

# Storytelling with Mapping: KnightLab StoryMap

---

Milan Skobic and Sarah Connell

ENGL 4710:

Capstone: Literature & the Visual Arts

Erika Boeckeler

Fall 2020



# 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's StoryMap
- StoryMap editing demo
- Steps for editing and hosting your own images

Slides, handouts, and data available at

<http://bit.ly/diti-fall2020-boeckeler2>



# Examples Using Space/Maps to Tell Stories

[Theodora and Her Attendants](#) offers an analysis of the key visual cues in this mosaic and connects these with historical and cultural contexts

[The Garden of Earthly Delights – Hieronymus Bosch](#) discusses and interprets details from the Bosch painting

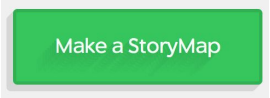
[Game of Thrones – Arya's Journey](#) uses an image of Westeros to trace and tell the story of Arya's journey (note, this contains spoilers for the book series; note also that the videos are not currently working)

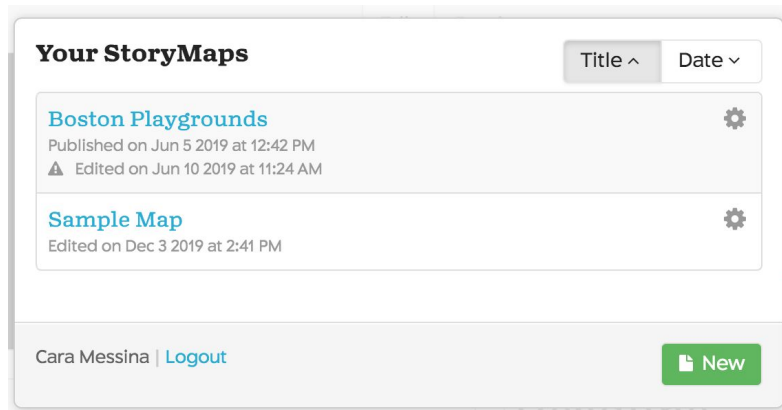
[Southern Literary Trail](#) links the locations that inspired the works of prominent Southern authors

[Midwest Time Machine](#) traces geographic biographies of several individuals from Midwest history



# 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

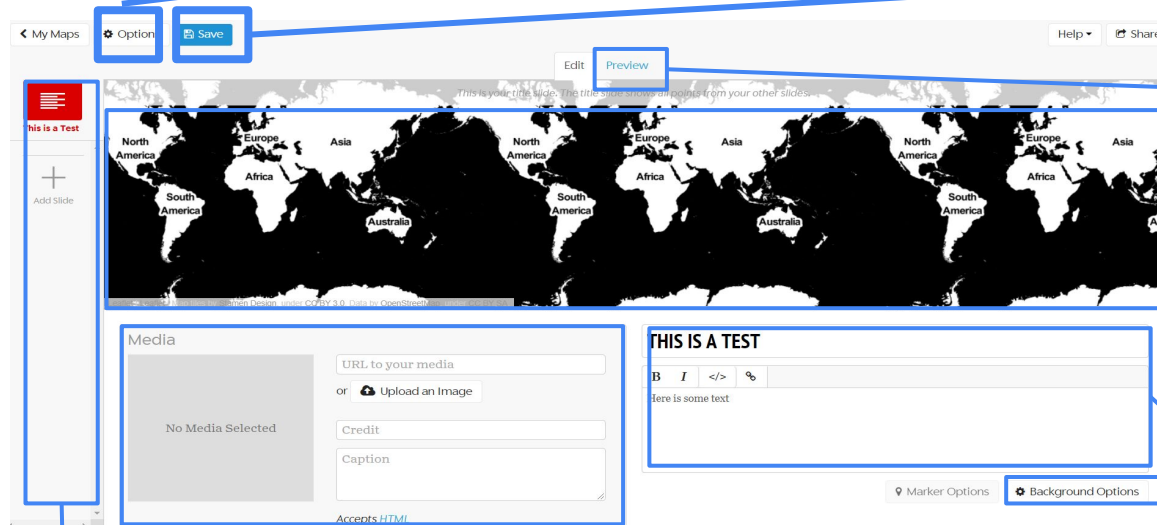
Preview the  
geographic points in all  
of your slides

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



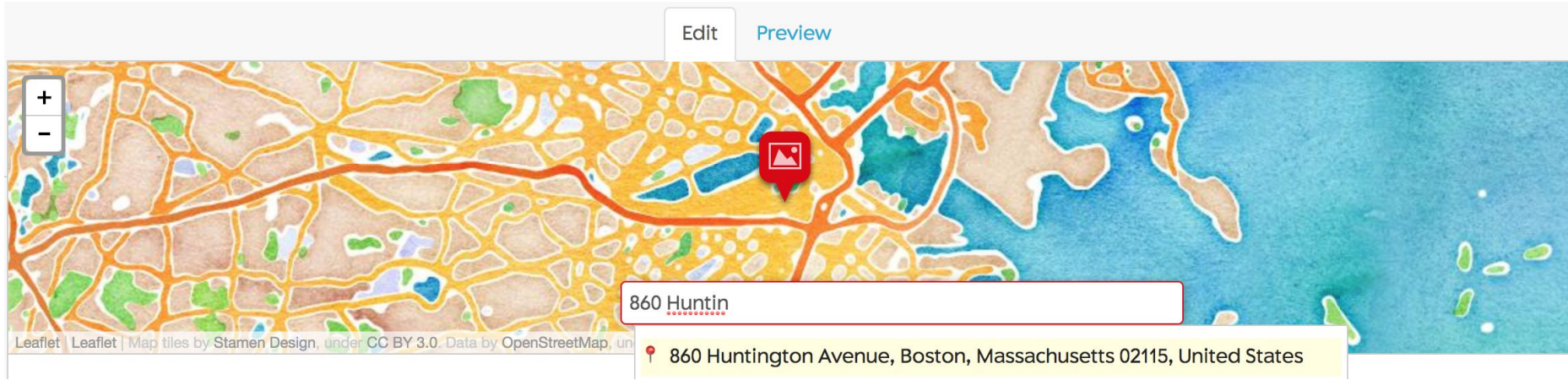
# Slides, or map markers

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

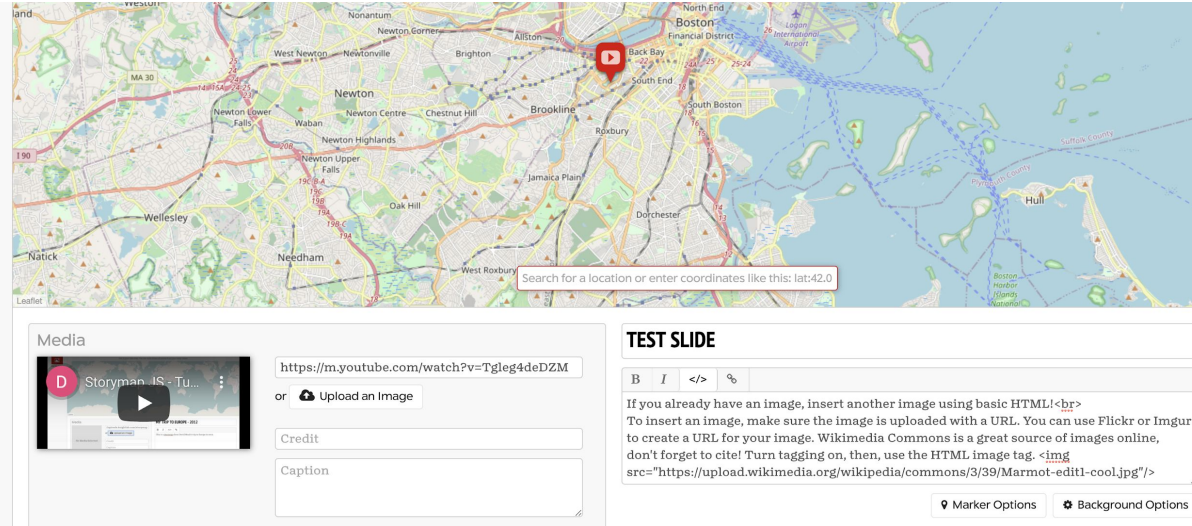
StoryMap, however, does **not** always recognize place names; you might need to know the **address** or location of particular structures

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



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

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.





# StoryMap Demo

The screenshot shows a StoryMap interface. On the left is a sidebar with a red header 'Concord Ar...' and three map thumbnails labeled 1, 2, and 3. Below them is a '+ Add Slide' button. The main area features a map of Concord, MA, with a red line indicating a trail route. A play button icon is on the map. To the right of the map is a large photo of Walden Pond with the caption 'Photo by Sarah Connell'. Below the photo is the title 'CONCORD AREA TRAILS AND PARKS' in large, bold, black letters. Under the title is a paragraph: 'Here, you can put a description of what your map is about. This is also a space where you can guide your readers to the things you want them to make note of as they navigate through your StoryMap.' At the top right of the map area are 'Edit' and 'Preview' buttons. A 'Back To Beginning' button is at the top left of the map. A right arrow button is on the far right of the map area.

[—Demo Map Link](#)



**Northeastern University**  
*NULab for Texts, Maps, and Networks*

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

# Gigapixel: preparing the image

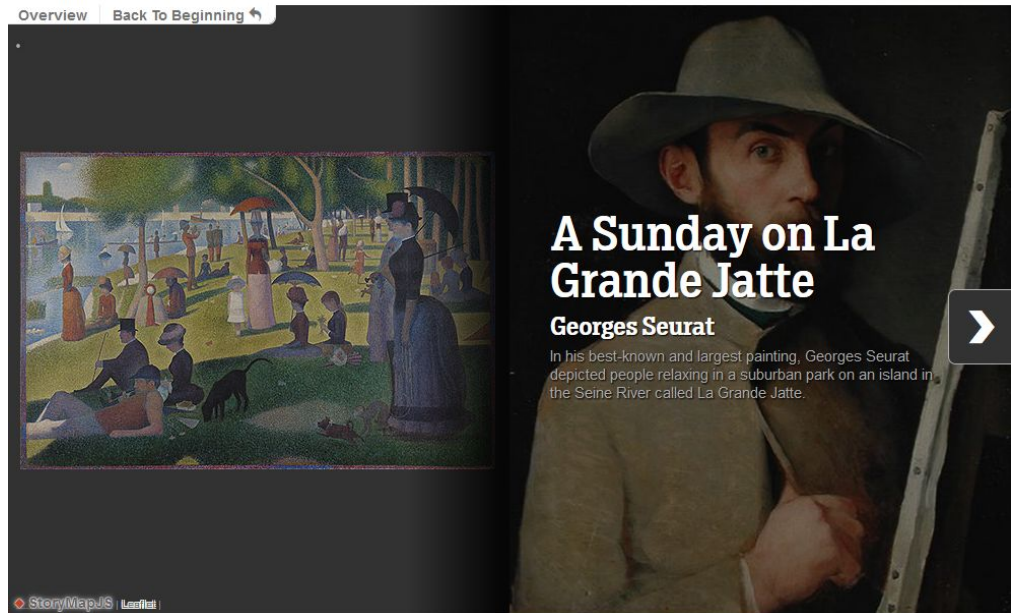


Northeastern University  
*NULab for Texts, Maps, and Networks*

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

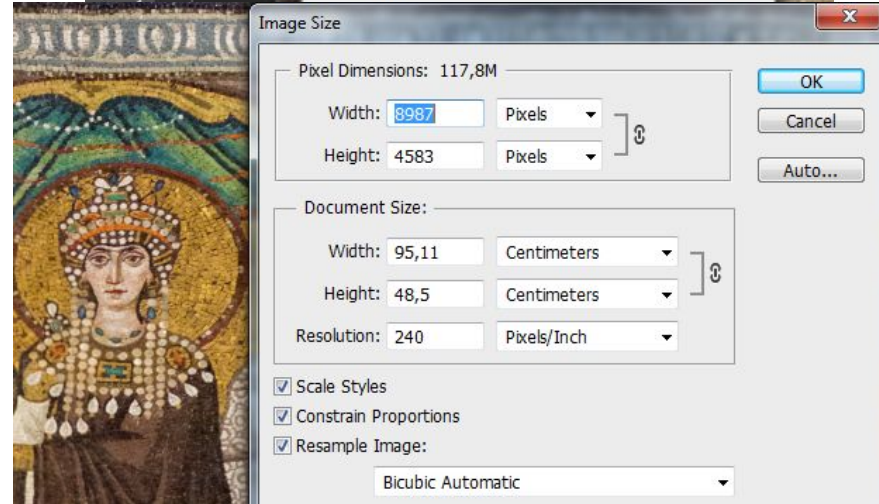
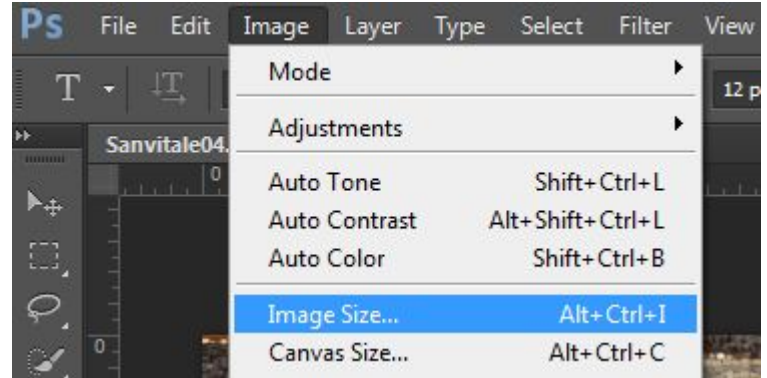
# StoryMap Gigapixel

- In Knight Lab's StoryMap, you can also treat images like maps even when they do not have geocoordinates
- The process here requires several extra steps and usage of other programs:
  - Photoshop, or the Zoomify app to process the image and break it down into tiles
    - Photoshop can also be accessed through NU's virtual machine
  - GitHub to host the tiles
- The key requirement is to find a **sufficiently large image** (at least 3000x2000 px)
- **Don't forget to specify the source, and check if the licence allows you to use that file!**



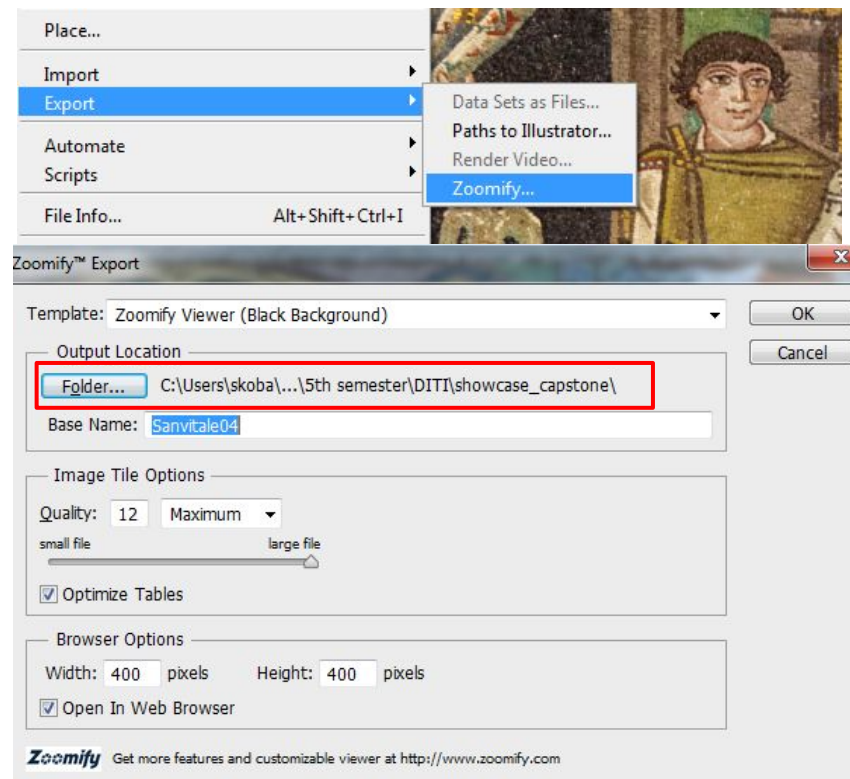
# Processing the image: zoomifying

1. After choosing the image, save it on your computer and check its size
2. We need to "zoomify" pictures, which can be done in Photoshop or in the Zoomify app
3. First we will go through the Photoshop options
4. Open the image in Photoshop (**File>Open**)
5. Under **Image>Image Size**, confirm that the dimensions in Photoshop are the same as in the properties of the image



# Zoomifying in Photoshop

1. **File>Export>Zoomify**
2. Make sure that you have selected the folder where you want to store the tiles (“Output location”)
3. It takes a few seconds for the program to export the image as tiles
4. After doing this, we can move on to hosting the image
5. But before that let’s run through other options for zoomifying: alternative access to Photoshop, and the Zoomify app





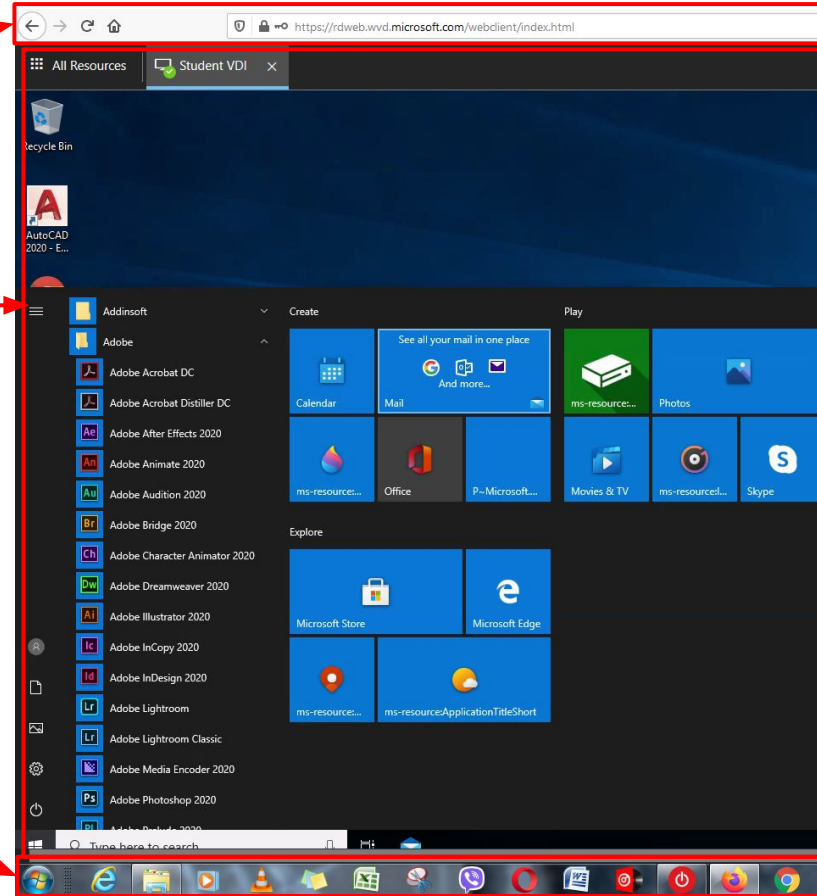
# Accessing Photoshop through VDI

- VDI - Windows Virtual Desktop - the link:  
<https://rdweb.wvd.microsoft.com/webclient/index.html>
  - More on this service is [here](#)
- You can think of this as if you are controlling the other computer from your own computer
- Once you access the virtual desktop, you can use Photoshop there
  - **Start > Adobe > Adobe Photoshop**
- Once you zoomify the image, upload it on your drive

My actual computer

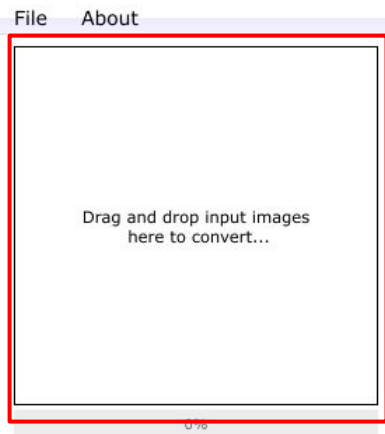
VDI accessed through my browser

My actual computer



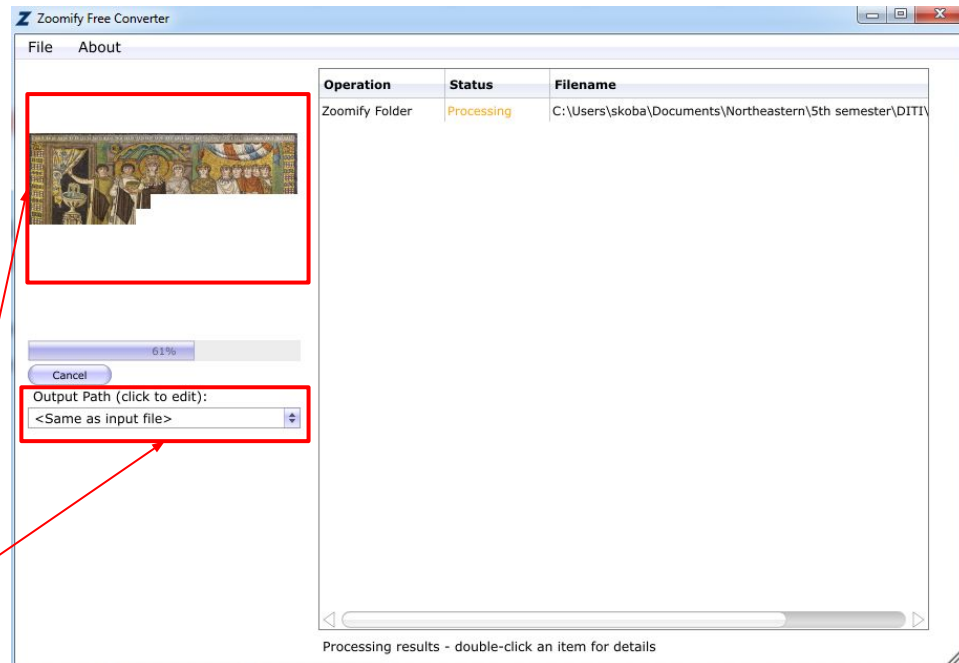
# Zoomifying with the zoomify app

- Suggested by Knight Lab, available from the StoryMap website and on [this](#) link
- Download the Zoomify Free Converter on the link above and install it



1. Drag and drop your image (the image will appear in that window)

2. Select the output folder ("same as input file" is the default)





# Gigapixel: hosting the image



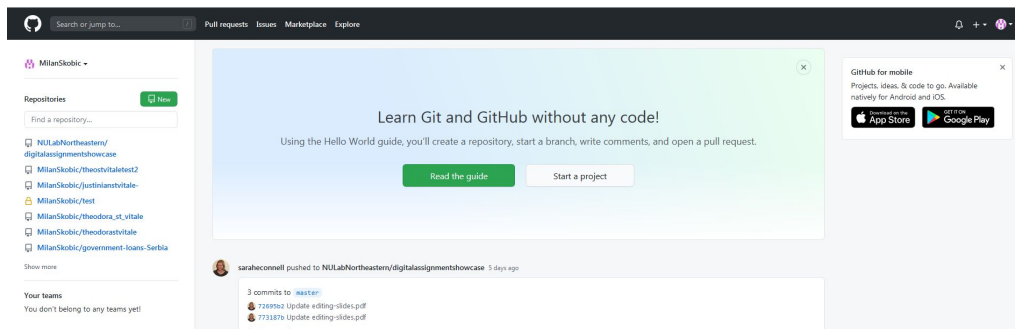
Northeastern University  
*NULab for Texts, Maps, and Networks*

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

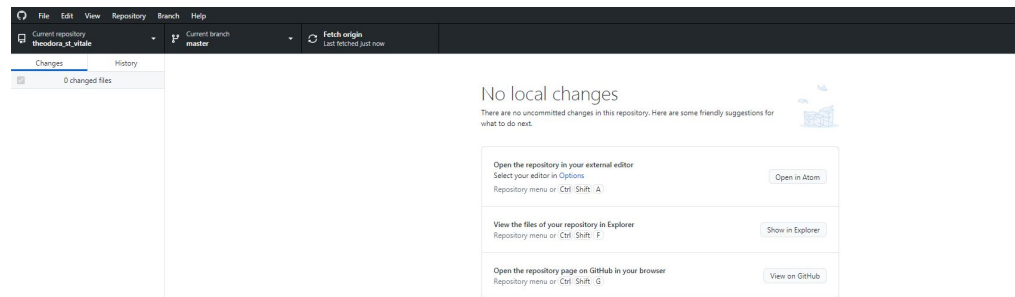
# Setting up GitHub and GitHub desktop

- GitHub is a hosting platform for **version control** and **collaborative software development**
  - The idea is to enable people to work on the same project
  - We use it for its hosting services
- Create a free account on GitHub on [this](#) link
- Download GitHub desktop on [this](#) link
- Here we will show how to use GitHub and GitHub desktop for hosting
  - If you want to avoid downloading the program, it is possible, but more tedious, to use only the browser (info on that in the [handout](#))

## 1. GitHub (in browser)

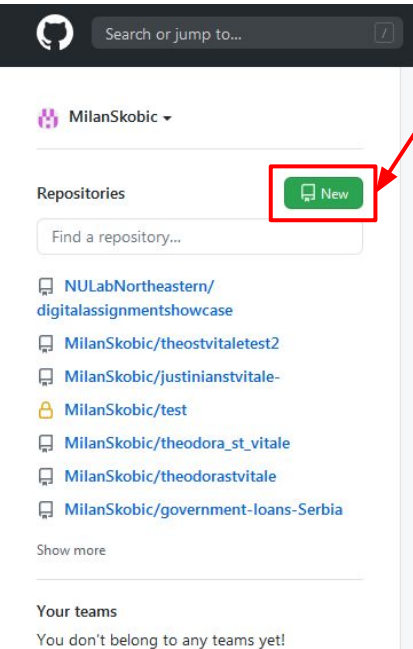


## 2. GitHub desktop



# Creating a repository: GitHub website

**Repository:** the directory, storage space, or folder, where the project lives: this is where we will store our tiles



1. Create the new repository by clicking on the “New” button

2. Name your repository

3. Make sure it is set to Public

4. There can be no empty folders, so check the README box


5. You can create your repository now

## Create a new repository


A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)

Owner \*

Repository name \*


 MilanSkobic

/


Theodora\_San\_Vitale 

Great repository names are short and memorable. Need inspiration? How about [fictional-doodle?](#)

Description (optional)

 **Public**

Anyone on the internet can see this repository. You choose who can commit.

 **Private**

You choose who can see and commit to this repository.

Initialize this repository with:

Skip this step if you're importing an existing repository.

☒ **Add a README file**


This is where you can write a long description for your project. [Learn more.](#)

☐ **Add .gitignore**

Choose which files not to track from a list of templates. [Learn more.](#)

☐ **Choose a license**

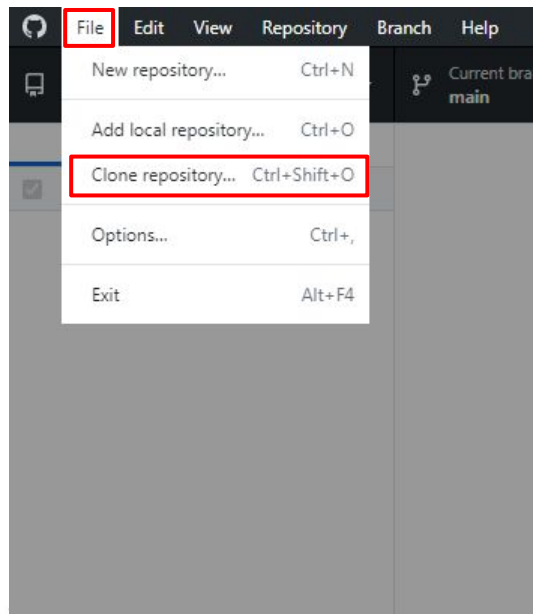
A license tells others what they can and can't do with your code. [Learn more.](#)

This will set  **main** as the default branch. Change the default name in your [settings](#).

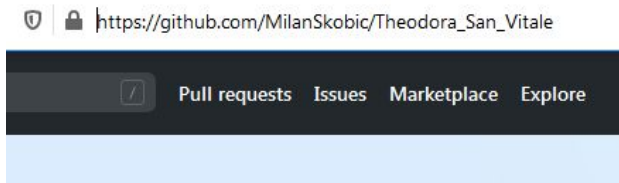
Create repository

# Cloning the repository to your computer

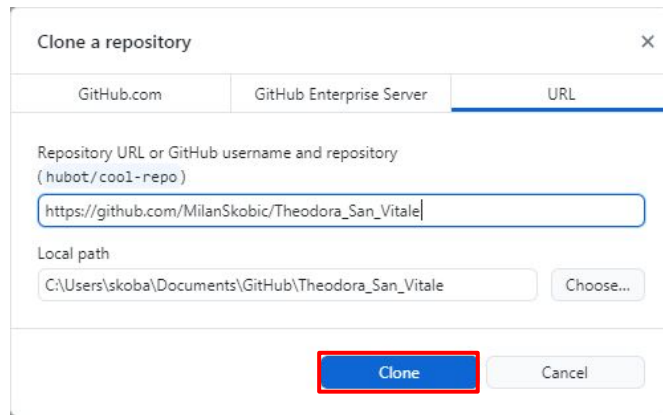
1. Open GitHub Desktop, go to **File**, then to **Clone repository**



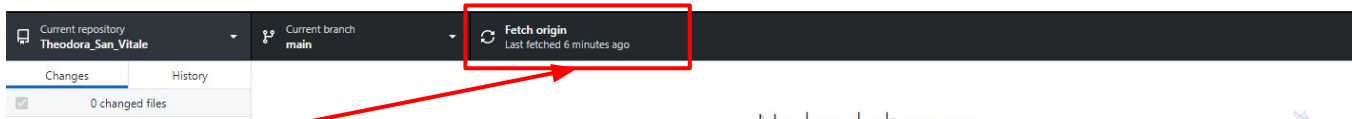
2. Copy the link of your repository from the browser



3. Copy the link of your repository and click on **Clone**: now you have a copy of the repository on your computer



# Adding the image folder to the repository



1. **Always** click on the Fetch Origin button before working on your repository or adding new files to it

2. After fetching, you can access the location of your clone of the repository from GitHub Desktop as well

## No local changes

There are no uncommitted changes in this repository. Here are some friendly suggestions for what to do next.

Open the repository in your external editor

Select your editor in [Options](#)

Repository menu or `Ctrl Shift A`

Open in Atom

View the files of your repository in Explorer

Repository menu or `Ctrl Shift F`

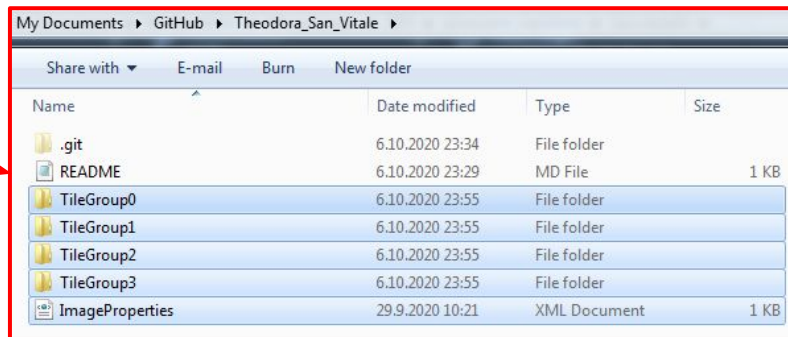
Show in Explorer

Open the repository page on GitHub in your browser

Repository menu or `Ctrl Shift G`

View on GitHub

3. Now you can simply copy and paste the tile folders into this repository



Current repository  
Theodora\_San\_Vitale

Changes (300+) History

880 changed files

- ImageProperties.xml
- TileGroup0\0-0-0.jpg
- TileGroup0\1-0-0.jpg
- TileGroup0\1-1-0.jpg
- TileGroup0\2-0-0.jpg
- TileGroup0\2-0-1.jpg
- TileGroup0\2-1-0.jpg
- TileGroup0\2-1-1.jpg
- TileGroup0\2-2-0.jpg
- TileGroup0\2-2-1.jpg
- TileGroup0\3-0-0.jpg
- TileGroup0\3-0-1.jpg
- TileGroup0\3-0-2.jpg
- TileGroup0\3-1-0.jpg
- TileGroup0\3-1-1.jpg
- TileGroup0\3-1-2.jpg
- TileGroup0\3-2-0.jpg
- TileGroup0\3-2-1.jpg
- TileGroup0\3-2-2.jpg
- TileGroup0\3-3-0.jpg
- TileGroup0\3-3-1.jpg
- TileGroup0\3-3-2.jpg
- TileGroup0\3-4-0.jpg
- TileGroup0\3-4-1.jpg

Adding materials

Description

Commit to main

# Committing and Pushing

After copying the folders, you can see to the left what will happen in GitHub Desktop: it is showing the changes being made to your repository

1. Add a short summary of your changes (GitHub offers a default that sometimes works)

2. Click on **Commit to main**. This takes a few seconds

3. On the main page, you will see **Push origin**: by clicking on it, you are publishing your changes to the repository online

## No local changes

There are no uncommitted changes in this repository. Here are some friendly suggestions for what to do next.

### Push commits to the origin remote

You have 1 local commit waiting to be pushed to GitHub.

Always available in the toolbar when there are local commits waiting to be pushed to the origin remote.  
Ctrl + P

Push origin

### Open the repository in your external editor

Select your editor in [Options](#)

Repository menu or Ctrl + Shift + A

Open in Atom

### View the files of your repository in Explorer

Repository menu or Ctrl + Shift + F

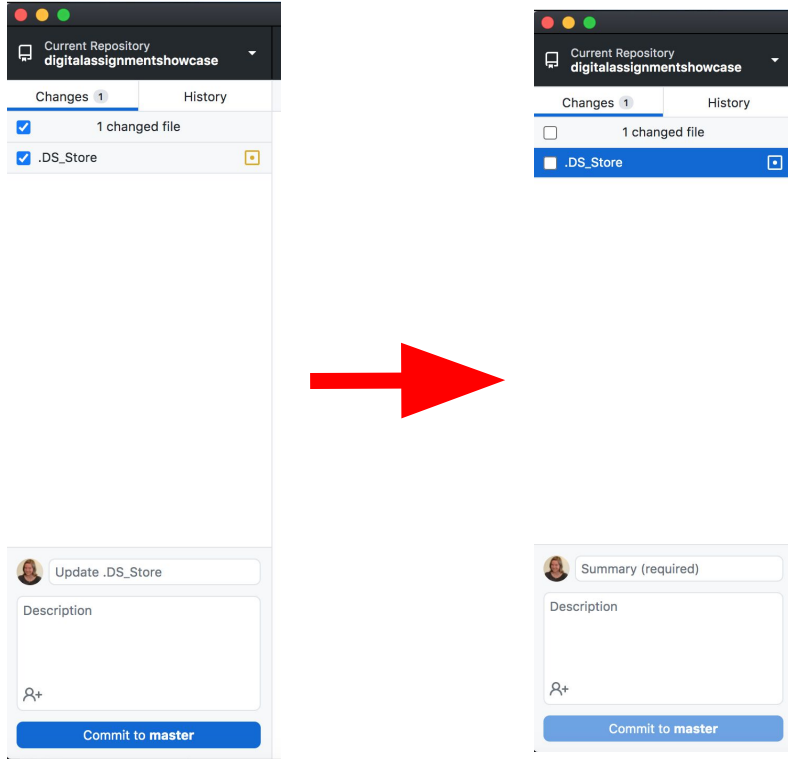
Show in Explorer

### Open the repository page on GitHub in your browser

Repository menu or Ctrl + Shift + G

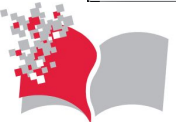
View on GitHub

# Special note for Mac users



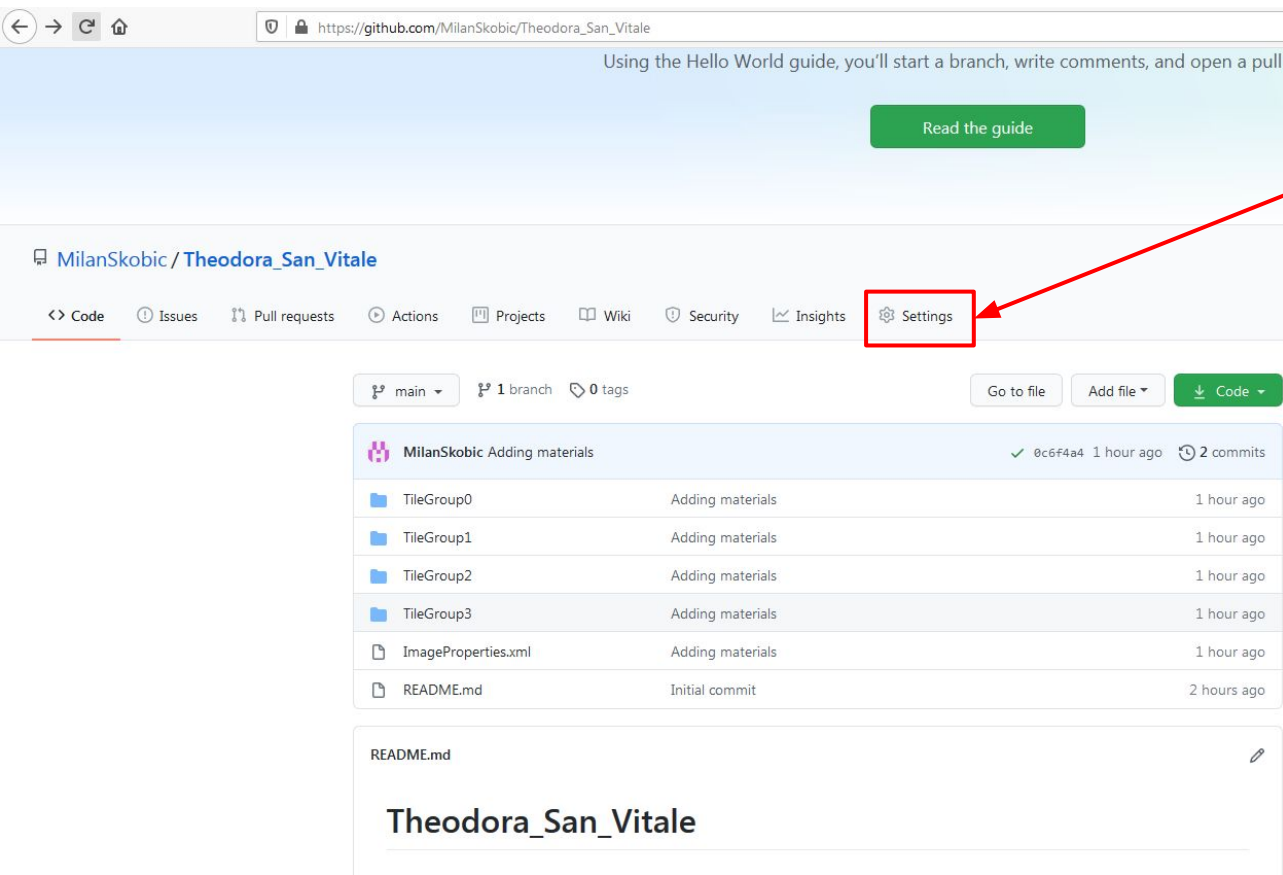
Sometimes, you will see files that are called ".DS\_Store" in your list of changed files

If you see any of these, un-select them. **You do not want to add these files to your repository.**





# Back to browser: getting the link



Using the Hello World guide, you'll start a branch, write comments, and open a pull request.

[Read the guide](#)

MilanSkobic / Theodora\_San\_Vitale

[Code](#) [Issues](#) [Pull requests](#) [Actions](#) [Projects](#) [Wiki](#) [Security](#) [Insights](#) [Settings](#)

main 1 branch 0 tags

[Go to file](#) [Add file](#) [Code](#)

MilanSkobic Adding materials ✓ 0c6f4a4 1 hour ago 2 commits

TileGroup0	Adding materials	1 hour ago
TileGroup1	Adding materials	1 hour ago
TileGroup2	Adding materials	1 hour ago
TileGroup3	Adding materials	1 hour ago
ImageProperties.xml	Adding materials	1 hour ago
README.md	Initial commit	2 hours ago

README.md

## Theodora\_San\_Vitale

After you get back to the browser, you can go to your repository and then go to **Settings**

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

# Getting the link

When in the **Settings** tab, scroll down to **GitHub Pages**

## GitHub Pages

GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository.

**Source**  
GitHub Pages is currently disabled. Select a source below to enable GitHub Pages for this repository. [Learn more.](#)

None ▾ Save

**Theme Chooser**  
Select a theme to publish your site with a Jekyll theme using the gh-pages branch. [Learn more.](#)

Choose a theme

In this dropdown select **Main**

Then click on **Save**, after which the page will reload

When the page refreshes, you can scroll down again and copy the link you will use in the StoryMap

The link

## GitHub Pages

GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository.

Your site is ready to be published at [https://milanskobic.github.io/Theodora\\_San\\_Vitale/](https://milanskobic.github.io/Theodora_San_Vitale/).

**Source**  
Your GitHub Pages site is currently being built from the main branch. [Learn more.](#)

Branch: main ▾

/ (root) ▾

Save

**Theme Chooser**  
Select a theme to publish your site with a Jekyll theme. [Learn more.](#)

Choose a theme

# Back to the StoryMap

1. Once you have opened the new StoryMap, go to **Options** towards the top left corner of the window
2. Check **Image** in the **Treat As** options (1), select **Gigapixel** as the **Map Type** (2), copy your **GitHub link** into the **Zoomify URL** window (3), and finally insert the width and height of the image in pixels in the **Max Image Size** windows (4)
3. From there on, you are in full creative control over the StoryMap

The screenshot shows the 'Options' panel for a StoryMap, with tabs for 'Display' and 'Sharing'. The 'Display' tab is active. The panel contains several settings:

- StoryMap Size:** Width 100%, Height 800.
- Language:** English (dropdown menu).
- Fonts:** Default (dropdown menu).
- Treat As:** Radio buttons for 'Cartography' and 'Image'. The 'Image' option is selected and highlighted with a red box labeled '1'.
- Call To Action:** Radio buttons for 'Yes' and 'No'. The 'Yes' option is selected. A text input field contains 'enter text, or use default'. Below it, the default text is 'Default: "Start Exploring"'. A red box labeled '2' highlights the 'Map Type' dropdown menu, which is set to 'Gigapixel'.
- Map Background Color:** A color picker showing a light gray color with the hex code #ffffff.
- Zoomify URL:** A text input field containing 'http://www.domain.org/directory/'. A red box labeled '3' highlights this field.
- Max Image Size:** Two text input fields for 'Width' and 'Height'. A red box labeled '4' highlights these fields.
- Attribution:** A text input field.

At the bottom right of the panel, there is a blue button labeled 'Close'.



# Preparation for the next session



Northeastern University  
*NULab for Texts, Maps, and Networks*

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

# Preparation for in-class workshop

- Finalize your selection of the image you want to use as your base layer
- Identify the points you want to mark on that image
- Draft the descriptions you want to use for each point
- Gather any additional media items you want to include
- Download [GitHub Desktop](#) (if you are able to; if not, you can use the web version)
- Sign up for a [GitHub](#) account



# Thank you!

If you have any questions, contact us at [nulab.info@gmail.com](mailto:nulab.info@gmail.com)

**Milan Skobic**

DITI Assistant Director

**Sarah Connell**

NULab Assistant Director

Slides, handouts, and data available at: <http://bit.ly/diti-fall2020-boeckeler2>

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



**Northeastern University**  
*NULab for Texts, Maps, and Networks*

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