Public-Facing Documentation

Spatial Mapping

Telling a story through mapping using KnightLab's StoryMaps

Individual Class Info

SOCL 2358: Current Issues in Cities and Suburbs
Gordana Rabrenovic
January 24th, 9:50–11:30am
Snell Library 033

Summary of Module

This module will go over components of storytelling and how these components may be integrated in maps. Specifically, this in-class workshop will teach students how to use Knight Lab's StoryMaps web-browser application by providing step-by-step instructions, a sample map, and sample data for students to use to practice building their own maps.

Learning Goals

- Understand components for compelling storytelling
- Understanding the particular choices made when building a map
- Understanding how to collect data for mapping
- Understanding KnightLab StoryMap's interface and where it gathers its information

Learning Objectives

- Articulate particular choices made when telling a story using a map
- Follow a step-by-step guide for creating, saving, and publishing maps using KnightLab StoryMaps
- Implement data into KnightLab StoryMaps, including location information, images, and text
- Navigate StoryMaps' map markers and location-finding system

Materials for Module

Presentation (link)

[Handout](link) (link)

[Sample "Boston Playgrounds" StoryMap](link) (link)

[Data](link) (link)
- [Document](link) (link): Information about the playgrounds, including location, name of the playground, a description, and the image information
- Images (under data link above) with the names of the playgrounds as the file names