

Making a Story Map

HONR 3310: The Science of Play



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Northeastern University
NULab for Texts, Maps, and Networks

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

Objectives

- Learn about Story Maps as a mode of conveying data/ content
- Best practices and questions to consider before creating your Story Map
- Steps for using Knight Lab Story Maps
- Example
- Start building!



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



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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 Story Map template I can use to convey my information?
- Who is my audience?
 - How detailed to I need to be to address that audience?



Creating Your Story Map

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

Log in using your Gmail account.

Name the project.

Make your slides (one slide per one data point) - this includes adding photographs, content, and maybe links elsewhere.

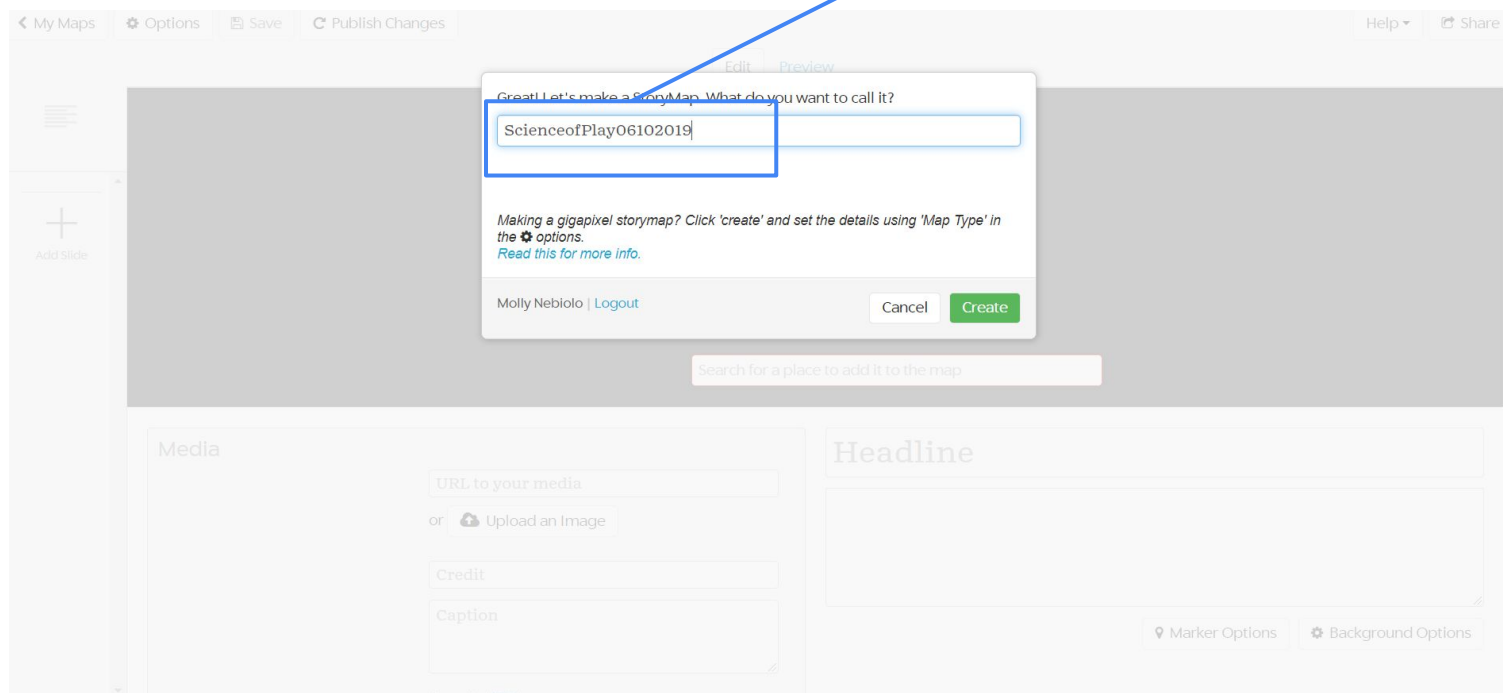
Save! Save! Save!



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Creating Your Story Map

Make sure to title your project so you can easily find it later. Name of class and date work best.



The screenshot shows the StoryMap Creator web application. At the top, there are navigation tabs: "My Maps", "Options", "Save", and "Publish Changes". On the right, there are "Help" and "Share" buttons. A modal dialog is open in the center, titled "Great! Let's make a StoryMap. What do you want to call it?". Inside the dialog, a text input field contains the text "ScienceofPlay06102019". Below the input field, there is a message: "Making a gigapixel storymap? Click 'create' and set the details using 'Map Type' in the options." followed by a link "Read this for more info.". At the bottom of the dialog, it says "Molly Nebiolo | Logout" and has "Cancel" and "Create" buttons. A blue arrow points from the text box in the top right to the input field in the dialog. The background of the application is dimmed, showing a map area with a search bar "Search for a place to add it to the map". Below the map area, there are sections for "Media" (with fields for "URL to your media", "Upload an Image", "Credit", and "Caption") and "Headline". At the bottom right, there are buttons for "Marker Options" and "Background Options".



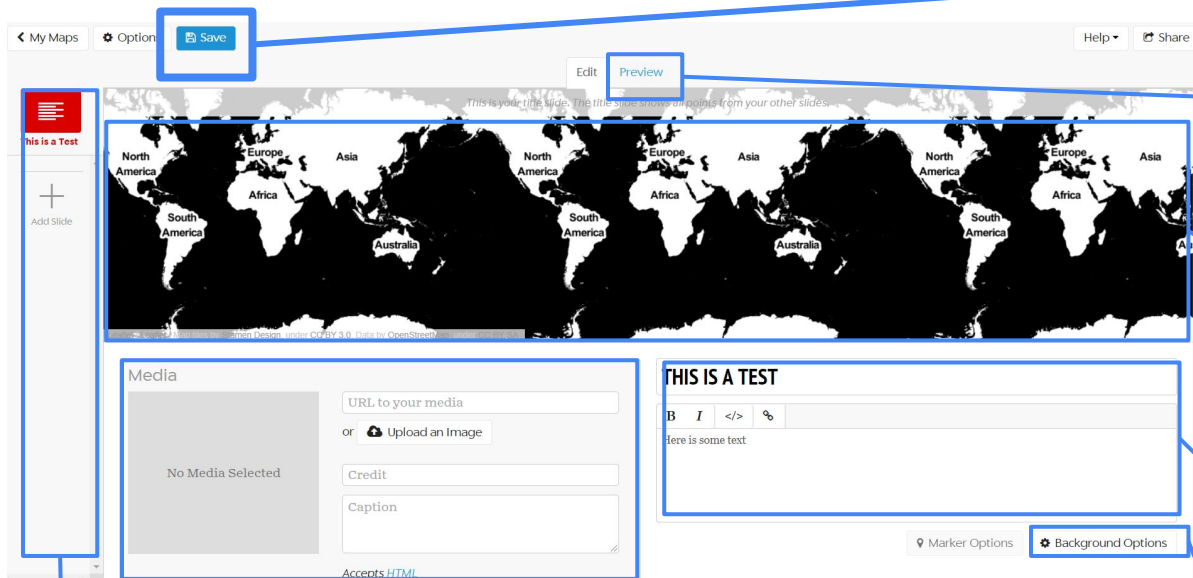
Creating Your Story Map

The screenshot displays the StoryMapJS web application interface. At the top, there are navigation buttons: '< My Maps', 'Options', 'Save', 'Edit', 'Preview', 'Help', and 'Share'. The main area features a world map with continents labeled: North America, South America, Europe, Africa, Asia, and Australia. A red sidebar on the left contains a menu icon, the text 'This is a Test', and an 'Add Slide' button. Below the map, there is a 'Media' section with a placeholder for 'No Media Selected', a text input for 'URL to your media', an 'Upload an Image' button, and fields for 'Credit' and 'Caption'. To the right of the media section is a text editor with a title 'THIS IS A TEST', bold and italic formatting buttons, a code editor icon, and a text area containing 'Here is some text'. At the bottom right, there are buttons for 'Marker Options' and 'Background Options'. A small note at the bottom of the map area reads: 'Map tiles by OpenStreetMap, under CC BY 3.0. Data by OpenStreetMap, under CC BY 3.0.'



Creating Your Story Map

SAVE! Preferably after every major upload of data or inclusion of content



Preview your slides

Preview the geographic points noted in all of your slides

Title and content of your text box.

Check out your slides here.

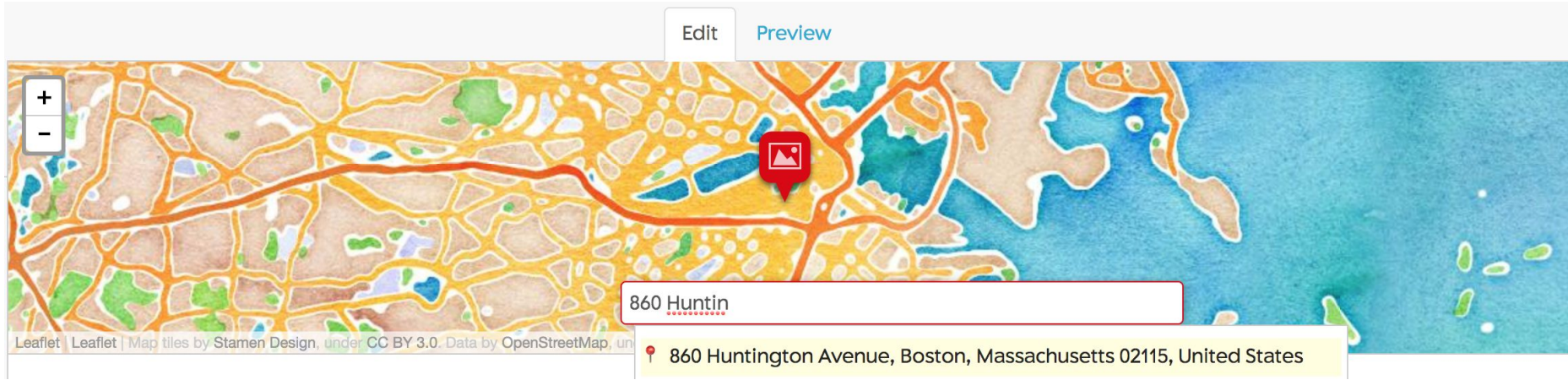
Uploading photos or other media! Document what you upload.

Color of the text box background



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Adding a Location



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

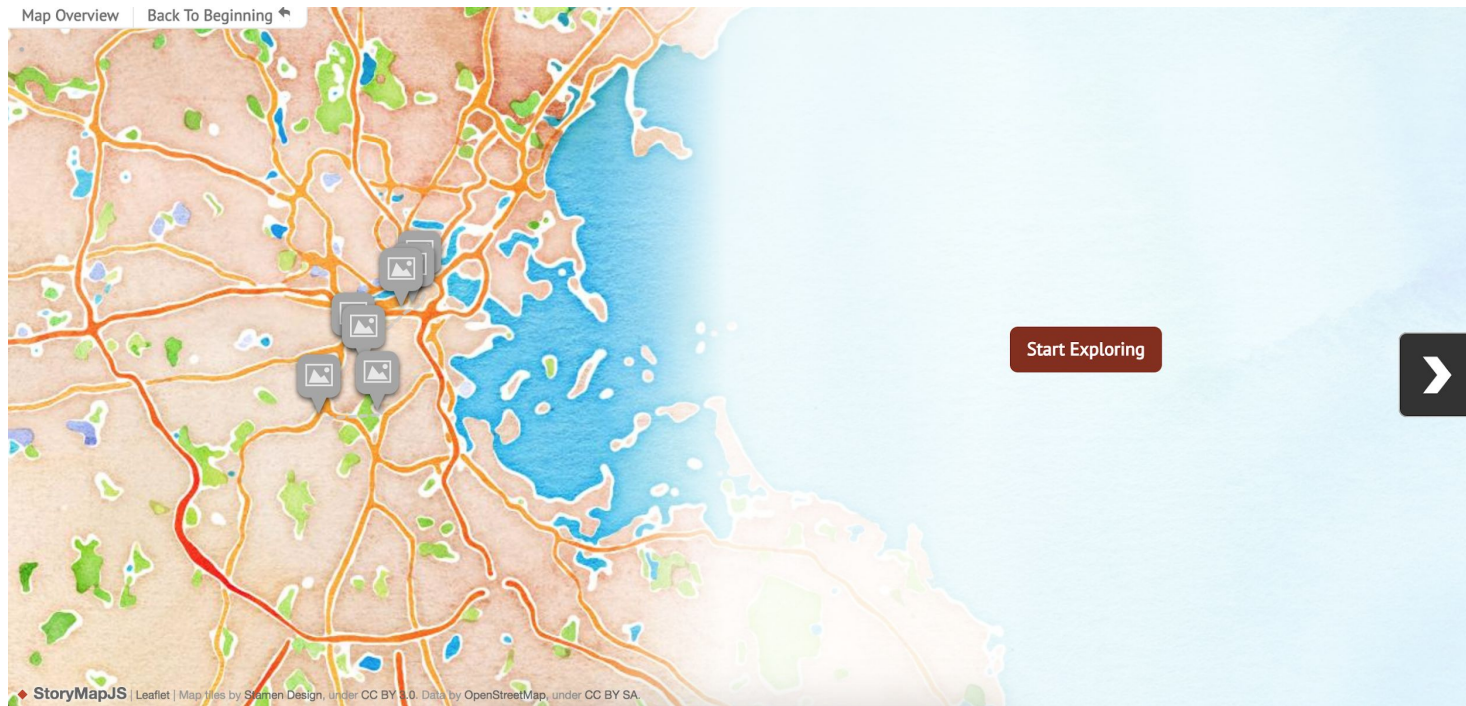
StoryMaps, however, does **not** always recognize place names; you will need to know the **address** or locations of the playgrounds

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



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Example: <http://bit.ly/3310testmap>



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Now It's Your Turn!

Spend the next 30 minutes building your Story Map using the data you have collected over the weekend or the sample data we provided.

If you have any questions, call us over!



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Thank you

If you have any questions, contact us at:

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To access these slides at any time, visit: www.bit.ly/NULabDTI



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