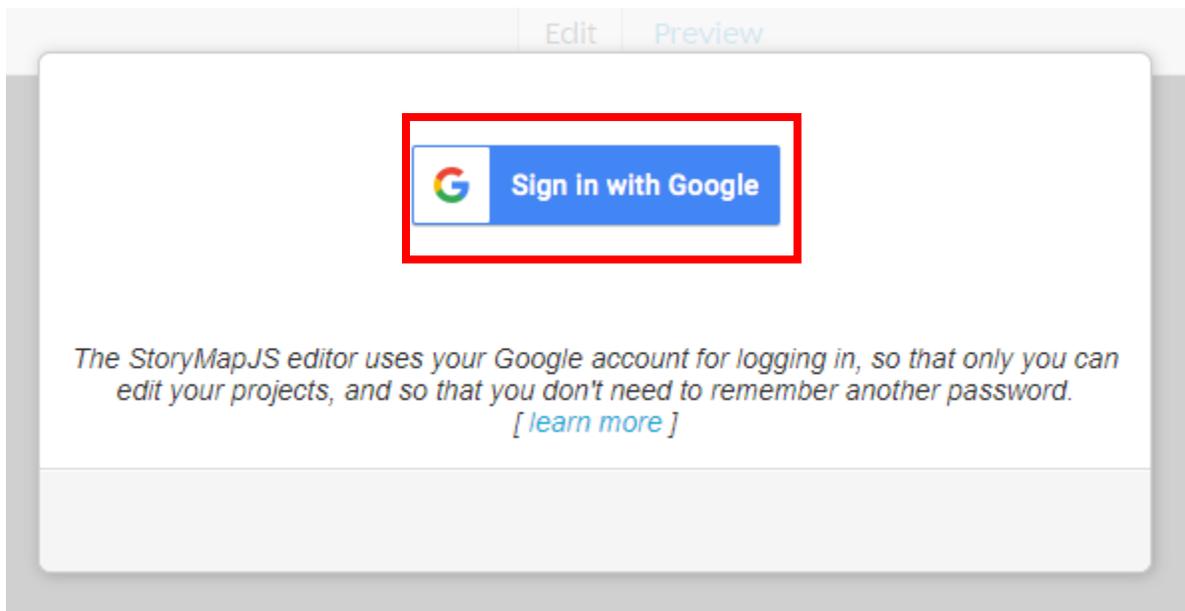


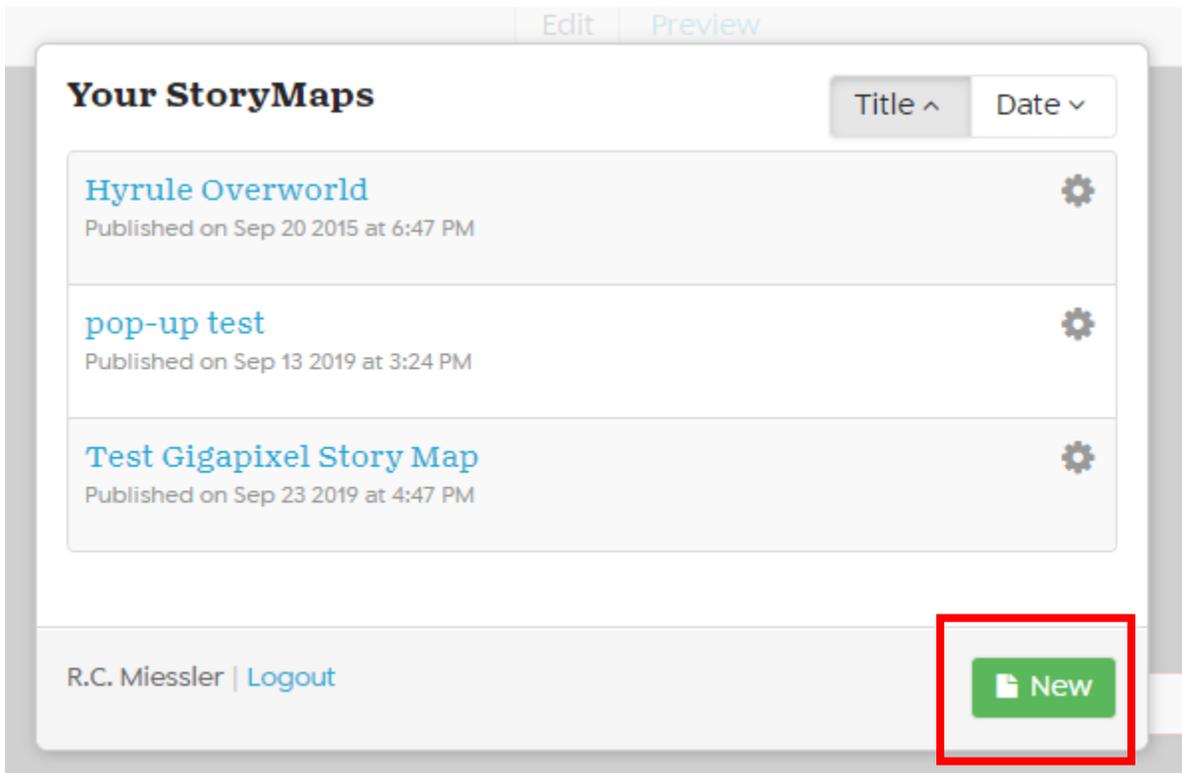
Go to <https://storymap.knightlab.com> and click on **Make a StoryMap**



Sign in with a **Google account**, such as a @gmail.com email address, or Google Account that you've created for another email.



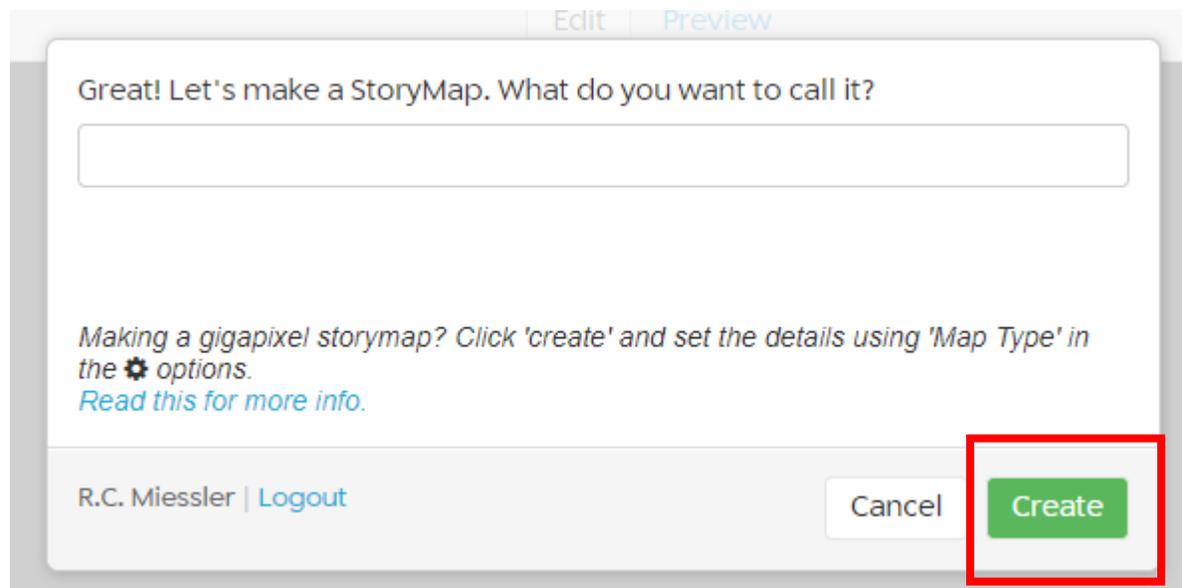
Click **New** to create a new map and give it a name. The name of the map will appear in the link of your final map as well. Click **Create** to get started.



The screenshot shows the 'Your StoryMaps' dashboard. At the top, there are tabs for 'Edit' and 'Preview'. Below the title 'Your StoryMaps', there are two dropdown menus: 'Title ^' and 'Date v'. The main content area lists three maps:

- Hyrule Overworld**
Published on Sep 20 2015 at 6:47 PM
- pop-up test**
Published on Sep 13 2019 at 3:24 PM
- Test Gigapixel Story Map**
Published on Sep 23 2019 at 4:47 PM

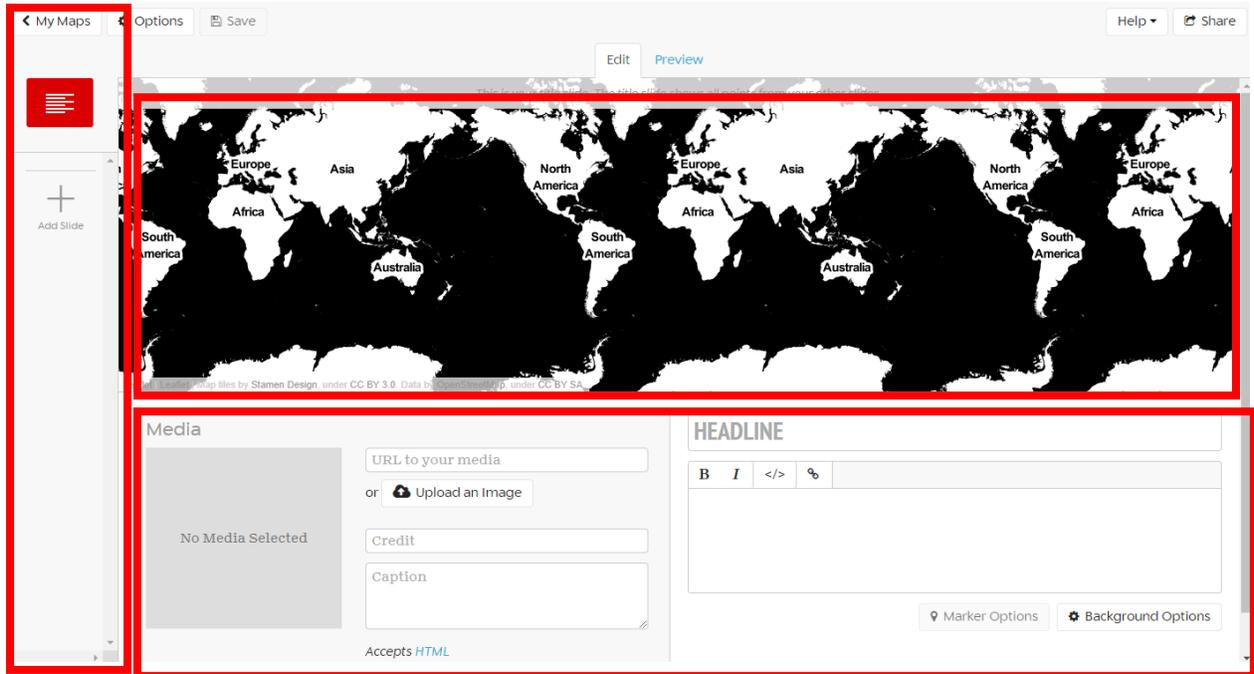
At the bottom left, it says 'R.C. Miessler | Logout'. At the bottom right, there is a green button labeled 'New' with a document icon, which is highlighted with a red rectangular box.



The screenshot shows a dialog box for creating a new StoryMap. At the top, there are tabs for 'Edit' and 'Preview'. The main text says: 'Great! Let's make a StoryMap. What do you want to call it?'. Below this is a text input field. Further down, there is a note: 'Making a gigapixel storymap? Click 'create' and set the details using 'Map Type' in the ⚙️ options. [Read this for more info.](#)'. At the bottom left, it says 'R.C. Miessler | Logout'. At the bottom right, there are two buttons: 'Cancel' and 'Create'. The 'Create' button is highlighted with a red rectangular box.

Your map will have three sections. On the left, your Slides for each marker. The slide at the top is the Title slide and doesn't have a location associated with it. Click **Add Slide** to add a new slide. If you are editing a slide, it will be red.

The bottom portion of the map has an area for **Media**, a **Headline**, and **Text** and this corresponds to the information on each marker/slide. Each slide will have one Media object associated with it. There is also a space to put a **caption** for the media, and **credit**. You can use a direct link to media that you find on the Internet, such as an image, YouTube or Vimeo video, a SoundCloud audio file, etc. You can also upload an image that you have saved on your computer. If you are using a link to an image already on the Internet, the link has to end with .png, .jpg, .gif, or .jpeg.



For the Headline and Text, you can use this space to provide additional information. You can use the text portion to **Bold**, *Italicize*, or add a link. Highlight the text, and then click on **B**, *I* or the **link** icon. If you add a link, a window will pop up to enter the URL of the other website.

THIS IS A HEADLINE

B *I* `</>` 

Here is some **bold text**. Here are some *italics*. [This is a link to another webpage.](#)

 Marker Options

 Background Options

Edit Preview

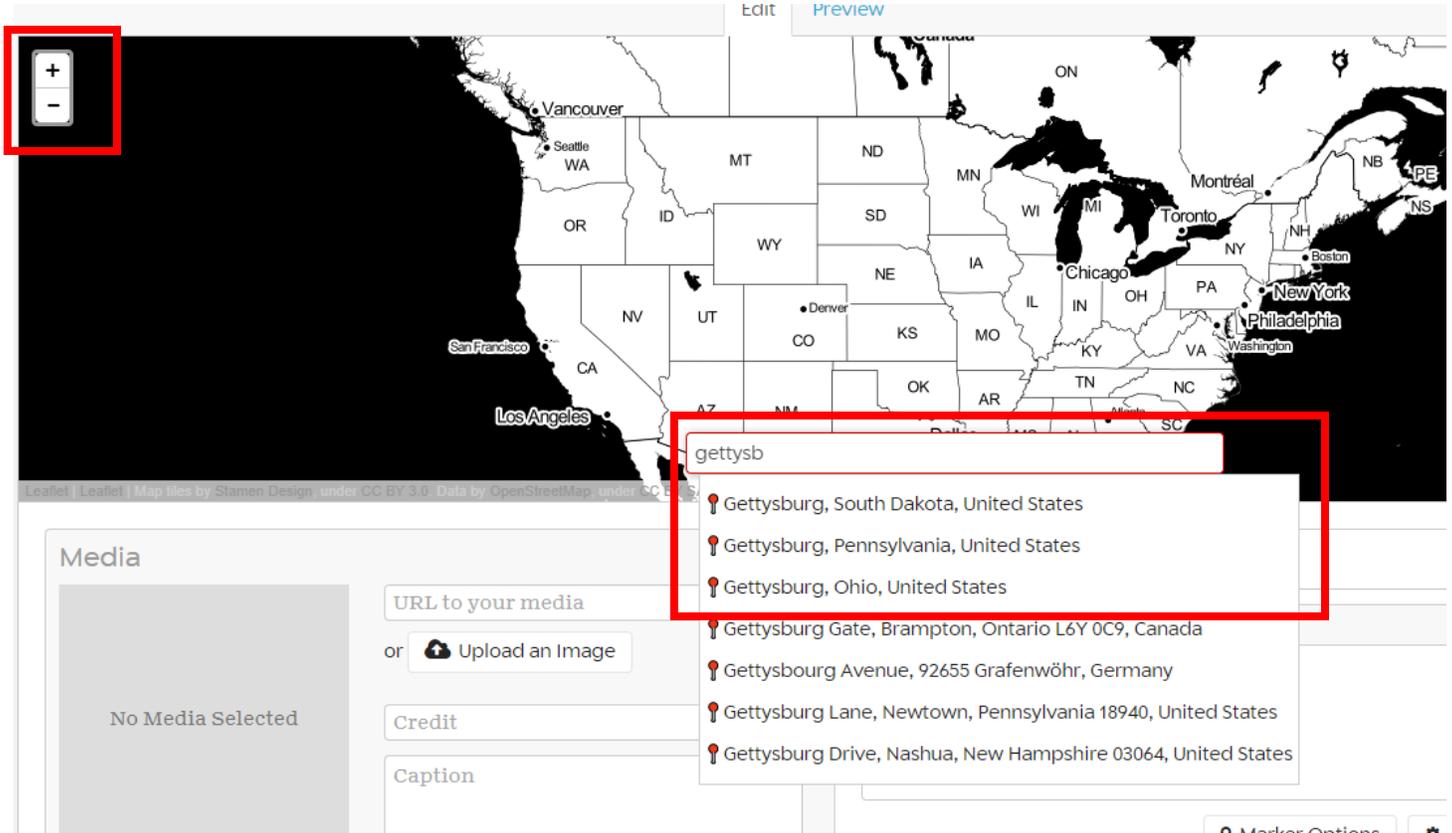
Open link in new window

Cancel

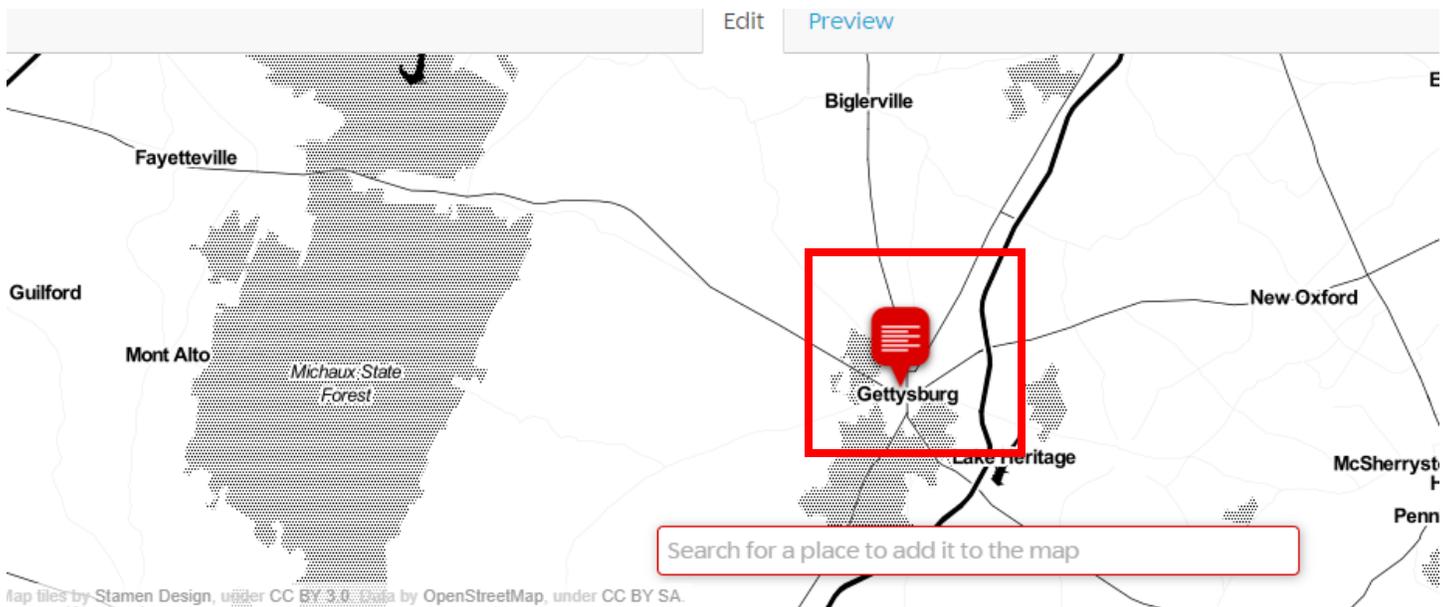
Insert link

Africa

When you add your first slide, you can then select the location. You can either zoom in on the map and drop a pin with the cursor, or search for it using the search box.



Once you have dropped your pin, you can zoom in and move it around to fine-tune it.



Each slide has individual options, you can create a custom **Map Marker** pin icon for each slide, or change the **Background Options** to add a background image or color.

Map Markers

Select a custom marker to use on this slide, or reset to use the default.

or upload an new marker to your StoryMap folder.

Slide Background

Background Color

Background Image

or upload an image to your StoryMap folder.

Repeat for each slide that you create. When you create a new slide, its location is automatically set to the location of the previous slide. If you want to reorder slides, drag them around on the slide deck on the left side of the screen.

You can also set **Options** for the entire StoryMap.

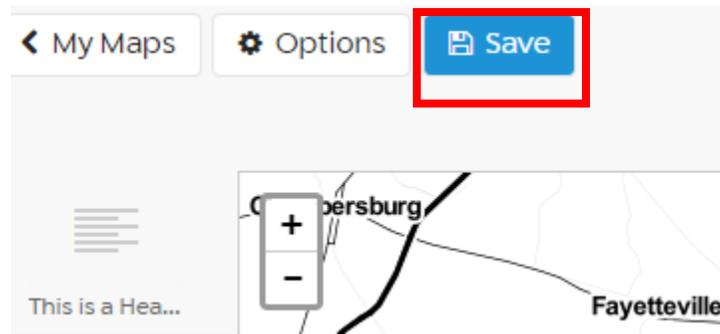
The screenshot shows a dialog box with two tabs: 'Display' and 'Sharing'. The 'Sharing' tab is active. The settings are as follows:

- StoryMap Size:** Width 100%, Height 800
- Language:** English (with a help icon)
- Fonts:** Default (with a help icon)
- Treat As:** Cartography Image
- Call To Action:** Yes No. A text input field contains 'enter text, or use default' (with a help icon). Below it, the text 'Default: "Start Exploring"' is displayed.
- Map Type:** Stamen Maps: Toner Lite (with a help icon)

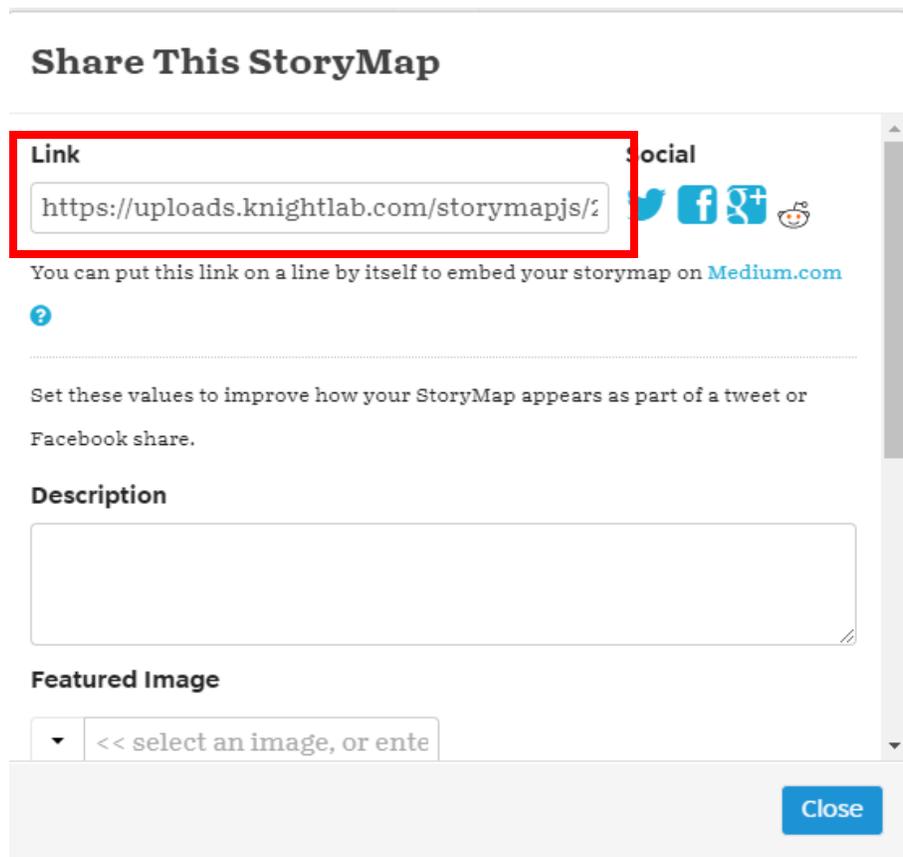
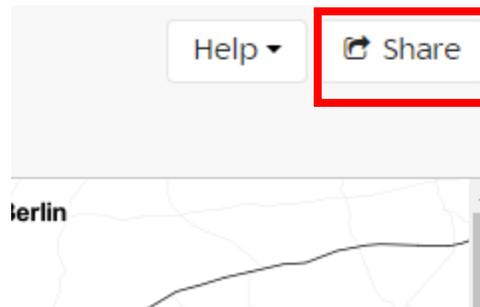
A blue 'Close' button is located at the bottom right of the dialog box.

- **StoryMap Size:** Recommend leaving this alone, but it will change how big your map appears.
- **Language:** Change the default language of the interface.
- **Fonts:** Change the Headline and Text fonts, these are pre-set pairs.
- **Treat As:** Set to Cartography if you want dotted lines between each points, Image if you do not want these lines.
- **Call to Action:** If set to Yes, there will be a button on the title slide that says Start Exploring (change this text by using the box). If set to No, no button will appear.
- **Map Type:** Use this to change what map the StoryMap is using. The Mapbox, Gigapixel, and Custom maps only work with certain pre-created maps, so do not use these unless you have a map that you have created with another program.

Remember to **Save** often, and if a **Publish Changes** button appears, click that to push any new changes to the final map.



Use the Share button to get a link to your final map when it is ready. Copy the link that it provides.



Best practices for StoryMapJS

- Use Chrome or Firefox! The Preview function in the web editor can be weird sometimes as well, so Save, refresh, and try again.
- Be clear and concise!
 - Link out to other webpages instead of trying to put too much information on a single pin.
 - Each pin's headline should reinforce the content and draw in users to read more.
 - StoryMapJS forces you to think economically when it comes to the space it gives you. Make each word/image count!
- Save your data elsewhere!
 - Copy/paste your text from another source into the web interface.
 - StoryMapJS has a tendency to glitch a lot, so save often (and remember to Publish Changes).
- Pick interesting points on the map!
 - It should be clear why you are annotating each point.
 - The points should tie together in a meaningful way.
 - Tell a story, make an argument!
- Use additional images as a way to supplement your markers!
- Crediting media is important!
 - At the very least, you should include:
 - The title of the media
 - The creator of the media (author)
 - A link back to where it was found originally
 - Don't worry about things like trying to do indents or italics, this isn't citation, it is attribution. What is the difference?
 - Citation = tracing back a scholarly argument to its original source. Citations are usually discipline-based and very structured in how they are laid out.
 - Attribution = giving credit to the creator of something. There's no one right way to do a citation (but the guide for this course has best practices).
- Use HTML/CSS for additional stuff!
 - If you have knowledge of HTML and CSS, you can do more stuff with the map to add additional links, images, and effects.