Making Story Maps Using KnightLab

KnightLab StoryMap Info
- KnightLab StoryMap site: https://storymap.knightlab.com/
- KnightLab Support Forum:
  https://knightlab.zendesk.com/hc/en-us/sections/202556646-StoryMapJS
- DITI's Intro to StoryMap Video: https://youtu.be/X33ud7RYZFg

KnightLab StoryMap is a user-friendly, web-browser mapping tool that allows users to choose a map (this can be a map of the Earth or an image, such as in "The Garden of Earthly Delights" below) and place markers across the map. Each marker can present images, texts, videos, and soundbites. The goal, then, is to tell a story with these markers and guide your audience through a journey.

For this class, think about how you can use StoryMap's focus on geographic narratives to tell stories about different areas, times, and topics in the Boston area.

Questions to Consider
- 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 location? How can I integrate a balance of text, images, and other media forms?
- 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?

Story Map Examples
- Mapping Black Paris:
  https://uploads.knightlab.com/storymapjs/4b074fa299869d47b2d6fd8c4e18d968/mapping-black-paris/index.html
- The Garden of Earthly Delights, Hieronymus Bosch:
  https://storymap.knightlab.com/examples/bosch-garden/
- Mapping American Childhoods:
  https://blog.uvm.edu/mcope-childhoods/american-childhoods-1850-1950/
- The Map of Oz:
  https://uploads.knightlab.com/storymapjs/89e3aaff3b085bf757baf504607895f0/map-of-oz/index.html

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Best Practices for StoryMaps
- Search for media that is open-source or usable under fair-use guidelines. DITI recommends Wikimedia Commons and DPLA (Digital Public Library of America).
- Ensure proper credit/attribution is given for images and other media content.
  - Questions to consider: Who created this image/media? Have I attributed credit properly to the creator? Did I input the **correct image link**?
  - Copyright and Fair Use Handout
- Consider whether the design of your StoryMap matches the tone you want to convey to your audience, and vice versa.
- Digital Accessibility Handout

Using StoryMap:
1. Create your Map
   a. Go to https://storymap.knightlab.com/
   b. Click "Make a StoryMap"
   c. After creating an account or signing in, click "New Map" and name your project
2. Title Page
   a. The title page will display all the map markers
   b. The Text box on the bottom-right is where you put the project description
   c. Add Media for the page in the "Media" box (Image, caption, credit)
3. Add Slides (Map Markers)
   a. Click the "Add Slide" button in the left-hand column
   b. Add a Location
      i. StoryMap uses Google Maps to locate addresses
      ii. Type the address or coordinates into the search bar in center of page
      iii. If you can't find the location, you can drag and drop map marker to specific location
   c. Add description and media (same as the Title Page)
4. Add a Google Street View map to a Slide
   a. To embed a Google street view map into a slide, click on "Share" and copy the URL from the "Embed a map."
   b. It should already be in the HTML form <iframe src:"URL"></iframe> when you copy it, but double check!
   c. Paste the URL into the "URL to your media" box in StoryMap.
5. Add Media and Images in Text
   a. To add additional media to a slide, you can use basic HTML
   b. Click the </> button (turn on HTML)

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    c. 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!

    d. Use the HTML tag to insert the image.

        i. You can copy and paste directly from this .txt file

    e. Check the "Preview" to see the image

6. Customize

    a. The "Options" button in the top left allows you to change the design of your map.

    b. "Background Options" in the bottom right of the text box allows you to customize the color of the background.

    a. "Marker Options" directly to the left of "Background Options" allows you to customize the map marker by uploading your own image.

Frequently Asked Questions:

1. How do I change my text color in KnightLab StoryMaps?

    a. To change the text color in KnightLab StoryMaps you'll need to use the tag in HTML.

    b. Click the HTML button (</>) in the editor. Then add the tag; for example: **YOUR TEXT HERE**

        Note: you must open and close the tags appropriately for the code to work.

    c. Be sure to wrap the <span> tag around **the entire text** you wish to be in a different color.

    d. Experiment with different colors! Try it on your own by changing the color from "red" to "purple".

2. How do I add "alt" (alternative) text to my images for accessibility purposes (i.e., screen readers and other assisted technologies)?

    a. You can add alt text with HTML code, using the <img src = "IMAGE LINK" alt = "IMAGE DESCRIPTION" > tag to make the image accessible for screenreaders.

        i. Note: typically, the <img> tag is associated with a specific image. However, the software for StoryMap separates the slide image from the caption. Be aware of this as you make accessibility-related improvements to your StoryMap.

    b. Alternatively, **you can do longer-form, more detailed image descriptions within the caption section** of the image slide. This may be the best approach considering software limitations.

3. Can I change the zoom level of my map?

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    a. The zoom level that your user will see is determined by the distance between your locations. A StoryMap whose locations are all within the city of Boston will be more zoomed in than one which includes locations on different continents.

    b. There is no way to override this, so keep it in mind when designing your StoryMap.

4. *Can I change the Text Fonts for my StoryMap?*

    a. Yes! Go to the "Options" button on the top left corner and you will find "Fonts" menu. You can change your StoryMap's font here.

5. *Can I add a full website into my StoryMap?*

    a. Yes! To do this, paste the URL of whichever page of the website you'd like people to see first into the "Media" URL box.

    b. The slide you add the webpage to will now display that webpage, with the landing page immediately visible.

    c. Viewers of your slide should be able to interact with the website (i.e., click around and go to different parts of the website without leaving StoryMap).

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