

Storytelling with Mapping: KnightLab StoryMap

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HUSV 2500: Science of Play
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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

<https://bit.ly/3bAj0Or>



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



Components of a Good Story?

- Strong content
- Lay out your protagonist and/ or possible antagonist
- Clear series of events
- Images!



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



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/ give a tour of a place?
 - Is it with lots of photographs, text, maps, or all three? Should it be simple or complex?
- What is the best StoryMap template I can use to convey my information?
- Who is my audience?
 - How detailed to I need to be to address that audience?



Example Projects Using Maps to Tell Stories

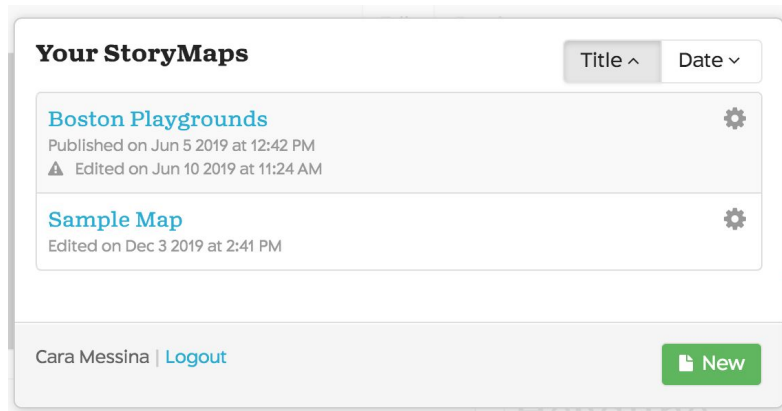
KnightLab StoryMap examples:

- [Mapping Black Paris](#): uses a map of Paris to tell the story of African Americans escaping their unjust treatment in the US during the early twentieth-century.
- [“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 a map of Westeros to trace and tell the story of Arya’s journey



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



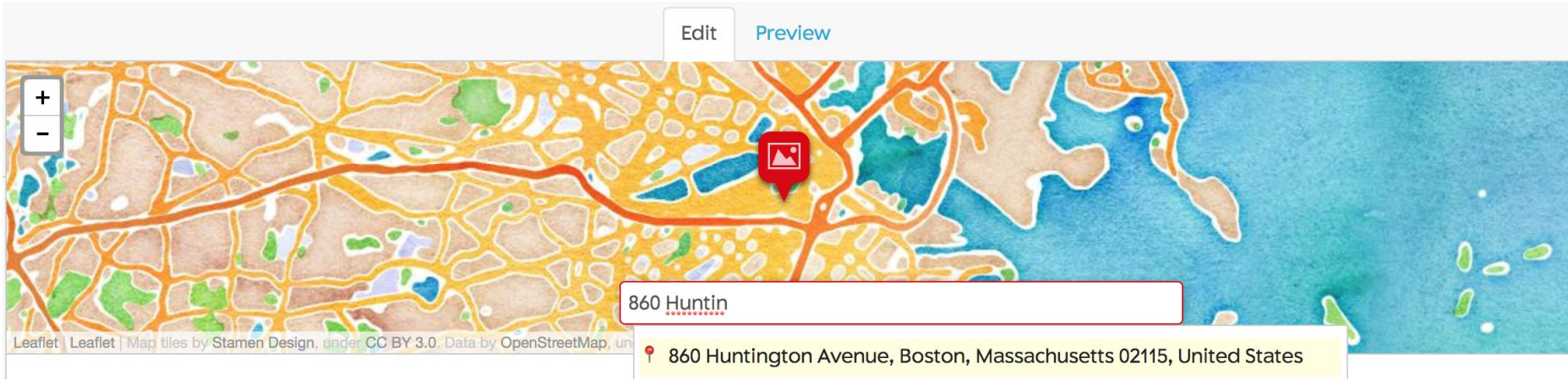
Slides, or map markers

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

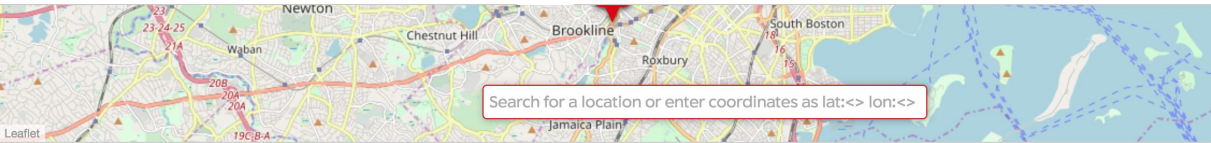
StoryMaps, however, does **not** always recognize place names; you might need to know the **address** or locations of particular structures

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

Accepts [HTML](#)

TEST SLIDE

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

If you already have an image, insert another image using basic HTML!

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. If you get an image from the internet, don't forget to cite! Turn tagging on, then, use the HTML image tag.

```

```

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

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.



Thank you!

If you have any questions, contact us at:

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Slides, handouts, and data available at <https://bit.ly/3bAj00r>

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



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