

StoryMap JS

Created by Dr. Jen Andrella
Center for Digital Humanities, USM

CDH Hours: Monday-Friday 8am-4:30pm

Email: dh@usm.edu

For additional resources and tutorials, visit www.usmcdh.org

See Example Story Maps:

- [Yellowstone National Park Through the Senses \(Jen's class example\)](#)
- [Arya's Journey](#)
- [Newberry Library Midwest Time Machine](#)
- Browse more examples from [the StoryMap JS website](#)

Story Maps: An Overview

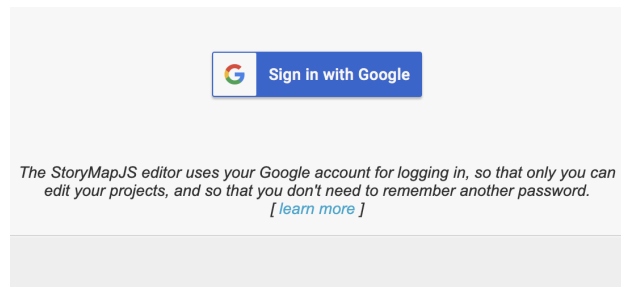
Traditionally, we think about stories as being grounded in time and having a beginning, a middle, and an end. The concepts of space and place are also critical to narrative development. Story maps are a way of visualizing the connection between narrative and geography and allow us to explore different questions and themes about our research:

1. How do maps chart the movement of people, experiences, and ideas?
2. What do maps reveal about themes like social relations, political economy, power, and change?
3. How do maps allow us to visualize the relationship between people and their experiences “on the ground”?

Space is something that is created and recreated by humans. We embed meaning into space to make it significant to us, and that significance can shift over time (or carry different meanings to different people). Techniques like story mapping offer a medium for visualizing narratives across space by pairing written text/media with geographic representations through maps. This tutorial will walk through how to create a story map using [Storymap JS](#).

Logging In to StoryMap JS

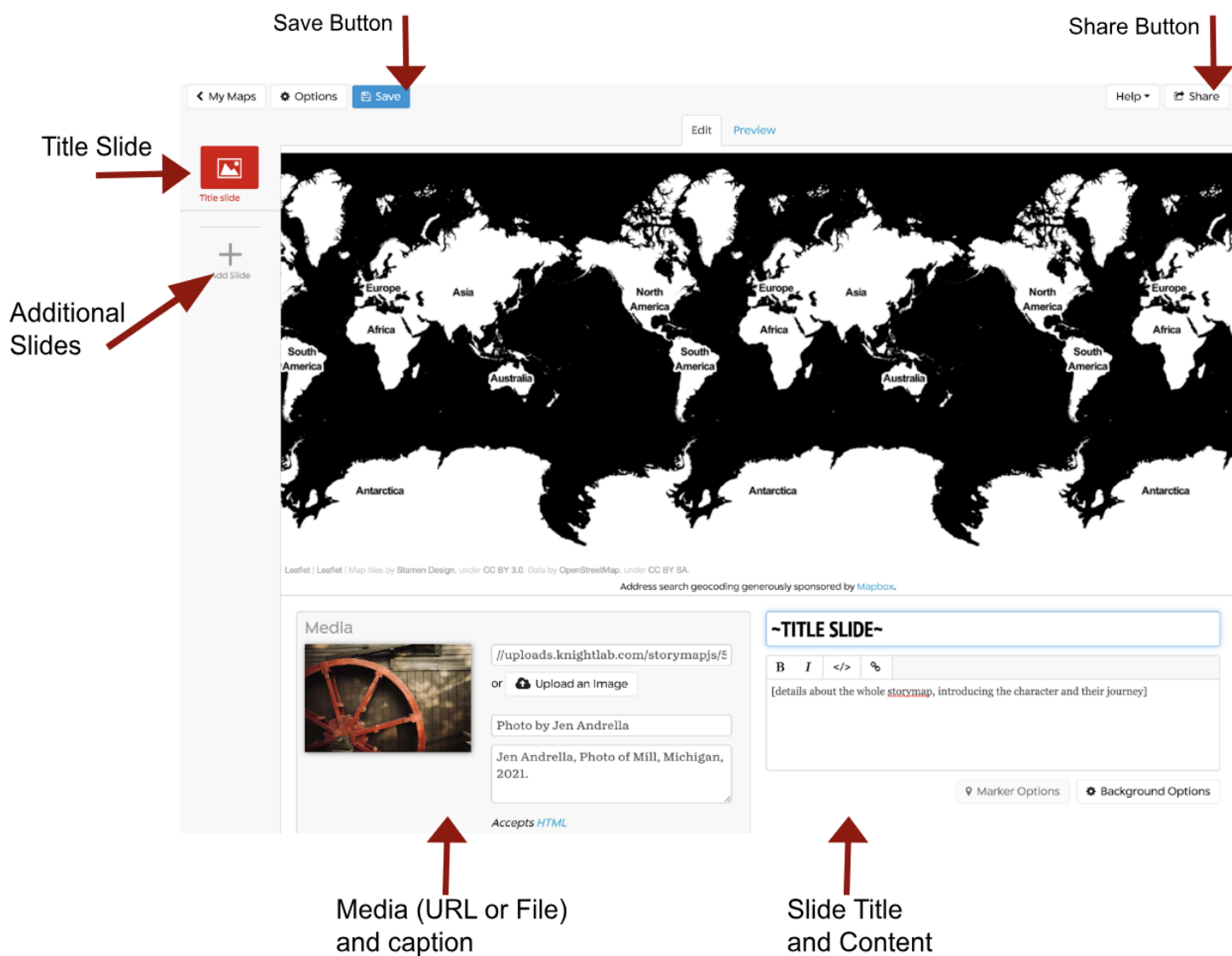
1. *Note: StoryMap JS requires a personal Google Account to sign in.*
2. Go to <https://storymap.knightlab.com/>.
3. Click the green button “**Make a StoryMap**” in the center of the page.
4. A new page will open, prompting you to **sign in with Google**. Enter your Gmail and password into the Google sign in.



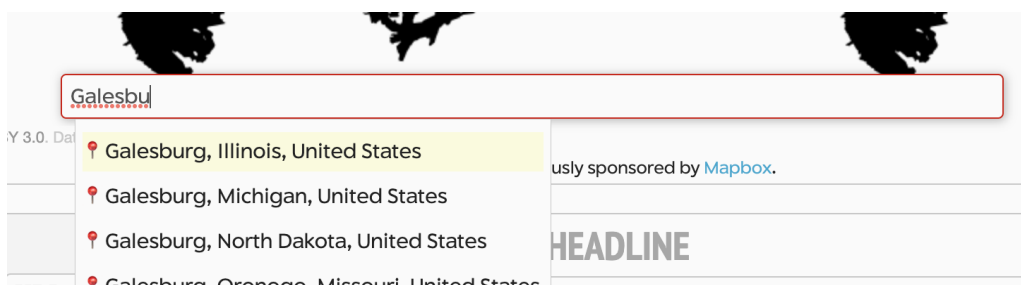
5. Once you are signed in, you will be prompted to create a new story map or edit an existing story map saved in your account.

Using the StoryMap Interface

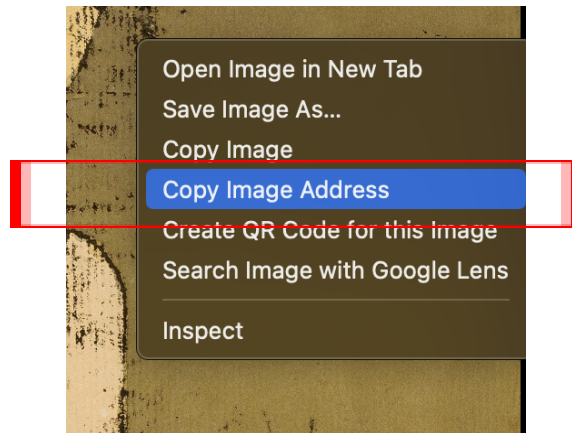
1. Storymap JS uses a slide-based interface for creating slides that will become part of your story map. The left column shows your title and additional slides. The center pane features a large map to connect your slide to a specific map location, as well as sections for adding media and text content to your slides.
2. At the top of the screen, there are options to see all of your maps, settings options, a **SAVE button**, a help tab, and a **share button**. You can also toggle the edit/preview view of your story map at the top of the center pane.
3. Your story map will begin with a “**Title Slide.**” **Enter the title of your project**, a brief **overview/description** of the storymap, and any **media**. The “map” is automatically set to the overview of *all* locations from your content slides, and this cannot be changed.



4. After your **title slide**, add new content slides using the + **Add Slide** button in the left column.
5. **Content slides** can be linked to specific locations. **Add a location** using the search bar to add it to your story map. It is fine to repeat locations, if necessary.



6. **Add media** to your slide using the Media content block to use an image URL, or upload a file saved to your computer. To use an image URL found on the internet, right-click on the image, and select “copy image address.” This is the URL for the *image*, not the entire website.



Adding Audio or Video - by URL only

For audio, we recommend using [Soundcloud](#)

1. Create a free account on Soundcloud
2. Once logged in, select **Upload** from the upper right corner. Select **choose files**.
NOTE: there may be a pop-up asking you to buy a subscription– click “continue with free basic plan” at the bottom of the pop-up and exit out. Select **choose files** again, and select the file from your computer.
3. Follow the instructions on uploading your file, adding metadata as needed. Select **Upload** at the bottom right. Your audio may take some time to upload.
4. When it's ready, select **view track**. A new page will open displaying your audio. You can change the photo representing the track, and you can also **share by link** from this page.
5. Select **copy link** and paste into StoryMap JS. Your audio will appear.

For video, we recommend using [YouTube](#)

1. Create a YouTube account (you can use your Knox credentials)
2. Once logged in, select + **Create** in the upper right corner by your profile photo. Then select **upload video**.

3. Select the video file you want to upload from your computer. Follow the prompts to upload your video. It can be **unlisted** or **public**.
4. NOTE: short videos (especially shot vertically/portrait) will often upload as YouTube “shorts.” This shareable link WILL NOT WORK in Storymap JS.

If your link looks like this: <https://youtube.com/shorts/RRC8eFnqGJQ>

It needs to look like this: <https://youtu.be/RRC8eFnqGJQ>

5. Paste the correct link into StoryMap JS and your video will appear.

Preview, Save, and Share

1. To see how your story map will appear to viewers, you can **preview it** using the **Preview** tab at the top-center of the page.
2. If you would like to return to your story map later, **save it** by selecting the **Save Button** in the top left corner of the page. Everytime you log back in, you will be able to edit saved story maps.
3. If you are ready to **share your story map**, select the **Share button** in the top right. You can share the map by a URL Link.

Share This StoryMap

Link Social

<https://uploads.knightlab.com/storymapjs/55>   

You can put this link on a line by itself to embed your storymap on [Medium.com](#)

Set these values to improve how your StoryMap appears as part of a tweet or Facebook share.

Description

Featured Image

<< select an image, or ente

Close

Important Tips

- Always copy and save your content in a backup location—Microsoft Word, Google Docs, etc.
- **Save your story map frequently** so that you can restore to a previous version in case information is lost.
- Be sure to give proper credit to your media using the caption/ credit line. You can (and should) include citations in the content body of the slides as needed. Check with your professor on preferred citations.
- You can edit the **Background** appearance and **Marker Options** of your content sides using the buttons below the text block for your slide. You can use an image to represent a marker, or upload a new pin to represent a location. You can find Creative Commons Licensed pins/markers using [Wikimedia Commons](https://commons.wikimedia.org/), or <https://thenounproject.com/>.

Additional Resources:

“Planning and Outlining Your Story: How to Set Yourself up for Success,” guide on writing narratives and storyboarding from ArcGIS:

<https://www.esri.com/arcgis-blog/products/arcgis-storymaps/sharing-collaboration/planning-and-outlining-your-story-map-how-to-set-yourself-up-for-success/>