

# Digital Storytelling with Mapping: Creating a StoryMap

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FRENCH 2102: Intermediate French  
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# Workshop Outline

1. Overview of the Knight Lab StoryMap Tool
2. Step by step guide to creating a StoryMap
3. Create a StoryMap using the example data!

Slides, handouts, and data available at:

**[https://bit.ly/diti\\_spring22\\_gamma\\_storymap](https://bit.ly/diti_spring22_gamma_storymap)**

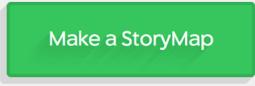


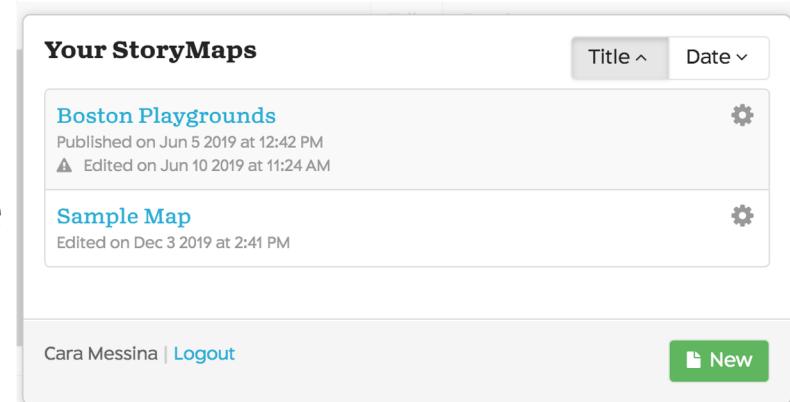
# Reminder on StoryMap Best Practices

- Think carefully about the **audience** you are trying to reach with your map. This will impact your language, the order of your points, and the media that you choose.
- Think also about the **tone of the map**: the default for StoryMap can be very upbeat and informal, and that may not match the content you are sharing (think, for example, about renaming the button that says "start exploring")
- **Test your map** after you have created it, to make sure that all the narrative points flow and that the language is clear and concise



# Create your 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



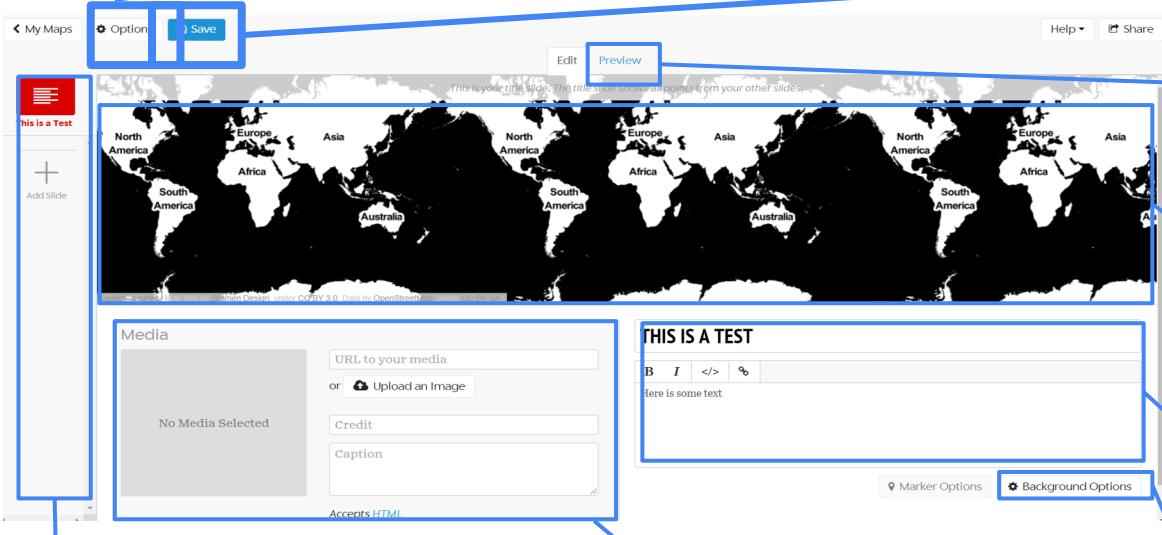
# Slides or Map Markers

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.



# StoryMap Screen



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

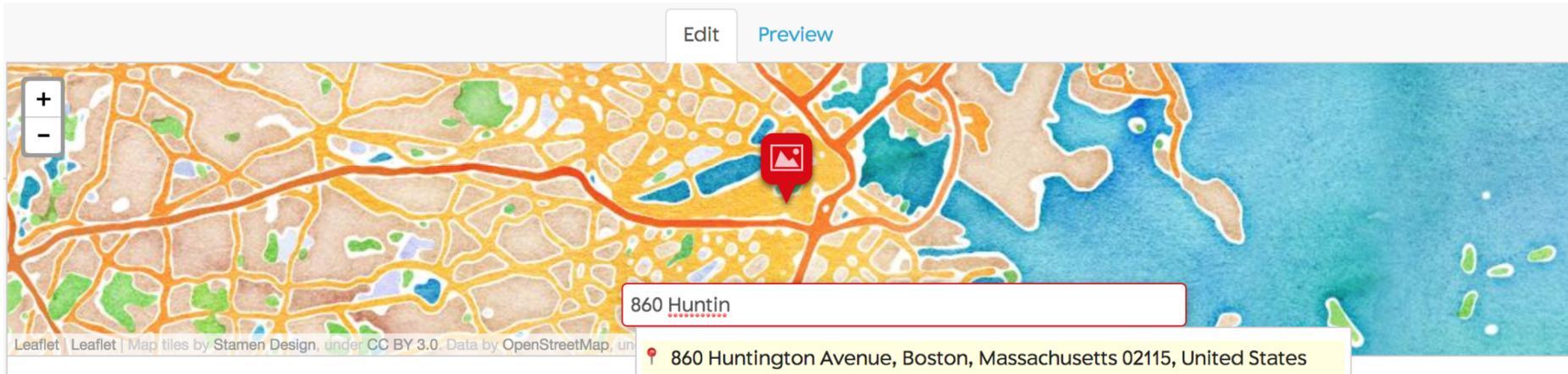
Check out and add new  
slides here

Uploading photos  
or other media!  
Document what  
you upload

Color of the text box  
background



# Add A Location



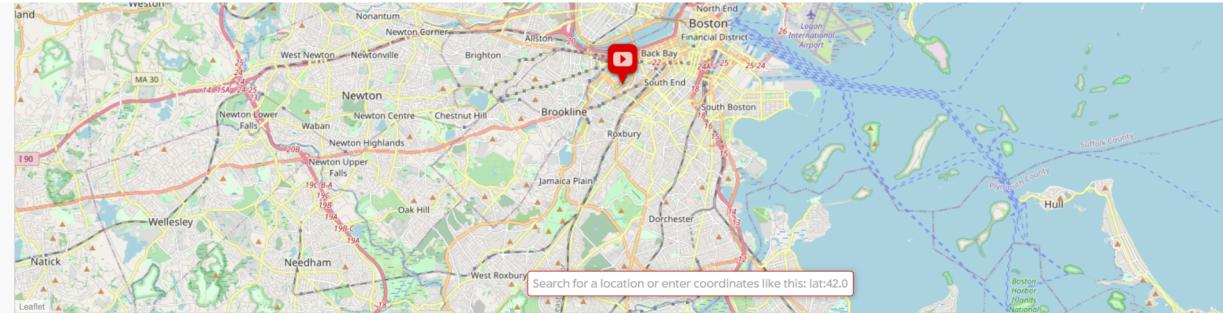
KnightLab StoryMap uses **Google Maps** to locate addresses

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



Media

Storyman\_IS - Tu...  
<https://m.youtube.com/watch?v=Tgleg4deDZM>

or Upload an Image

Credit

Caption

TEST SLIDE

B I </> %

If you already have an image, insert another image using basic HTML!<br>To insert an image, make sure the image is uploaded with a URL. You can use Flickr or Imgur to create a URL for your image. Wikimedia Commons is a great source of images online, don't forget to cite! Turn tagging on, then, use the HTML image tag. 

Marker Options Background Options

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



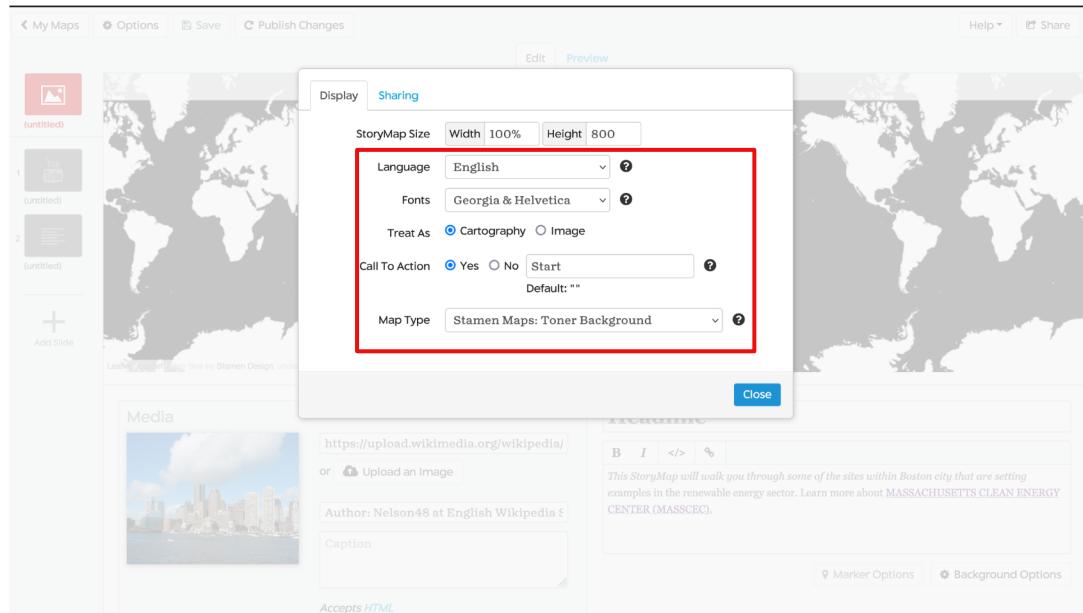
# Responsible Sourcing of Images Online

- Use only media that is in the **public domain** or is published under a **Creative Commons License**
- Most Creative Commons licenses require attribution—and this is a responsible practice regardless of the licensing
- Generally, an **ideal attribution** includes:
  - The **title** of the republished work
  - The **author, creator, or owner's name**
  - The name of the **source** and a link to where you found it
  - The name of the **license type**, with a link to the license deed
- [Wikimedia Commons](#) is a great source for public domain images



# StoryMap Options

- Language
- Fonts
- Cartography/Image
- Call to Action
- Map Type



# Important Reminder on Save States

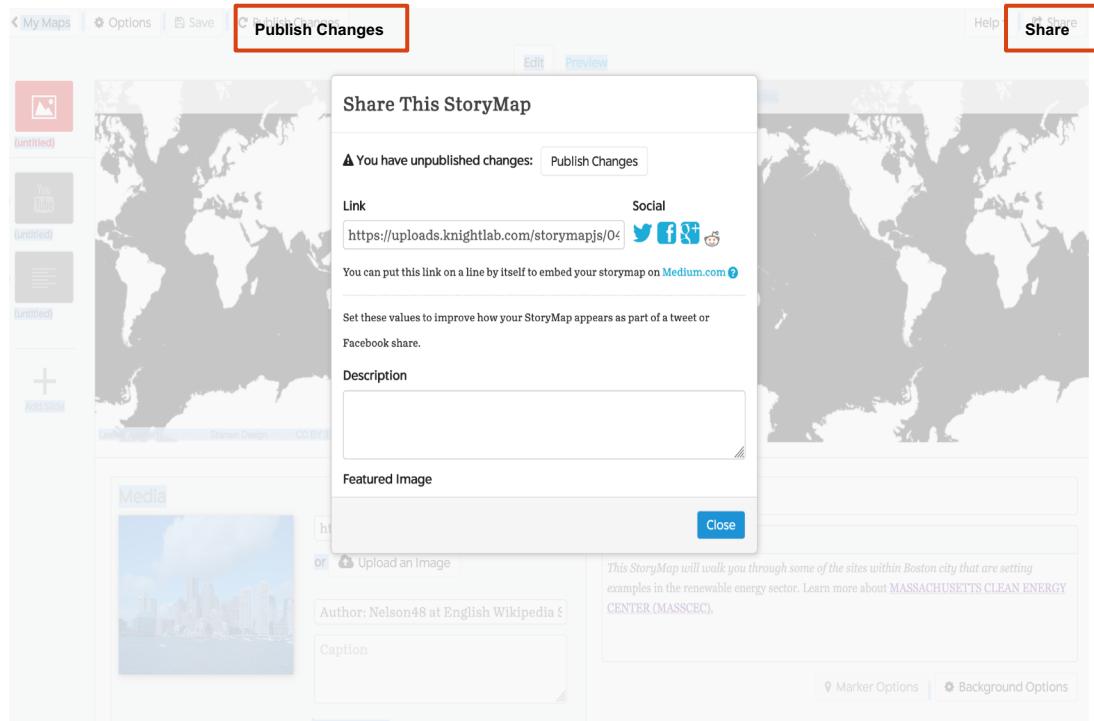
StoryMaps **does not AutoSave. So Save your work often!** It does not keep older versions of your project, so once you make and save changes, **you cannot retrieve a previous version**. You can also write over new content if you have your StoryMap open in multiple browser tabs or windows at once.

This is one reason why it is a good idea to plan out your StoryMap in a separate document: if you lose progress, you will have your content saved somewhere else.



# Publish and Share

- Publish Changes  
Button: Top Left Side
- Share Button: Top Right Side
  - Link Generated
  - Description and Feature Image
  - Embed Syntax



# Demonstration

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



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# Demo - French Colonial Architecture Trail



A StoryMapJS map showing the global distribution of French colonial architecture. The map includes a legend for 'French Colonial Architecture' and a 'StoryMapJS' watermark. A red dashed line connects several locations marked with small French flags across North America, the Caribbean, Africa, and Asia.

Map Overview | Back To Beginning ↺

## FRENCH COLONIAL ARCHITECTURE TRAIL

"French colonial architecture includes several styles of architecture used by the French during colonization. It has a long history, beginning in North America in 1604 and being most active in the Western Hemisphere (Caribbean, Guiana, Canada, Louisiana) until the 19th century, when the French turned their attention more to Africa, Asia, and the Pacific." [Wikipedia](#).

This StoryMap takes you on a tour of some of the prominent examples of French colonial architecture around the world.

Let's Explore ➤

StoryMapJS | Leaflet | © OpenStreetMap and contributors, under an open license

StoryMap Link: <https://bit.ly/3mdZH5Q>

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# Activity: Start creating your StoryMap!

Use the [Demo Data Spreadsheet](#). Pick 2-4 locations to make slides for in a StoryMap. Images and videos are just examples, feel free to pick other images/videos online (just make sure to give credit!). You will have 15 minutes to work on these maps—we are available for any questions or troubleshooting.

Hands-on Practice:

- Create around **2-3 slides/map markers**, in addition to the “introduction” slide
- Practice adding **video or images** to your markers
- Try using **HTML to embed an image** to your map
- **Experiment with design choices:** different basemaps, different map markers, or different images!
- **Pair up and discuss** your maps, the process of building them, and how design choices impact the tone and purpose of the map.



# Thank you!

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

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[https://bit.ly/diti\\_spring22\\_gamma\\_storymap](https://bit.ly/diti_spring22_gamma_storymap)

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

