Storytelling with Mapping: KnightLab StoryMap

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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

<u>Angelenos Incarcerated, Eddie's Story</u>: 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.
- <u>Arya's Journey in *Game of Thrones*</u>: uses an image of Westeros is mapped to trace and tell the story of Arya's journey



Activity: Tell Your Northeastern Story!

Create your own short StoryMap about your journey to Northeastern and things you have done (e.g., your co-op, where you like to hang out, where you would like to go). The goal here is to simply show that you have tried out the StoryMap software and are able to upload videos or images.

Suggestions:

- Create around 4-5 map markers, not including the "start"
- Include at least one image in your description using the HTML tag (instructions provided)
- Include at least one video



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 A TON!

Preview your slides

North America Africa

Africa

Africa

Africa

Africa

Preview your other slides.

Preview your slides.

Africa

Africa

Africa

Africa

Africa

Podia

URL to your media

or Upload an Image

No Media Selected

Caption

P Marker Options

P Marker Options

Preview the geographic points in all of your slides

Title and content of your text box

Check out and add new slides here

Uploading photos or other media!
Document what you upload

Color of the text box background



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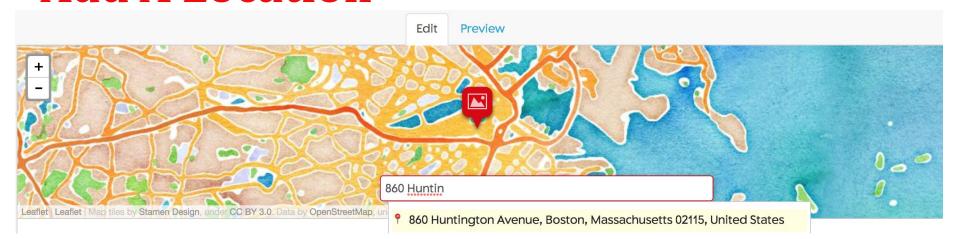
Slides, or map markers

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

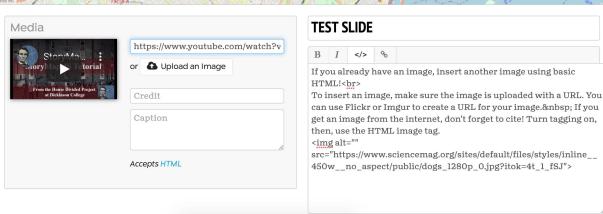
StoryMaps, however, does **not** always recognize place names; you might need to know the **address** or locations of particular structures

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





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.

- 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



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Thank you!

If you have any questions, contact us at:

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

