

Digital Storytelling with Mapping: KnightLab StoryMap

Developed by Colleen Nugent for
HIST 1130 Introduction to US History
Gretchen Heefner
Fall 2020



Northeastern University
NULab for Texts, Maps, and Networks

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

Workshop Agenda

- Steps for using Knight Lab StoryMap
- Start building!

Slides, handouts, and data available at

<http://bit.ly/diti-spring2020-poe>



Workshop 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, and text
- Navigate StoryMap's map markers and location-finding system



Activity: Start creating your virtual walking tour!

Create your own short StoryMap with 2-3 stops on your proposed walking tour. 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.

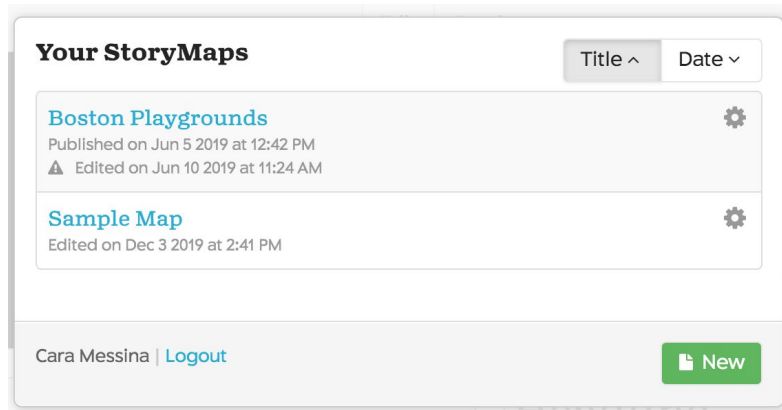
Suggestions:

- Create around 2-3 map markers, 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” 
- 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 OFTEN!

Preview your slides

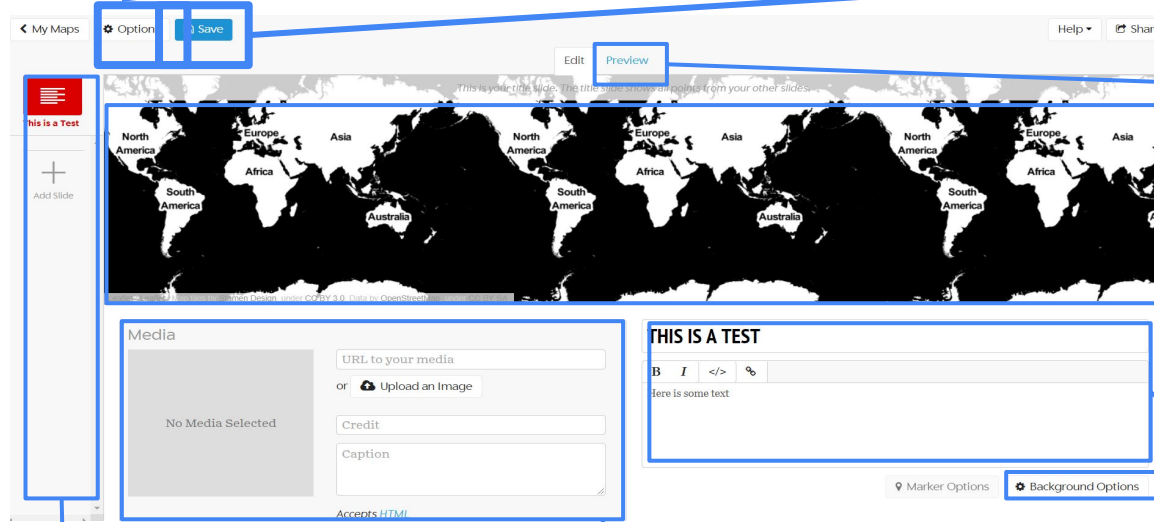
Preview the
geographic points in all
of your slides

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



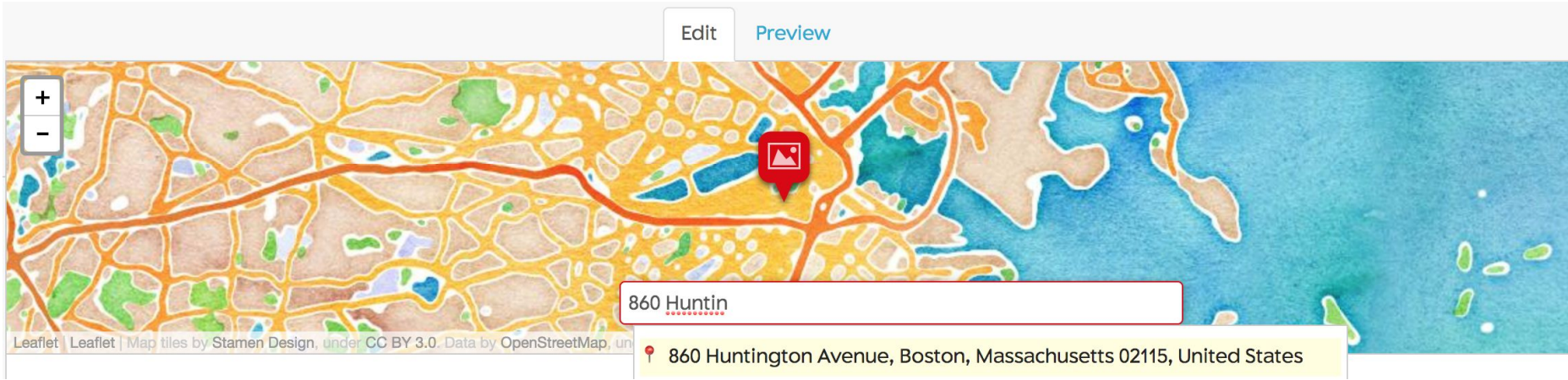
Slides, or map markers

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



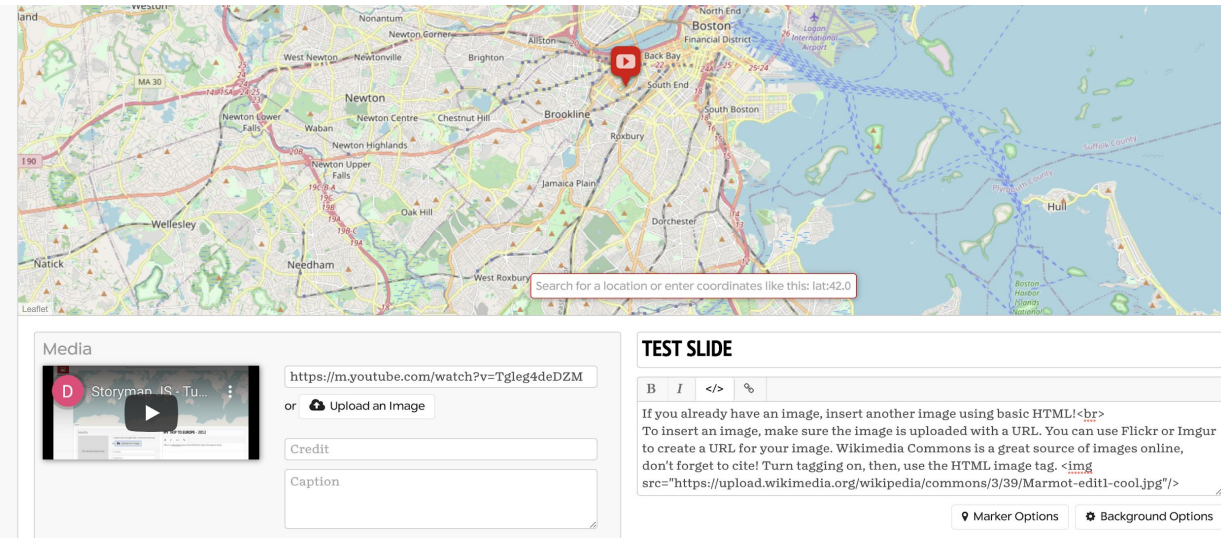
KnightLab StoryMap uses **Google Maps** to locate addresses

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



Discussion

- How do you think differently about these locations when they are in a StoryMap format?
- What was difficult or easy about this platform?
- What was interesting about seeing your data presented in a StoryMap format?



Thank you!

If you have any questions, contact DITI at nulab.info@gmail.com

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



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