

# Digital Storytelling with Mapping: KnightLab StoryMap

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Digital Integration Teaching Initiative

Energy Democracy and Climate Resilience

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

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

# Workshop Outline

1. Overview of the Knight Lab StoryMap Tool
2. Example StoryMap
3. Step by step guide of how to use StoryMap
4. Create your own StoryMap!

Slides, handouts, and data available at

[http://bit.ly/diti\\_fall2021-stephens-storymap](http://bit.ly/diti_fall2021-stephens-storymap)



# Learning Objectives

- Follow a step-by-step guide for creating, saving, and publishing maps using KnightLab's StoryMap
- Upload data into StoryMap, including location information, images, videos, and text
- Navigate StoryMap's map markers, location-finding system and customization options



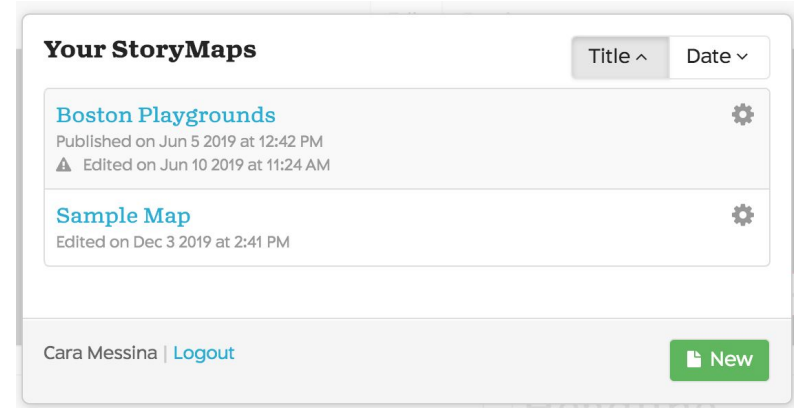
# StoryMap Best Practices

- 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 (think, for example, about renaming the button that says "start exploring")
- **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



# Create your 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



# 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.



# StoryMap Screen

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

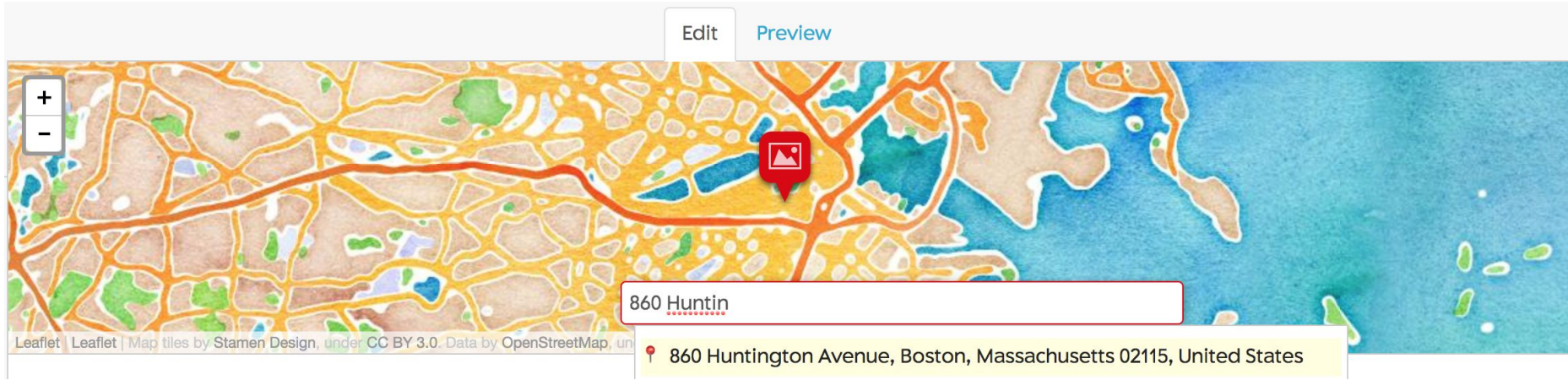
Color of the text box  
background

Uploading photos  
or other media!  
Document what  
you upload

Check out and add new  
slides here



# Add A Location



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

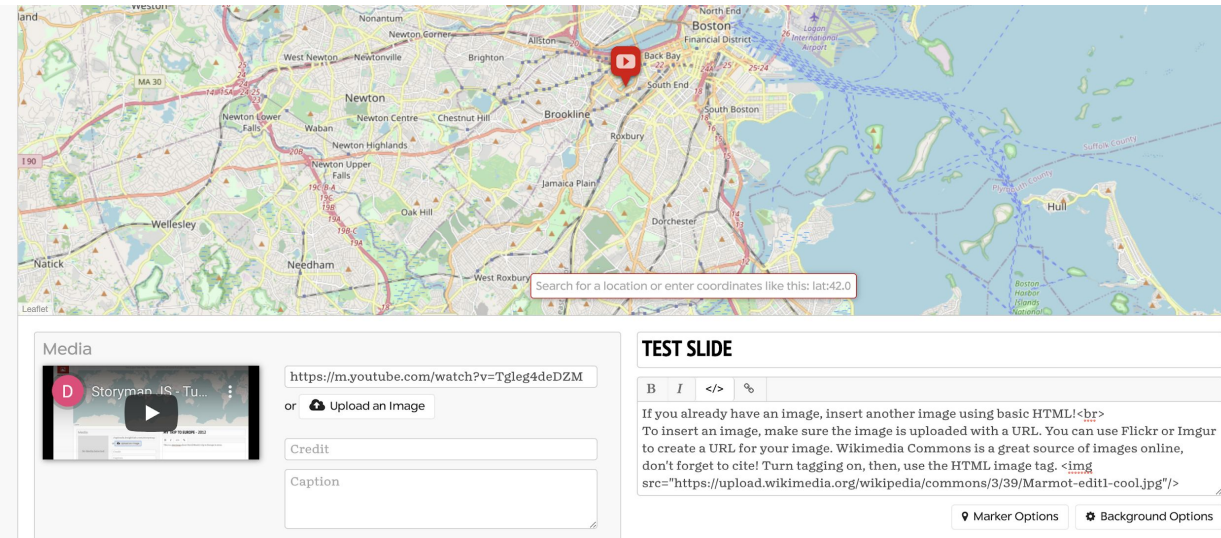
StoryMap, however, does **not** always recognize place names; you might need to know the **address** or location of particular structures

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





# Add Media and Images in Text



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.

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.

1. Click the `</>` button (turn on HTML)
2. 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!
3. Use the HTML `` tag to insert the image.
4. Check the “Preview” to see the image



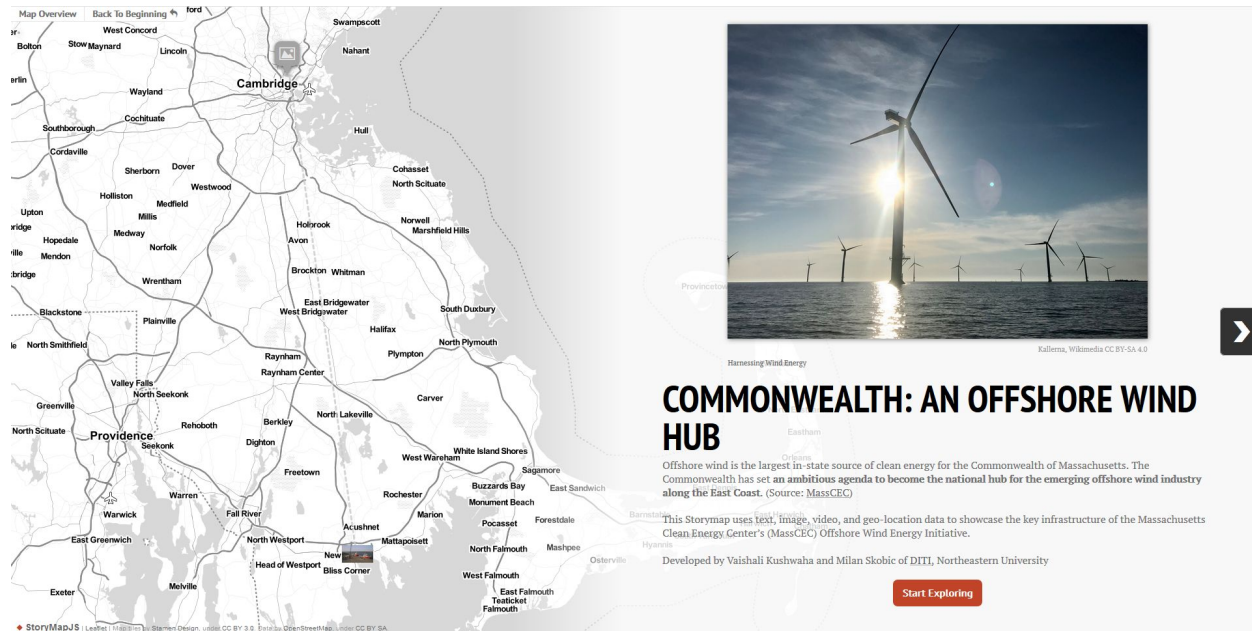
# A Note on Save States

StoryMaps **does not AutoSave. So Save your work often!** It 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.



# Example StoryMap



<https://uploads.knightlab.com/storymapjs/04b543282ffa4d46b4852120b1f0a4ce/masscec-wind-energy-hub/draft.html>



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# Demonstration

<https://storymap.knightlab.com/>



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# Activity: Start creating your StoryMap!

Using the materials you have collected since our last session, create your own short StoryMap with 2-3 stops. These points should come from the spreadsheet you have been building. The goal here is to show that you have used the StoryMap software and are thinking about what an effective narrative map looks like.

Suggestions:

- Create around 2-3 map markers, in addition to the “introduction” slide
- Include at least one image in your description using the HTML <img> tag (instructions provided in the handout and demo StoryMap)
- Include at least one video



# Thank you!

If you have any questions, contact DITI at [nulab.info@gmail.com](mailto:nulab.info@gmail.com)

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



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