

# Storytelling with Mapping: KnightLab StoryMap

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ENGL 1410: Introduction to Writing Studies

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Northeastern University  
*NULab for Texts, Maps, and Networks*

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

# Workshop Agenda

- Learn about StoryMap as a mode of conveying data and content
- Best practices and questions to consider before creating your StoryMap
- Steps for using Knight Lab StoryMap
- Start building!

Slides, handouts, and data available at

<http://bit.ly/diti-spring2020-poe>



# Workshop Objectives

- Articulate particular choices you will make when telling a story using a map
- Follow a step-by-step guide for creating, saving, and publishing maps using KnightLab StoryMap
- Upload data into StoryMap, including location information, images, and text
- Navigate StoryMap's map markers and location-finding system



# What is a “story map”?

Telling a **story** using **maps**!

“You combine authoritative maps with narrative text, images, and multimedia content. They make it easy to harness the power of maps and geography to tell your story.”

- ESRI Story Maps Website



# Example Projects Using Maps to Tell Stories

[Angelenos Incarcerated, Eddie's Story](#): uses a map to both linearly and spatially tell someone's story based on an interview (made using Omeka's Neatline)

KnightLab StoryMap examples:

- [“Boston Parks and Playgrounds: Community Scan”](#): uses a mix of textual, image, and geo-location data to tell a story about playgrounds in Boston's neighborhoods.
- [Arya's Journey in Game of Thrones](#): uses an image of Westeros is mapped to trace and tell the story of Arya's journey



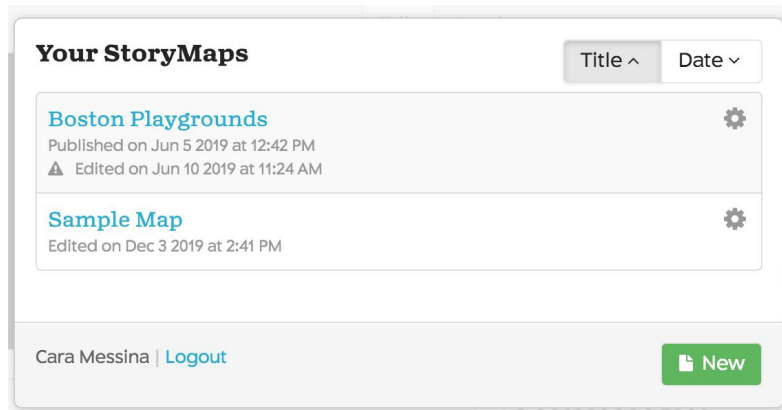
# Questions to Consider Before Building

- What story am I trying to tell? What is the main point(s) I want to convey?
- How can I best tell this story about a Boston writing space using texts, images, videos, and potentially other media?
- 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?



# Create a StoryMap

- Go to <https://storymap.knightlab.com/>
- Click “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 A TON!**

Preview your slides

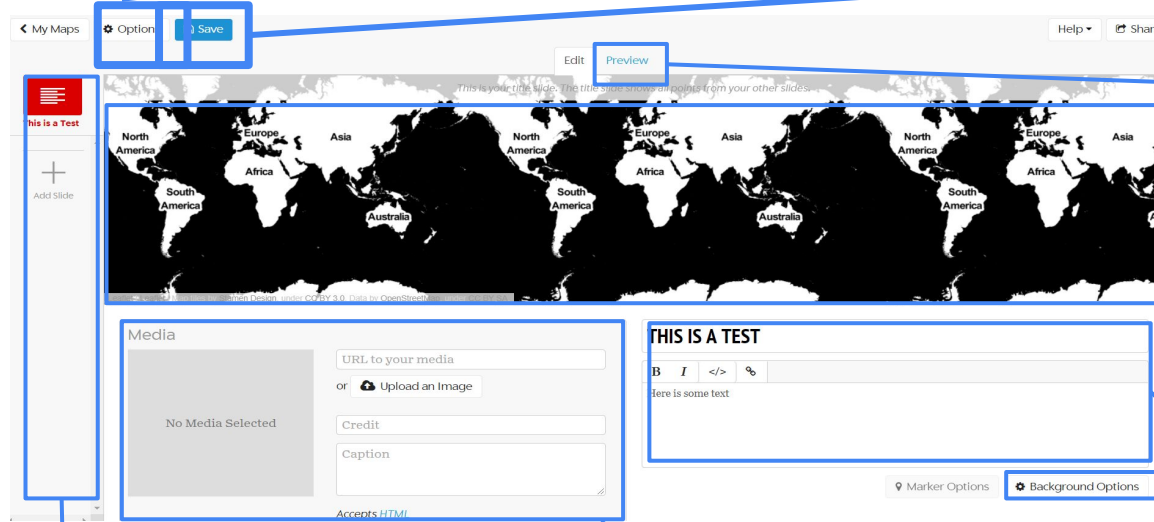
Preview the  
geographic points in all  
of your slides

Title and content of  
your text box

Color of the text box  
background

Uploading photos  
or other media!  
Document what  
you upload

Check out and add new  
slides here





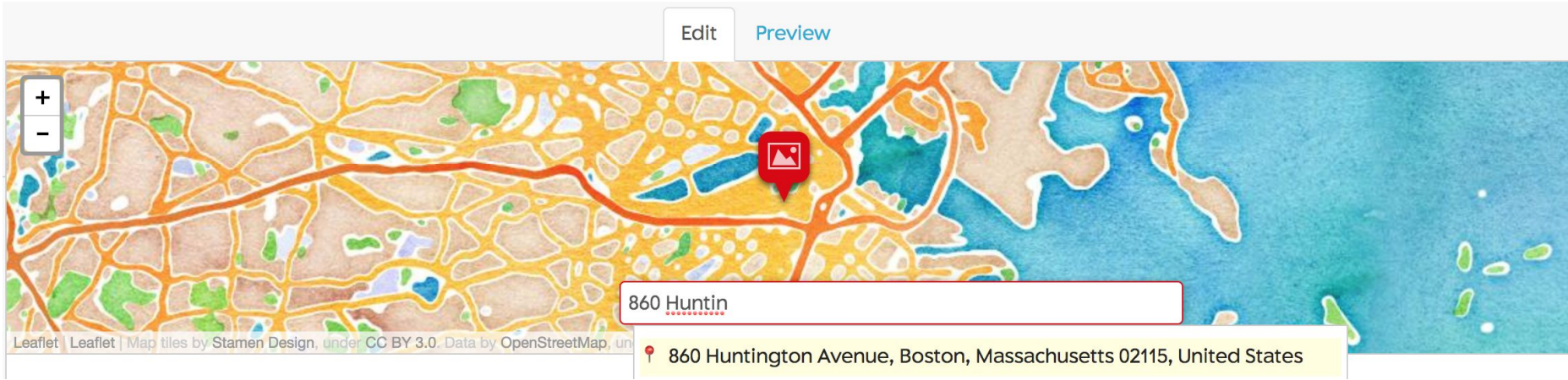
# Slides, or map markers

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

- Title and text. The text box reads basic HTML.
- A background image/color.
- A map marker, which can be placed using 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 an image or another media type.



# Add A Location



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

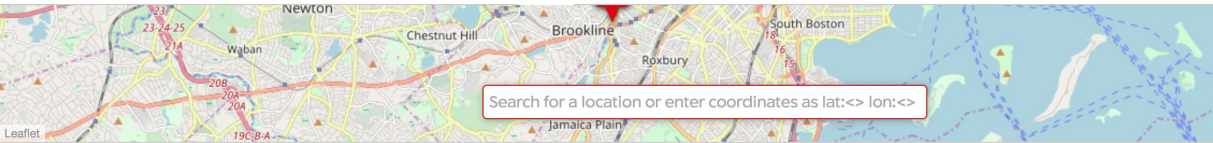
StoryMaps, however, does **not** always recognize place names; you might need to know the **address** or locations of particular structures

If you cannot find an address of a location, you can **drag and drop the map markers** to the specific location





# Add Media and Images in Text

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 HTML.



Media



or  Upload an Image

Credit

Caption

Accepts [HTML](#)

**TEST SLIDE**

**B** **I** **</>** **%**

If you already have an image, insert another image using basic HTML!<br>  
To insert an image, make sure the image is uploaded with a URL. You can use Flickr or Imgur to create a URL for your image.&nbsp; If you get an image from the internet, don't forget to cite! Turn tagging on, then, use the HTML image tag.  


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 and copy that link.

1. Click the **</>** button (turn on HTML)
2. Get a URL of your image. Use Imgur or Flickr to upload your own, or find an image online—don't forget to cite!
3. Use the HTML `` tag to insert the image.
4. Check the “Preview” to see the image



# Your Turn: Practice Using StoryMap

Take some time to create your own maps! Remember to save, and that anything you decide to create now can be changed later. You can also create multiple maps under your account.

If you don't have any particular locations for your project yet, try mapping out your **everyday commute**—where do you live, typically eat, go to class/work, etc. Write some text and, if you have any, try incorporating media (example: for your usual coffee place, include a stock photo of coffee).

Link to slides: <http://bit.ly/diti-spring2020-poe>



# Post-Exploration Group Discussion

- Do you have any overall questions about StoryMap?
- What markers did you choose to include?
- What media or text did you use?



# Thank you!

If you have any questions, contact us at:

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Schedule an appointment with us! <https://calendly.com/diti-nu>



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