Exercise 2: Finding the Best Locations and Paths: Sharing Results

> **Instructions**
>
> Use this guide and ArcGIS StoryMaps to reproduce the results of this exercise on your own.
>
> *Note: ArcGIS StoryMaps is a dynamic application. The screenshot graphics that you see in course materials may differ slightly from the version of ArcGIS StoryMaps that you will use.*
>
> **Technical note**
>
> 1. You will make full use of web mapping services throughout this course. You will need a robust web connection to complete this exercise and the exercises that follow.
> 2. Use the latest version of Google Chrome or Microsoft Edge. Other web browsers may not display your maps and apps correctly.
>
> For information on supported web browsers for ArcGIS Online, see ArcGIS Online Help: Supported browsers (https://esriurl.com/browsers).
>
> For information on supported web browsers for ArcGIS StoryMaps, see ArcGIS StoryMaps Help: ArcGIS StoryMaps system requirements (https://esriurl.com/storybrowsers).

Introduction

This exercise builds on your work from this section's first exercise. You used ArcGIS Online to identify suitable cougar habitats based on two sets of criteria. You then developed two models that are visualized as maps to illustrate results.

The purpose of this example is to show how you can share these results within a story created using ArcGIS StoryMaps—a customizable app builder.

Scenario

You have developed two models that are visualized as web maps. The first map shows potential cougar habitats as defined by criteria from the state park. The second map shows habitats as defined by criteria from the Department of Fish and Wildlife (DFW).

For comparison, it would be helpful to view the maps together. You decide to use ArcGIS StoryMaps to create a story that includes both maps, which you will then share with project stakeholders.

Estimated completion time: Approximately 15-45 minutes


-   Step 1: Set up your story

In this step, you will set up your story by giving it a title, subtitle, and photograph.

a   Open a new private or incognito web browser tab or window.

b   In your private or incognito web browser window, go to storymaps.arcgis.com.

c   Sign in to ArcGIS Online using the your course ArcGIS credentials.

   Note: Section 1, Exercise 1 explains how to determine your course ArcGIS credentials (username
           and password). If you have trouble signing in, please refer to the Common Questions list
           on the course Help tab.

d   On the My Stories tab, click Start A Story.

   Note: If you have not created a story before, in the upper right, click New Story and choose Start
           From Scratch, as indicated in the following graphic.
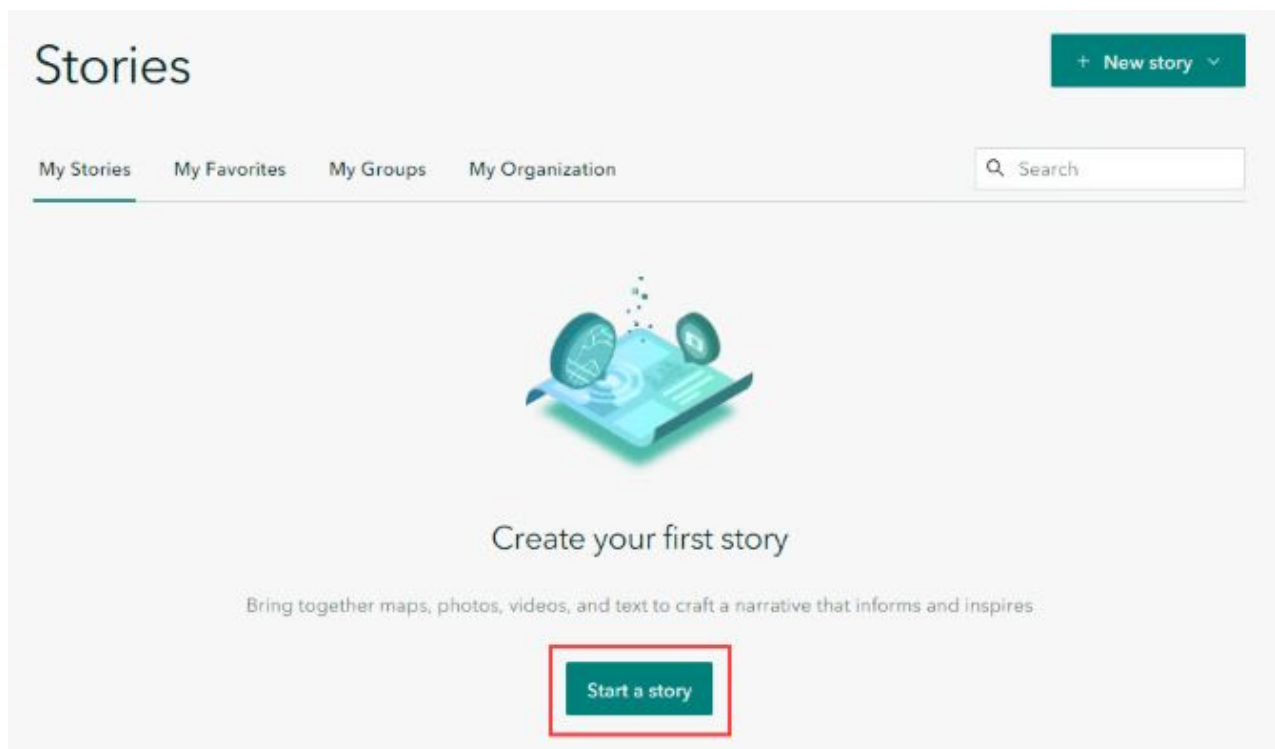
The story builder opens. A builder is an environment used to configure apps without code.

Next, you will set the title of your story.

e   Click Title Your Story and type a meaningful title, such as **Cougar Habitat Analysis**.

f   Click the subtitle text and type to add details, such as **A comparison of potential cougar habitat
    using criteria defined by the state park and DFW**.

g   At the top of the page, next to Draft, confirm that the story automatically saved, as indicated in the
    following graphic.

When you start a new story, an item is created in ArcGIS Online and stored in your content. Changes to your draft are automatically saved as you work in the story builder.

Next, you will add a photograph of a cougar to display behind the title.

h   Open a new web browser tab or window, and then go to https://www.arcgis.com/home/item.html?id=85ea9698892d444b8804644ecf2f785f (https://esriurl.com/CougarPhoto).

The item page for a cougar image opens in ArcGIS Online.

i   Click Download to save the image to your computer.

   Note: The file is 0.5 MB.

         If the image does not download automatically and you instead see a full-size image, right-click the full-size image and choose Save Image As to save the SetUp_Cougar.png file to a location on your computer.

j   Return to the web browser tab with the story builder.

k   In the story builder, click Add Cover Image Or Video.

   - Hint

      You may need to scroll up to the top of the builder to see the button.

l   In the Add An Image Or Video dialog box, click Browse Your Files.

m   Browse to the location on your computer where you saved the SetUp_Cougar.png file.

n   Select SetUp_Cougar.png and click Open.

o   In the Add An Image Or Video dialog box, click Add.

The image appears above your title.

-   **Step 2: Build the story**

In this step, you will add maps to your story and update the appearance of the maps.

a   Scroll down below the title and, to the the left of Tell Your Story, click the Add Content Block button
    ➕.

The block palette is displayed. Stories are assembled from a selection of content blocks. These content blocks are selected from the block palette and can be used to add narrative text, media, maps, and immersive experiences to your story.

b   Click Map.

⌖   Map

c   Under Add A Map, confirm that the My Maps tab is active, as indicated in the following graphic.

My Maps   My Favorites   My Groups   My Organization   Living Atlas

d   Find and click your Model 2 - Cougar Habitat - DFW map.

The Model 2 map is added to the builder's Adjust Map Appearance page, allowing you to refine how the map will be displayed in the story. In the left pane, visible layers are marked by white text and an open-eye icon. (You may need to point to or click the layer to see the open-eye icon.) Layers that are not visible are marked by dark text and an eye icon with a line through it.

You will edit the layer names for clarity.

e   Click the text in the top layer, Potential_Cougar_Habitat_DFW, and rename the layer **Potential Cougar Habitat - DFW**.

f   Update the name for the Cougar_Habitat_Study_Area_Boundary layer with your preferred name.
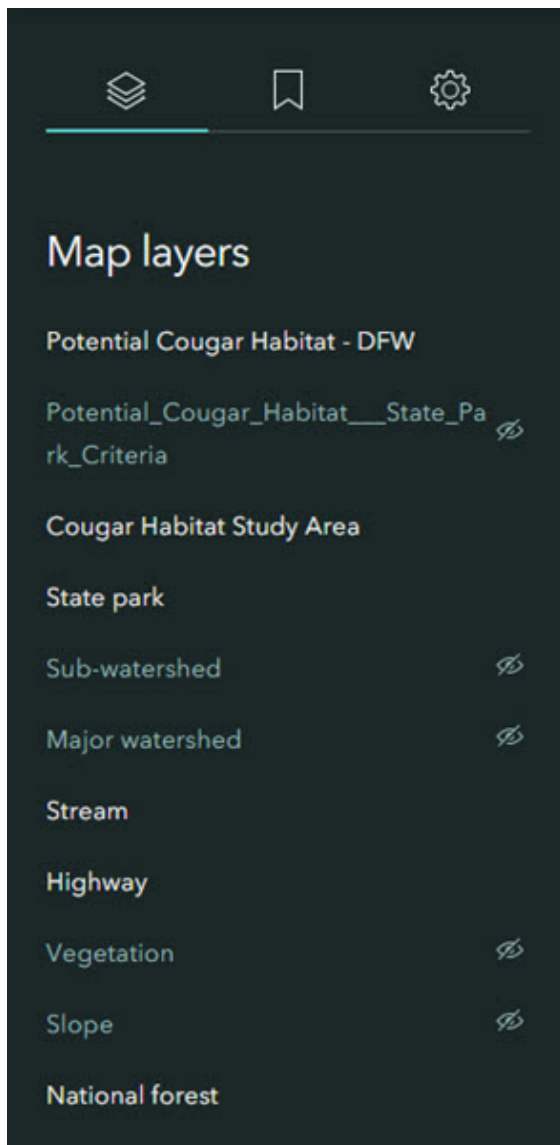
g   In the lower-right corner of the page, click Place Map to add the map to your story.

h   Below the map, click the caption to make it editable.

i   Create a caption of your choice.

Next, you will add your state park model map.

j   Point to or click the area under the caption and to the left to reveal the Add Content Block button ⊕.

k   Click the Add Content Block button ⊕ and choose Map.

l   Find and click your Model 1 - Cougar Habitat - State Park map.

m   On the Adjust Map Appearance page, in the left pane, edit the names of the following visible layers:

- Potential_Cougar_Habitat_State_Park_Criteria
- Cougar_Habitat_Study_Area_Boundary

n   Click Place Map.

o Create a caption of your choice.

Potential Cougar Habitat - DFW

Potential Cougar Habitat - State Park
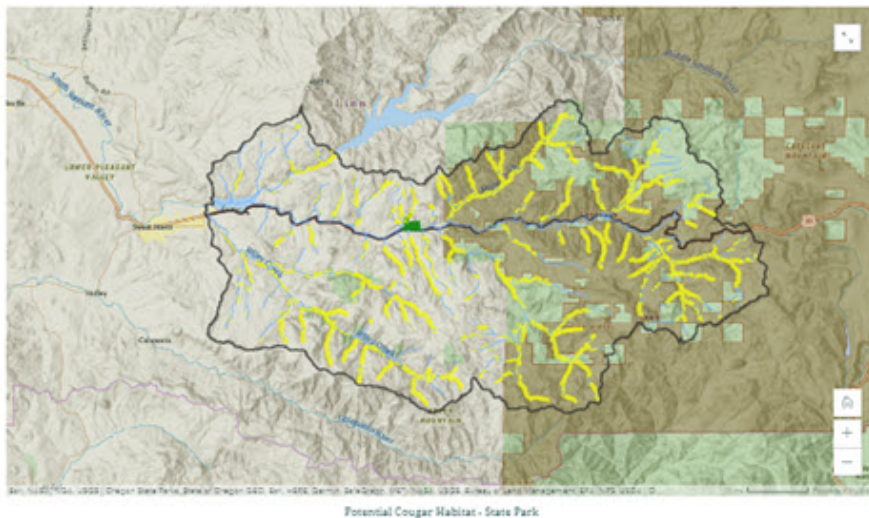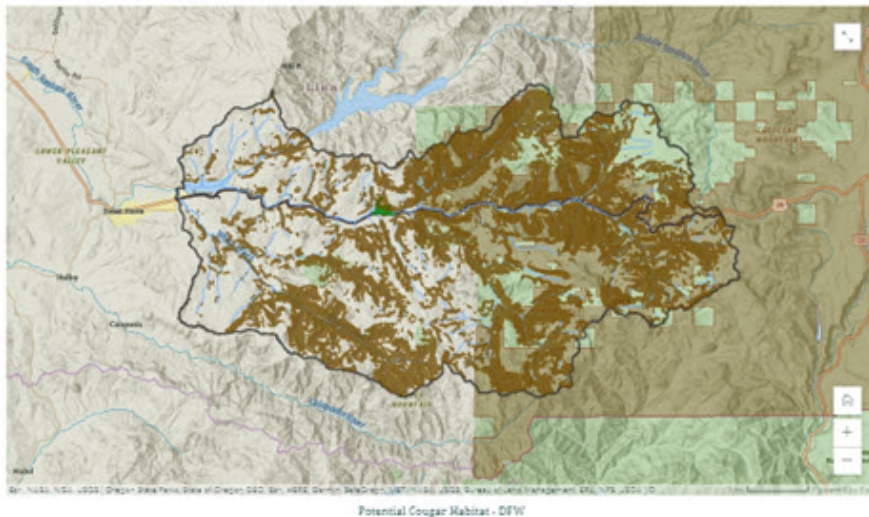
Step 2o: Build the story.

p As necessary, make any further changes to your maps.

  - Hint

      Look for the Edit function 🖉 and other tools in the upper middle of the map display. You can
      use the handle in the upper left of the map display to drag and drop the map above or below
      other items in your story. To enter the full-screen map display, click the Expand button
      (diagonal arrows) at the upper right of the map display.
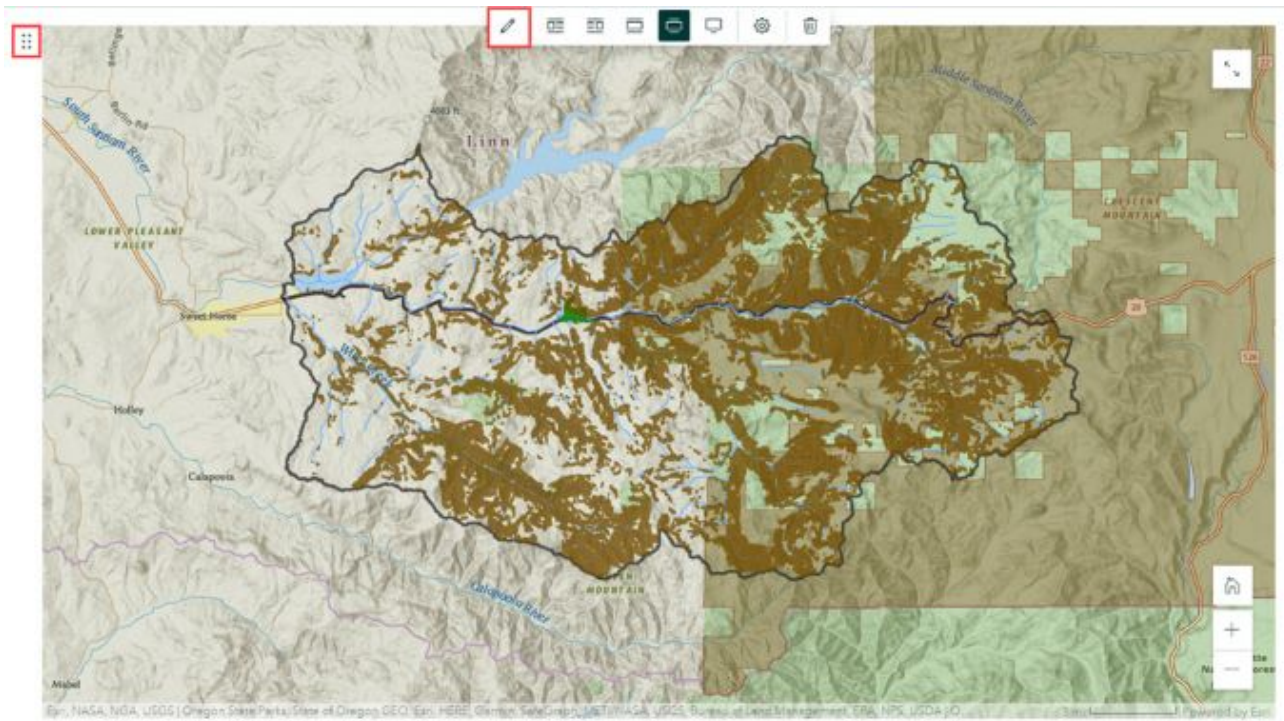
Note: For more information about editing your story, see Getting started with ArcGIS StoryMaps (https://esriurl.com/GettingStartedArcGISStoryMaps).

You built your story using content blocks to display the two different models you created. Next, you will preview your app before publishing it for project stakeholders to view.

-	**Step 3: Publish the story**

In this step, you will publish your story to share within your organization.

Before publishing your story, you can preview it to see how it will look and act when published.

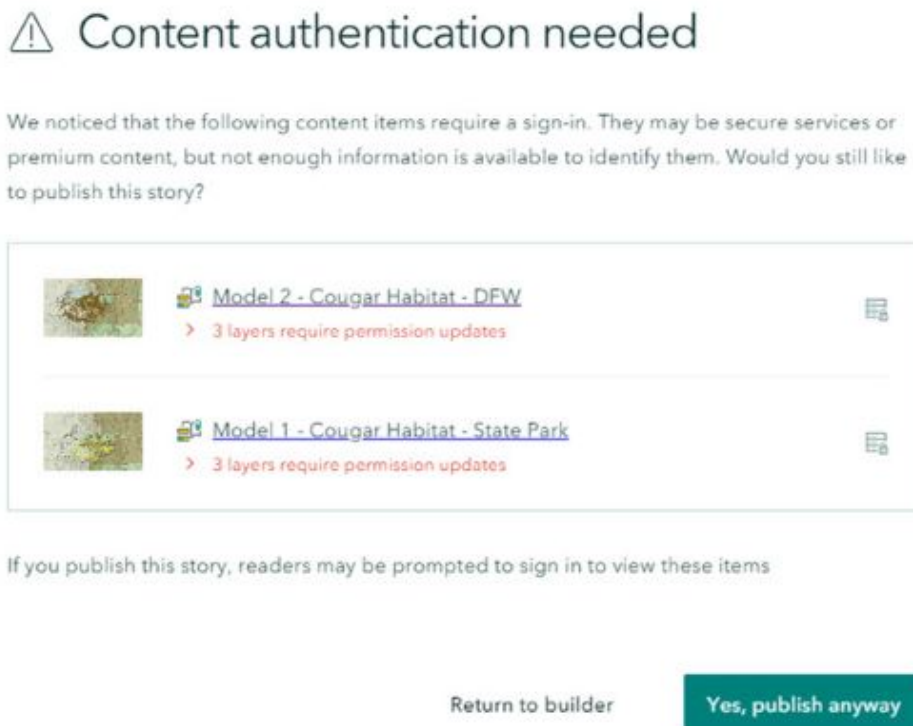a   From the menu bar in the upper right, click Preview, as indicated in the following graphic.
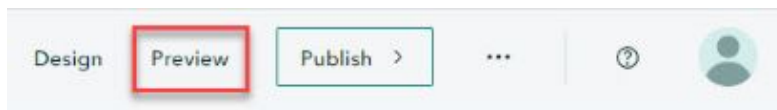
b   Explore your story.

c   If you want to make further changes, click the Close Preview button to re-enter the builder, as indicated in the following graphic.

After some quality assurance testing, you decide that the story meets the committee's requirements. You are now ready to publish the story.

d If you are still in the Preview window, click the Close Preview button to open the builder.

e In the builder, from the menu bar in the upper right, click Publish.

f From the Publish Options, under Share, select Organization, and then click Publish.

⚠ **Content authentication needed**

We noticed that the following content items require a sign-in. They may be secure services or premium content, but not enough information is available to identify them. Would you still like to publish this story?

🗺 **Model 2 - Cougar Habitat - DFW**
> 3 layers require permission updates

🗺 **Model 1 - Cougar Habitat - State Park**
> 3 layers require permission updates

If you publish this story, readers may be prompted to sign in to view these items

Return to builder   **Yes, publish anyway**

The Content Authentication Needed window will open, asking whether you would still like to publish this story. For a story to be shared with a particular audience, the story's content items require a sign-in.

g Click Yes, Publish Anyway.

The Share Items window opens, asking whether you would like to share maps and layers. For a story to be shared with a particular audience, the story's maps or layers must also be shared with that audience.

h Click Yes, Share These Items.

Your story is now published. If you would like, you may now do any of the following tasks:

• Click Edit Story to make further changes.

• Go to the story Getting started with ArcGIS StoryMaps (https://esriurl.com/GettingStartedArcGISStoryMaps) to learn more about sharing your work with

friends and colleagues. Sharing options include link sharing, as well as social sharing using Facebook and Twitter.

Note: Accessing social sharing and link sharing options requires sharing your story with everyone. In this exercise, you shared your story with your organization.

i If you would like to add an interactive element to your story, proceed to the optional stretch goal; otherwise, close the private or incognito web browser window.

-   Step 4: Stretch goal

If you would like to add an interactive element to your story, you can complete this stretch goal to add a swipe block to your story. A swipe block is an interactive experience that enables readers to directly compare two maps or images simultaneously by using a draggable handle.

This is a straightforward addition to your story because you already have the maps created and stored in your content.

Note: High-level steps are provided below for you to complete the stretch goal. If you need additional assistance completing the steps, refer to the following resources:

- ArcGIS StoryMaps Help: Add swipe blocks
- ArcGIS Blog: Swipe right for a powerful storytelling tool
- ArcGIS StoryMaps story: Add a swipe block to your story

Add a swipe block to your story

1. Using the Add Content button, add a swipe block to your story.
2. Add the Potential Cougar Habitat - State Park web map.
3. Add the Potential Cougar Habitat - DFW web map.
4. Adjust and refine the extent and display options for the maps.
5. Preview and publish your story.

-   Step 5: Conclusion

After the committee explores the story, state park officials can see that their criteria resulted in a limited cougar habitat area. The staff from the DFW, however, are confident that the results created using their criteria are a good first step toward identifying potential cougar habitat.

After reviewing preliminary study results, administrators at the agencies agree to fund the next phase. Initially, the results will be made available for review by a wider range of wildlife experts, including university researchers and conservation groups. Additionally, scientists from DFW will work together to field-check the results, looking for evidence of cougars both inside and outside the potential habitat areas. The analysis process highlighted several specific issues to focus on, such as

the extent to which cougars frequent stream corridors and timber harvest areas. The information that the field scientists gather will be used to refine the analysis.

In this exercise, you saw an example of the type of problem that can be addressed by deriving new locations as part of a suitability analysis. You also learned how to share analysis results using an ArcGIS StoryMaps story.