# Public-Facing Documentation

## Spatial Mapping

Telling a story through mapping using Knight Lab’s StoryMap

## Individual Class Info

GRM 1102

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## Summary of Module

This module will go over components of storytelling and how these components may be integrated in maps. Specifically, this in-class workshop will teach students how to use [Knight Lab’s StoryMap](https://storymap.knightlab.com/) web-browser application by providing step-by-step instructions, a sample map, and sample data for students to use to practice building their own maps.

## Learning Goals

* Understand components for compelling storytelling
* Understanding the particular choices made when building a map
* Understanding how to collect data for mapping
* Understanding KnightLab StoryMap’s interface and where it gathers its information

## Learning Objectives

* Articulate particular choices made when telling a story using a map
* Follow a step-by-step guide for creating, saving, and publishing maps using KnightLab StoryMaps
* Implement data into KnightLab StoryMaps, including location information, images, and text
* Navigate StoryMaps’ map markers and location-finding system

## Materials for Module

[bit.ly/fa24-sondermann-grmn1102-storymap](http://bit.ly/fa24-sondermann-grmn1102-storymap)