handout

https://bit.ly/handout-HTML



Thank you!

- —Developed by Ana Abraham, Chris McNulty, and Benjamin Grey
- —Taught by Claire Lavarreda & Halima Haruna

- For more information on DITI, please see: https://bit.ly/diti-about
- Schedule an appointment with us! https://bit.ly/diti-meeting
- If you have any questions, contact us at: <u>nulab.info@gmail.com</u>

