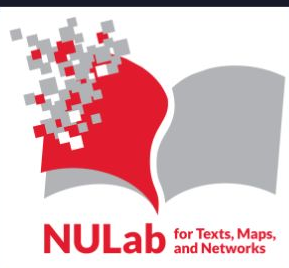




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StoryMaps JS: Introduction and Tutorial

Reckonings Summer Institute 2023

By: Claire Lavarreda and Kristin Okland



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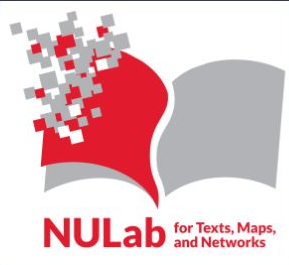
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What is a StoryMap?

- A **StoryMap** is a way to tell a “story” via a map.
 - Essentially, you can place dates, media & text across a space.
- **StoryMap JS** is an interactive, Web-based tool that maps space and place. It is different from Timeline, which is a similar tool, and not what we are using.
- **StoryMap JS** was developed by the KnightLab at Northwestern University.



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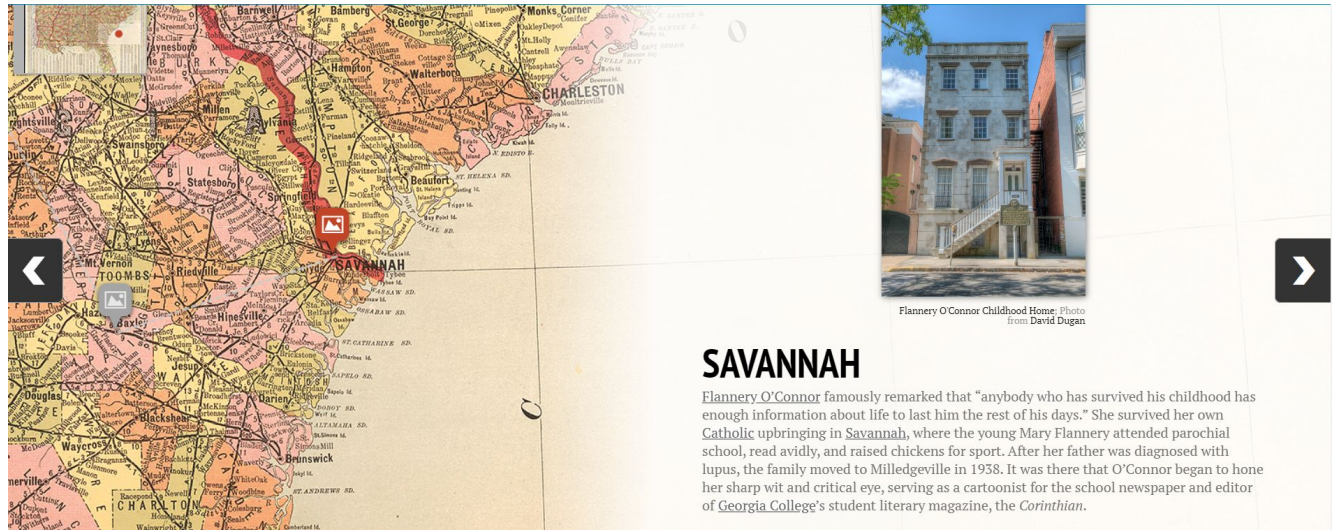
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So how does it work?

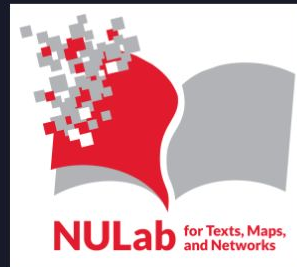
- A StoryMap functions like a slideshow, but with map abilities and markers. Let's see an example below! This was created by the Georgia Humanities and is titled the "Southern Literary Trail." Let's click through together.

<https://www.georgiahumanities.org/southern-literary-trail-story-map/>



SAVANNAH

Flannery O'Connor famously remarked that "anybody who has survived his childhood has enough information about life to last him the rest of his days." She survived her own Catholic upbringing in Savannah, where the young Mary Flannery attended parochial school, read avidly, and raised chickens for sport. After her father was diagnosed with lupus, the family moved to Milledgeville in 1938. It was there that O'Connor began to hone her sharp wit and critical eye, serving as a cartoonist for the school newspaper and editor of Georgia College's student literary magazine, the *Corinthian*.



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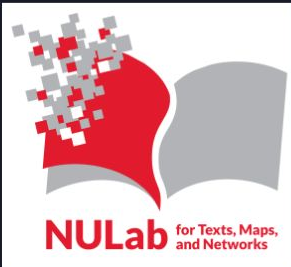
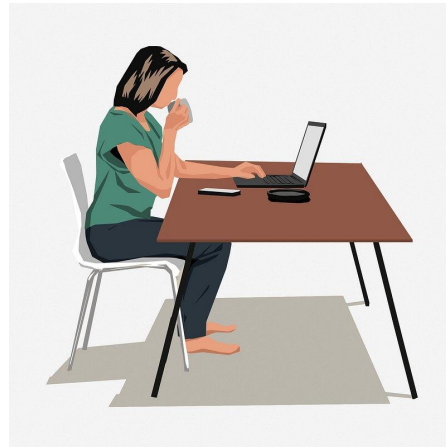
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Okay. What do I need to get started?

- A computer and a keyboard
- An Internet connection and web browser like Firefox, Chrome, etc
- A Google account (email)
- Some images (optional)
- A story/an idea



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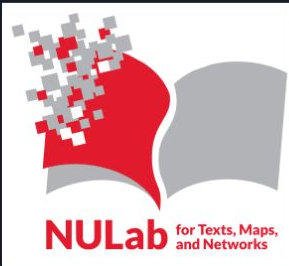
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What makes mapping so important?

- StoryMaps allow you to visualize a space and understand its varying identities, history, and meanings.
- Mapping also allows marginalized communities to map their own history and space, reclaiming their “place.”



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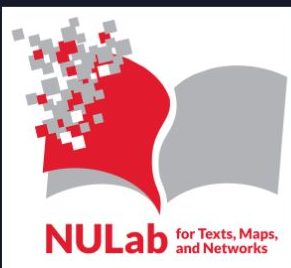
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Okay, now let's see it in action!

- Follow our tutorial along here:

<https://www.loom.com/share/flf761a22d0a487f92f03b8d41f6e1d8?sid=f3b1b133-095f-4437-ba c1-73e70127cce1>



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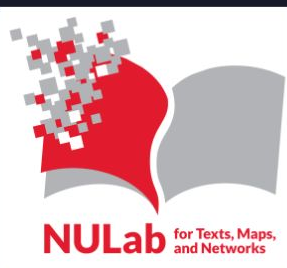
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Creating Your StoryMap JS Project

To start, you will first need to navigate to the following URL:

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

To begin making a project, click the green button that says 'Make a StoryMap'.

knight lab

Projects Class Device Lab Posts Community About

StoryMap JS

Maps that tell stories.

Make a StoryMap

Overview Examples Make a StoryMap Advanced Help

ap Overview Back To Beginning ↶

St. Paul Green Bay Wisconsin Michigan Barrie Mississauga Toronto Kingston Kitchener Hamilton Rochester Syracuse London Buffalo IOWA MICHIGAN ILLINOIS INDIANA OHIO PENNSYLVANIA



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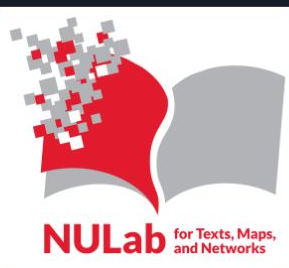
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Sign in with Google

You now will be asked to sign in to Google. This is because StoryMap JS stores the projects you create to your Google account. It is safe to sign in to Google using the StoryMap JS website.



The StoryMapJS editor uses your Google account for logging in, so that only you can edit your projects, and so that you don't need to remember another password.

[\[learn more \]](#)



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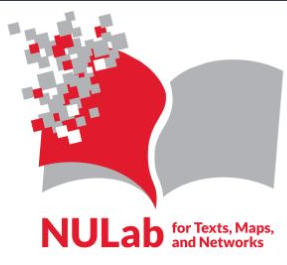
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Name your project

Now give your StoryMap a name. This can be changed later if needed.

Edit Preview

Great! Let's make a StoryMap. What do you want to call it?

Making a gigapixel storymap? Click 'create' and set the details using 'Map Type' in the  options.
[Read this for more info.](#)

K. H. | [Logout](#)

Cancel Create



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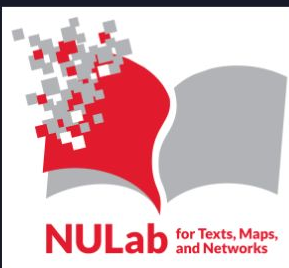


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Exploring the StoryMap screen

You will now see a screen like in the image below; we will now explore each part of StoryMaps' interface together in greater detail.

The screenshot shows the StoryMap interface. At the top, there are navigation buttons: 'aps', 'Options', 'Save', 'Edit', and 'Preview'. Below these is a title slide with the text: 'This is your title slide. The title slide shows all points from your other slides.' The main area is a world map with labels for continents: North America, South America, Africa, Asia, Europe, Australia, and Antarctica. Below the map, there is a 'Media' section with a 'No Media Selected' message and fields for 'URL to your media', 'Upload an Image', 'Credit', and 'Caption'. To the right of the media section is a 'HEADLINE' section with a rich text editor containing bold (B), italic (I), code (</>), and link (%) icons. At the bottom right, there are buttons for 'Marker Options' and 'Background Op'.



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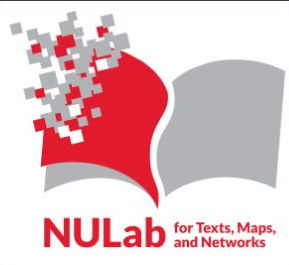
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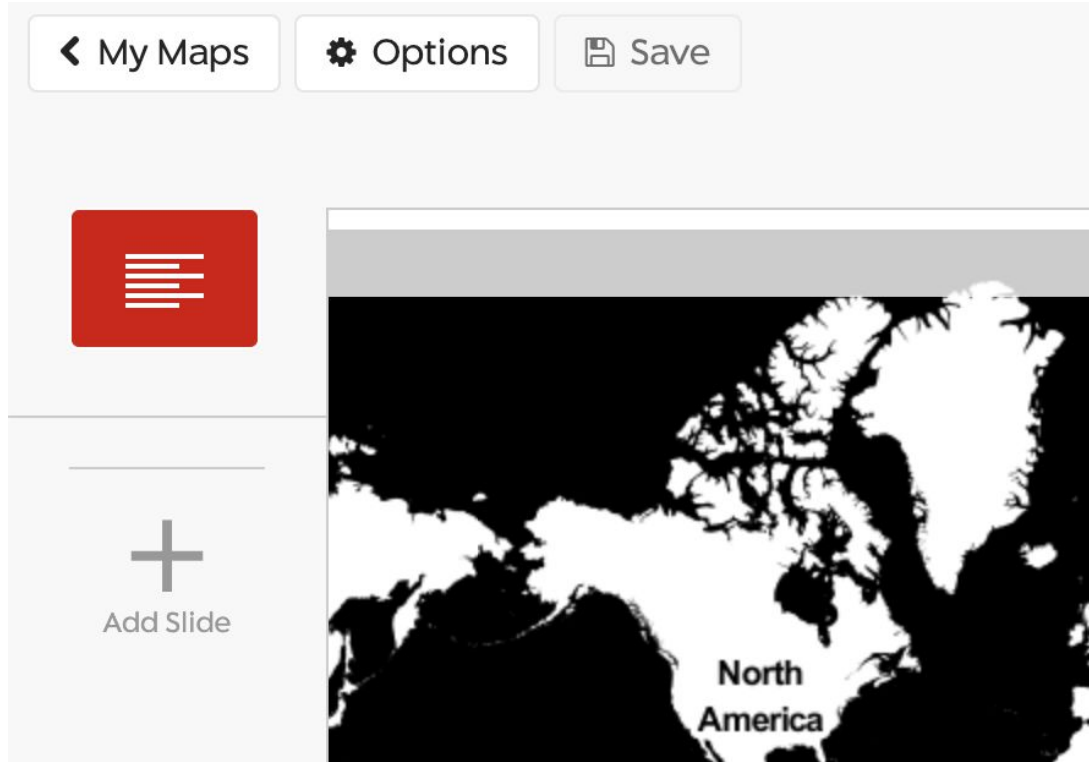


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Exploring the StoryMap screen

In the upper left-hand corner, you will see 3 buttons at the top:

- My maps
- Options
- Save



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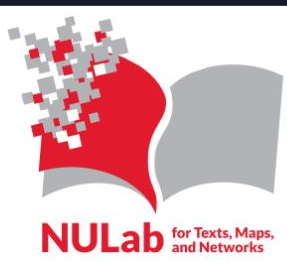
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Exploring the StoryMap screen

In the upper left-hand corner, you will see 3 buttons at the top:

Clicking **'Options'** will bring you to a screen like that on the right. You can change the language, font, and how your map looks. We will change how the map looks later in the tutorial.

Display **Sharing**

StoryMap Size Width 100% Height 800

Language English ?

Fonts Default ?

Treat As Cartography Image

Call To Action Yes No enter text, or use default ?
Default: ""

Map Type Stamen Maps: Watercolor ?

Close



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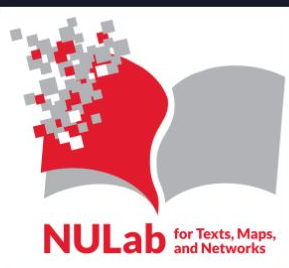
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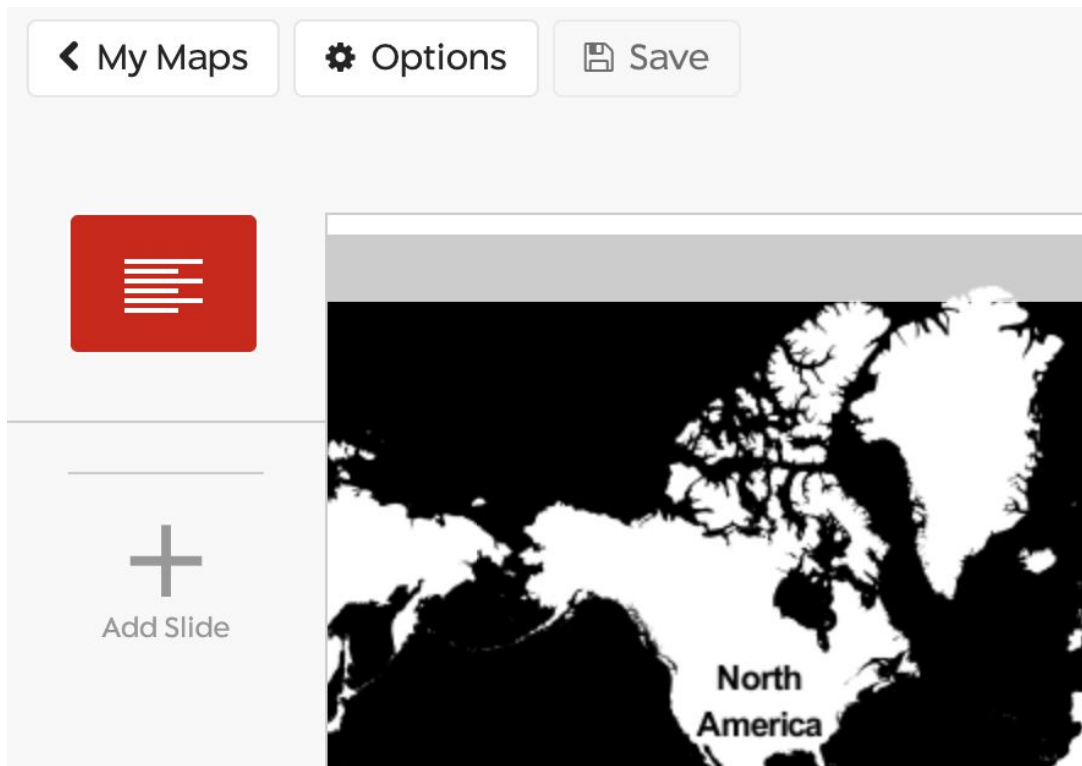


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Exploring the StoryMap screen

In the upper left-hand corner, you will see 3 buttons at the top:

Clicking ‘Save’ will save what you have created thus far. Clicking the button will not bring up another page or menu, and the ‘save’ animation is a little subtle. You can save as much as you need to!



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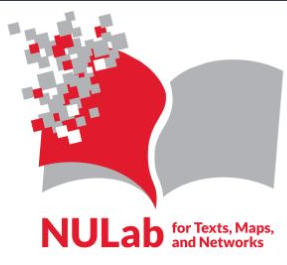
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Exploring the StoryMap screen: Images

If we directly look below the top menu, on the left-hand side, you will see the 'media' section. To add a photo to a slide, click 'Upload an image'. Click this button, and a new window will open. You can now select an image from your computer. You can change this photo at any time by going through the same steps.

Leaflet | Leaflet | Map tiles by Stamen Design, under CC BY 3.0. Data by OpenStreetMap, under CC BY SA. Address search geocoding ge

Media

No Media Selected

or  Upload an Image 

Accepts *HTML*



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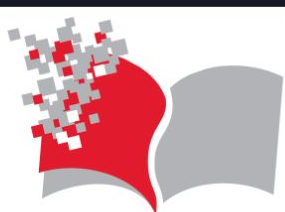
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NULab for Texts, Maps,
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Exploring the StoryMap screen: Images

You can add a credit to the image, such as who took the photo or where the image was first published. This credit will appear in small text beneath the photo in our project. A caption for the image will also appear in small text on our slides.


Leaflet | Leaflet | Map tiles by Stamen Design, under CC BY 3.0. Data by OpenStreetMap, under CC BY SA.

Address search geocoding ge

Media

No Media Selected

URL to your media

or  Upload an Image

Credit

Caption

Accepts *HTML*



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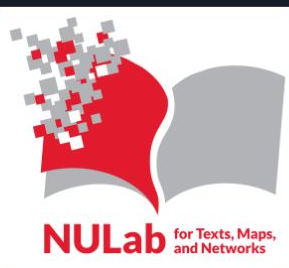
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The slide's image

As you can see, the caption and credit text is quite small. The caption could be used to describe what the image visually looks like, for example, if you choose to give the image a caption at all.

The larger text for our slide will be addressed shortly in this tutorial.

our
caption

our
credit



Google image search

Rusty, the rustiest of all cats



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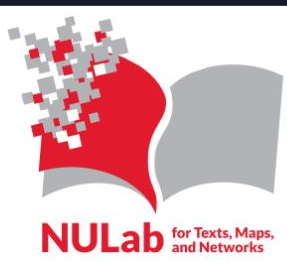
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Exploring the StoryMap screen: Text

If we turn our attention to the bottom right of the screen, we will see some text fields. One reads 'Headline' and the other is blank. This is where we will put the text that tells our image's story.

HEADLINE

B

I

</>



📍 Marker Options

⚙️ Background Options



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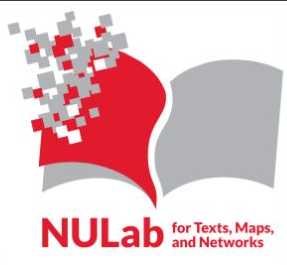
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Exploring the StoryMap screen: Text

In my example – which is about the travels of a person and their cat – I have entered a date and short blurb into the headline section. In the larger text section directly below the headline, I have begun to talk about the event that I described in the headline (in this case, the cat being adopted).

1999 -- RUSTY IS ADOPTED

B *I* `</>` 

In 1999, Josey adopted Rusty after discovering him wandering around Cat Paw Lane, New Hampshire. This began Josey and Rusty's saga, in which the Cat Shack would later be born.



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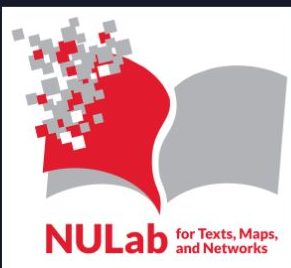
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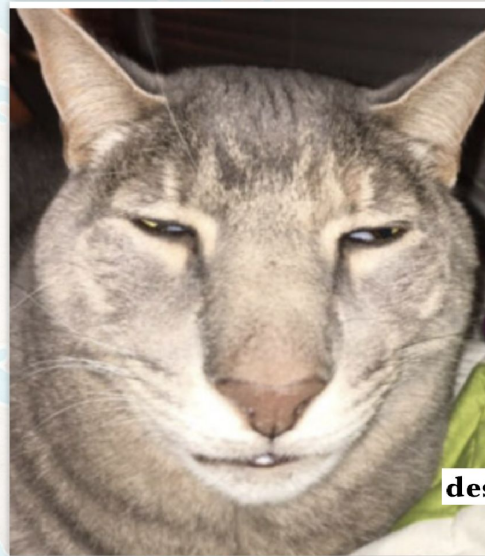


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This is what the preview text and description will look like to people viewing our project.

You can add as much text to the headline and the description as you need, and also **preview** what the slide will look like when live on the Web. We will check out the **preview** option shortly.

headline



description



Rusty, the rustiest of all cats

Google image search

1999 -- RUSTY IS ADOPTED

In 1999, Josey adopted Rusty after discovering him wandering around Cat Paw Lane, New Hampshire. This began Josey and Rusty's saga, in which the Cat Shack would later be born.



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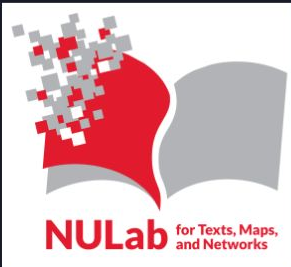
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Exploring the StoryMap screen, continued

Below the headline and description boxes, you will see two more small buttons: Marker Options and Background Options.

Clicking these two buttons are optional and will change how your project looks. We will test out these two options further in this tutorial.

 Marker Options

 Background Options



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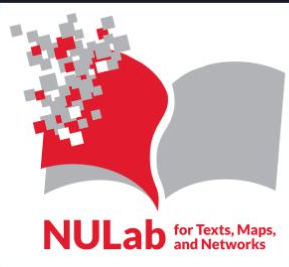
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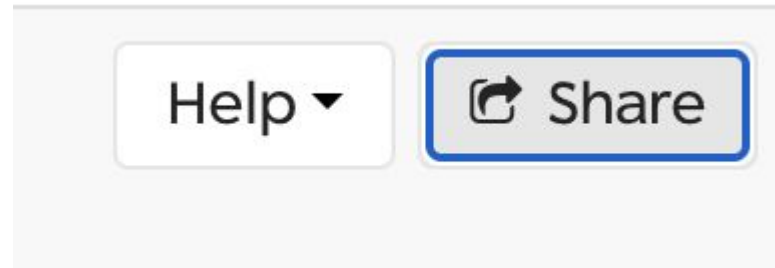


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Exploring the StoryMap screen, continued

In the upper left-hand corner, you will see a Help button and a Share button. Click 'Help' will provide you with some links you can click on if you choose, including a forum where people can ask questions.

Share will be an important button that will allow us to put our project online and allow other people to see it. Sharing our project will be at the end of this tutorial.



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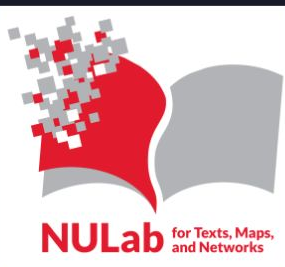
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Exploring the StoryMap screen: Edit/Preview

The last part of the page we need to look at is in the top-center: the Edit and Preview tab. You can freely click between these tabs. 'Edit' is where you will be adding images, text, and geotags, while 'preview' is what your slide will look like on the Web.

Edit

Preview

This is your title slide. The title slide shows all points from your other slides.



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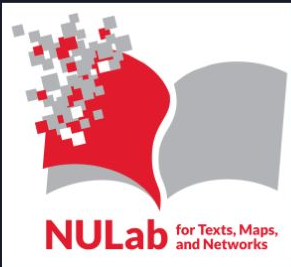
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Making the title slide (slide zero)

Now that we have explored each part of the page, let's make a slide.

Your very first slide is the title slide. This is where you may want to introduce your project. Think of the title slide as like the cover of a book: pick out a picture that represents your project, give it a title, and a brief description. You can also add a background if you want by clicking the 'background options' button below the description text box. The background will only be visible on the title slide and completely optional.

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Media

Media URL: //uploads.knightlab.com/storymaps/f993beac86770

or Upload an Image

Google image search

The one, the only, the Cat Shack

Accepts HTML

THE HISTORY OF JOSEY AND RUSTY'S CAT SHACK

B I </>

A local phenomenon. I swear.

click these areas to add your own text!

-the-his....zip



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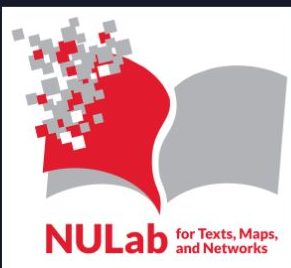
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Adding more slides

Now we need a second slide where we will begin adding content. On the left-hand side, click the plus (+) icon to create a new slide.

1999 -- Rusty ...

Add Slide

Media

1999 -- RUSTY IS ADOPTED

In 1999, [Jasey](#) adopted Rusty from the Rust Bucket Bar on 49th Street. This began [Jasey](#) and Shack would later be born.



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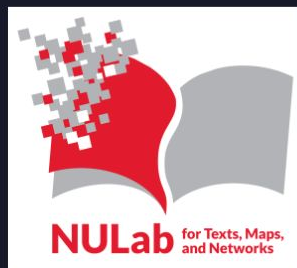
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Adding content to slides

Slide 2 is where your project's story will begin. If your project is about someone's life, you might start with their birth. In my project, I am describing the fictional adventures of a person and her cat. Your project does not have to be linear, like a timeline; StoryMaps is a wonderful tool for documenting space and place.

The screenshot shows the StoryMap editor interface. At the top, there are navigation buttons: 'My Maps', 'Options', 'Save', and 'Publish Changes'. On the right, there are 'Help' and 'Share' options. The main area is a map of New Hampshire with a red location marker. Below the map is a search bar with the text 'Search for a location or enter coordinates like this: lat:42.0507 lon:-87.6739'. Below the search bar is a 'Media' section with a photo of a cat and a text editor. The text editor contains the following text: '1999 -- RUSTY IS ADOPTED' followed by a paragraph: 'In 1999, Josey adopted Rusty after discovering him wandering around Cat Paw Lane, New Hampshire. This began Josey and Rusty's saga, in which the Cat Shack would later be born.' There are also 'Marker Options' and 'Background Options' buttons at the bottom right of the text editor.



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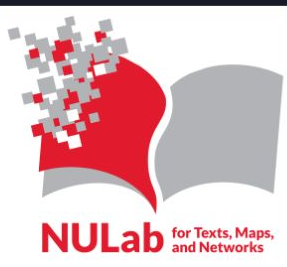
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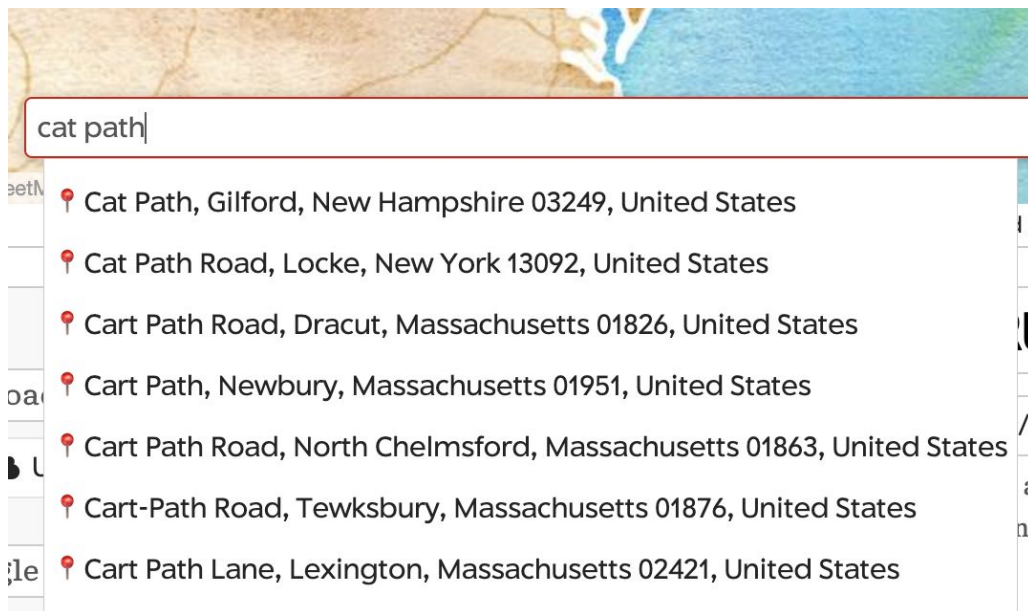
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Adding content to slides – geotags

StoryMaps features a geotagging feature that allows you to associate a place with each slide, each individual person, artifact, place, etc. In my example, the story begins with Rusty the cat being adopted in New Hampshire. I began by typing in ‘Cat Path Lane’ and then selected the address from the menu. This now adds this geotagged location to both this slide and our larger project. Geocoding tags are optional but a useful way for viewers to understand and interact with your story.



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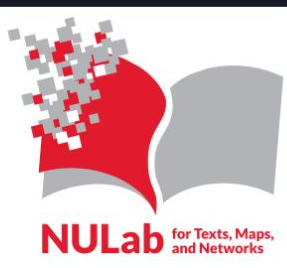
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Adding content to slides (images and text)

Adding images and text is a bit of a review, but that's okay! On each individual slide, we can also upload a picture and fill in other text.

To upload an image for the slide, you will see a button the left that says 'upload an image'. Click this, and a new window will open.

You can now select an image from your computer.

On the right side of the screen, you can input information about the image (the previously mentioned image credit and image caption on the screen's left side and the headline and description on the right side).

Click 'upload an image' to choose from images saved to your computer.

Click in the boxes and start typing to fill them out

Search for a location or enter coordinates like this: lat:42.0507 lon:-87.6739

Address search geocoding generously sponsored by Mapbox.

Media

//uploads.knightlab.com/storymapjs/f993beac88770

or Upload an Image

Google image search

Rusty, the rustiest of all cats

Accepts HTML

1999 -- RUSTY IS ADOPTED

B I </> %

In 1999, Jossey adopted Rusty after discovering him wandering around Cat Paw Lane, New Hampshire. This began Jossey and Rusty's saga, in which the Cat Shack would later be born.

Marker Options Background Options



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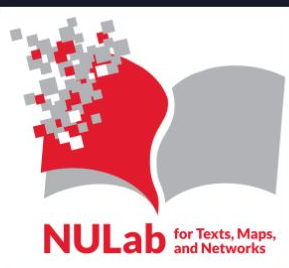
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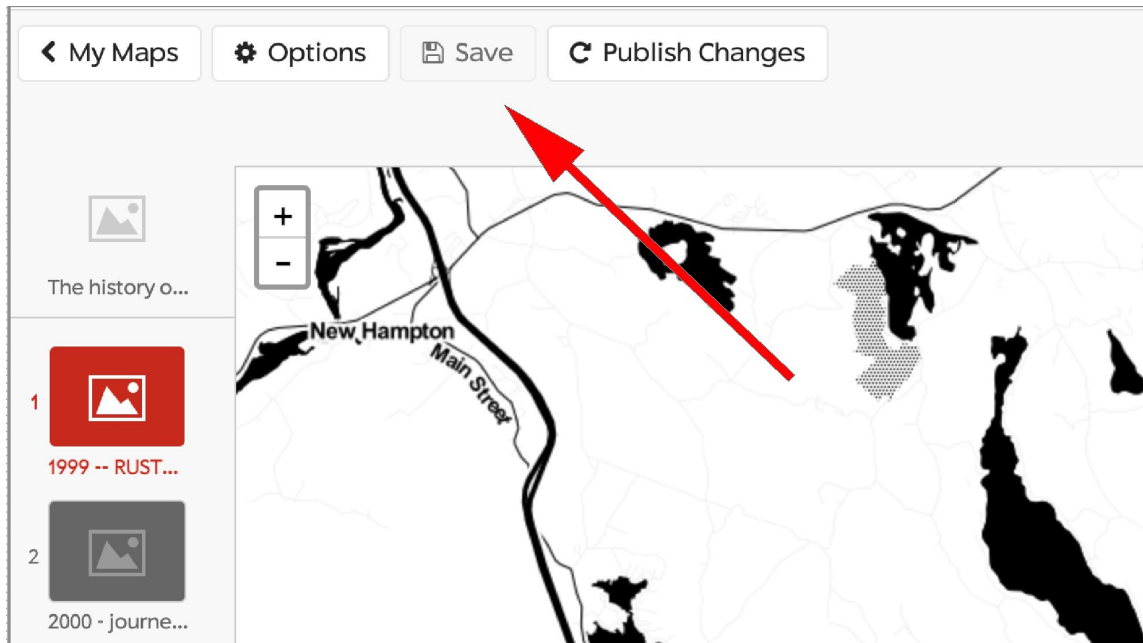
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Saving our work

Let's go ahead and save our work. Navigate to the top left of the screen and click 'save'. You can save at any time, as much as you need.



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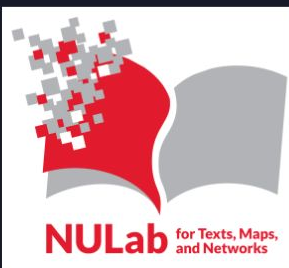
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Adding another slide

Now we will continue making our story by clicking that plus sign in the left-hand menu. StoryMap slides all follow the same structure except for slide zero (your title page/book cover). How much or how little information you want to add to each slide is up to you. Whether you want to add a geolocation tag is also a choice you can make.

My Maps Options Save Publish Changes Help Share

Edit Preview

The history...

- 1 1999 - RUST...
- 2 2000 - journe...
- 3 2000 - Onwa...
- 4 2001 - The fr...

Add Slide

Search for a location or enter coordinates like this: lat:42.0507 lon:-87.6739

Address search geocoding generously sponsored by Mapbox.

Media

[//uploads.knightlab.com/storymapjs/f993beac86770](https://uploads.knightlab.com/storymapjs/f993beac86770)
or Upload an image

Google image search

Cats on an island. A cat island, if you will.

Accepts HTML

2000 - ONWARD TO CAT ISLAND

B I </> %

Disappointed by Cat Hill (there were no cats), Josey and Rusty sailed to Cat Island in the Bahamas. Many cats were laying in the sand wearing sunglasses and generally looking cute. Josey thought to herself, 'how can I make this even cuter?' This is where the Cat Shack originated.

Marker Options Background Options



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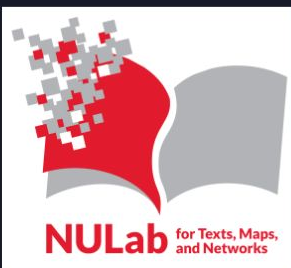
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Previewing our project

What will our slides, and our project in general, actually look like on the Web? To view a preview, look in screen's center, near the top, for the 'preview' tab. Clicking it will show you what the selected slide will look like when you publish it.



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The screenshot shows a web-based mapping application interface. At the top, there are navigation tabs: 'My Maps', 'Options', 'Save', 'Publish Changes', 'Edit', and 'Preview'. A red arrow points to the 'Preview' tab. Below the navigation is a map showing a geographical area with a red location pin. Below the map is a search bar with the text 'Search for a location or enter coordinates like this: lat:42.0507 lon:-87.6739'. Below the search bar is a 'Media' section with an image of a cat in a box and a text area titled '2001 - THE FIRST CAT SHACK'. The text area contains the following text: 'The Cat Shack opened its doors in 2001. Located on Kitty Cat Lane, Ontario, Canada, the storefront consisted of many boxes for cats to hide in and not much more.' Below the text area are 'Marker Options' and 'Background Options' buttons. At the bottom of the page, there is a small text: 'Accepts HTML'.



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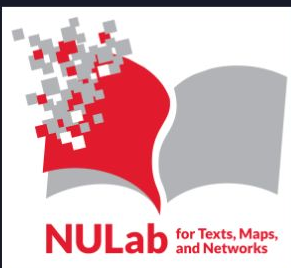
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Previewed slide (example)

The slide below is being previewed; you can see how the text looks, and what your geotagged map looks like as well if you choose to use this feature.

The screenshot shows a StoryMapJS interface. At the top, there are navigation buttons: '< My Maps', 'Options', 'Save', 'Publish Changes', 'Help', and 'Share'. Below these are 'Edit' and 'Preview' tabs. The main area is a map of North America with a red pin in Ontario, Canada. A preview window on the right shows a cat in a cardboard box. The slide title is '2001 - THE FIRST CAT SHACK' and the text describes the opening of the Cat Shack in 2001. The map includes labels for various geographical features like 'Beaufort Sea', 'Baffin Bay', 'Hudson Bay', 'Labrador Sea', 'Gulf of Mexico', 'Caribbean Sea', 'NORTH PACIFIC OCEAN', and 'NORTH ATLANTIC OCEAN'. The map also shows country and state boundaries for Canada, the United States of America, and Mexico.

2001 - THE FIRST CAT SHACK

The Cat Shack opened its doors in 2001. Located on Kitty Cat Lane, Ontario, Canada, the storefront consisted of many boxes for cats to hide in and not much more.



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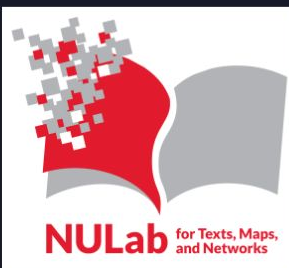
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Previewed slide (example)

To return to editing your slide, click the 'edit' button next to 'preview'. This will take you back to the editing menu.



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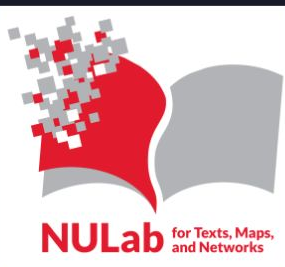
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Previewing the entire project thus far

To preview what our entire StoryMap JS project looks like at any given time, click to the first slide, that **title slide** – it's in **red**. Once you have selected the title slide, click **preview**.

The screenshot shows the StoryMap JS interface. At the top, there are navigation options: 'My Maps', 'Options', 'Save', and 'Publish Changes'. Below these are 'Edit' and 'Preview' buttons. A red arrow points to the 'Preview' button. On the left, a vertical list of slides is shown, with the first slide, 'The History o...', highlighted in red. A red arrow points to this slide. The main map area displays a world map with several red location markers. Below the map, there is a 'Media' section with a video player and a text editor. The text editor contains the title 'THE HISTORY OF JOSEY AND RUSTY'S CAT SHACK' and the text 'A local phenomenon. I swear.'



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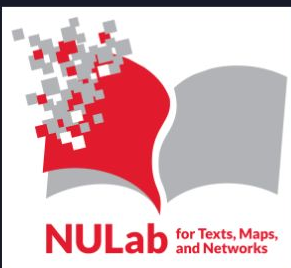
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Previewing the entire project thus far: navigation

To navigate through your preview project's pages, click the arrow on the right part of the screen, or click the red 'start exploring' button.

The screenshot displays a StoryMapJS interface. On the left, there is a sidebar with a 'Map Overview' section and a list of slides. The main area shows a world map with several location markers. On the right, a slide is visible with the title 'THE HISTORY OF JOSEY AND RUSTY'S CAT SHACK' and a red 'Start Exploring' button. A red arrow points to the right arrow navigation button on the slide.

My Maps Options Save Publish Changes Help Share

Edit Preview

Map Overview Back To Beginning

The history of...

1 1999 - RUS...

2 2000 - Journe...

3 2000 - Onwa...

4 2001 - The fr...

+ Add Slide

Map Overview Back To Beginning

Merion Bay Labrador Sea

Canada United States of America Mexico Gulf of Mexico Caribbean Sea Cuba Dom. Rep. Haiti Ec. C.R. Ven. Guy Fr. Gu. Peru Brazil Chile Para. Arg. Bol. Ur.

NORTH ATLANTIC OCEAN SOUTH ATLANTIC OCEAN

W. Sah. Maur. Mali Niger Chad C.A.R. Camer. E. Gu. Congo Dem. Rep. Lib. C. Iv. Benin Nig. Burkina Faso

Port. Meditteranean Sea Tun. Libya Algeria Morocco

UK Neth. Bel. Ger. Pol. Den. Swe. Nor. Fr. Switz. Aus. Bos. Alb. Gre. Italy

Google Image search

The one, the only, the Cat Shack

THE HISTORY OF JOSEY AND RUSTY'S CAT SHACK

A local phenomenon, I swear.

Start Exploring



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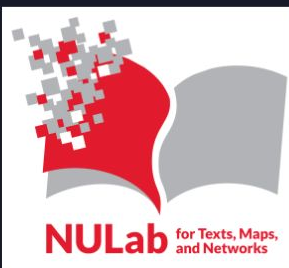
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Previewing the entire project thus far: navigation

Clicking 'start exploring' or the arrow will bring us to our first slide in our project!
Using the arrows on each side of the screen, you can go back-and-forth between slides like pages in a book.

My Maps Options Save Publish Changes Help Share

Map Overview Back To Beginning Edit Preview

The History...

- 1999 -- RUSTY...
- 2000 - Journe...
- 2000 - Orwa...
- 2001 - The fir...

Add Slide

1999 -- RUSTY IS ADOPTED

In 1999, Josey adopted Rusty after discovering him wandering around Cat Paw Lane, New Hampshire. This began Josey and Rusty's saga, in which the Cat Shack would later be born.



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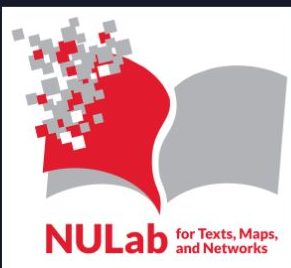
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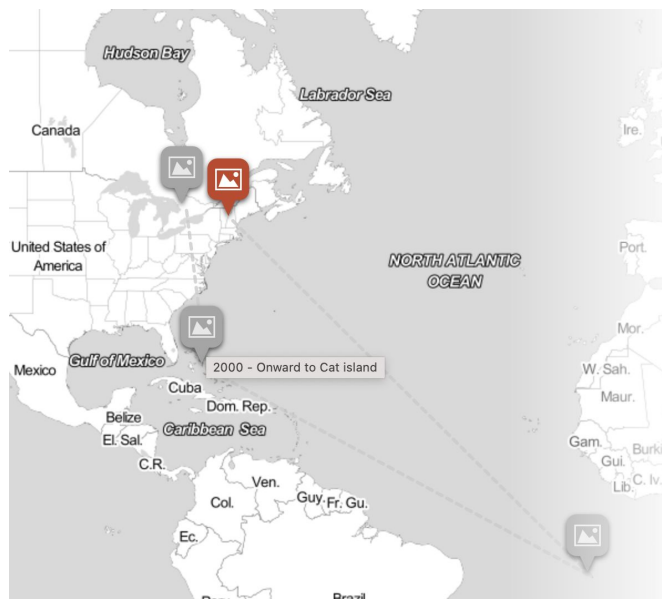
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Previewing the entire project thus far: navigation

However, you do not have to use the buttons to flip through the project like a book. You and viewers can click the geotag bubbles on the map to be brought to the slides associated with each tag. This is another interesting way StoryMap JS structures and presents your information.



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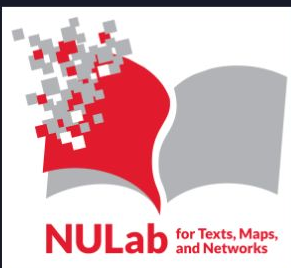
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Some optional choices

By the save button, in the upper left, you can click the 'options' button. This feature is completely optional, but you can alter how your StoryMaps project looks by using Options.

The screenshot shows the StoryMaps interface. At the top, there is a navigation bar with four buttons: 'My Maps', 'Options', 'Save', and 'Publish Changes'. A red arrow points to the 'Options' button. Below the navigation bar, there is a red square icon with a white map icon and the text 'The history o...'. To the right of this is a grey bar with the text 'This is your title slide'. Below the navigation bar, there is a large map of the world with labels for 'North America', 'Europe', 'Asia', 'Africa', 'South America', and 'Australia'. On the left side of the map, there is a vertical list of three items, each with a grey square icon and a title: '1 1999 -- RUST...', '2 2000 - journe...', and '3 2000 - Orwa...'. On the right side of the map, there is a red square icon with a white map icon.



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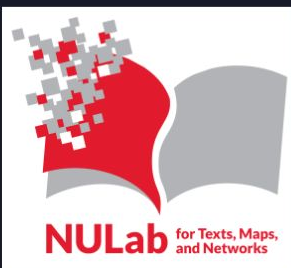
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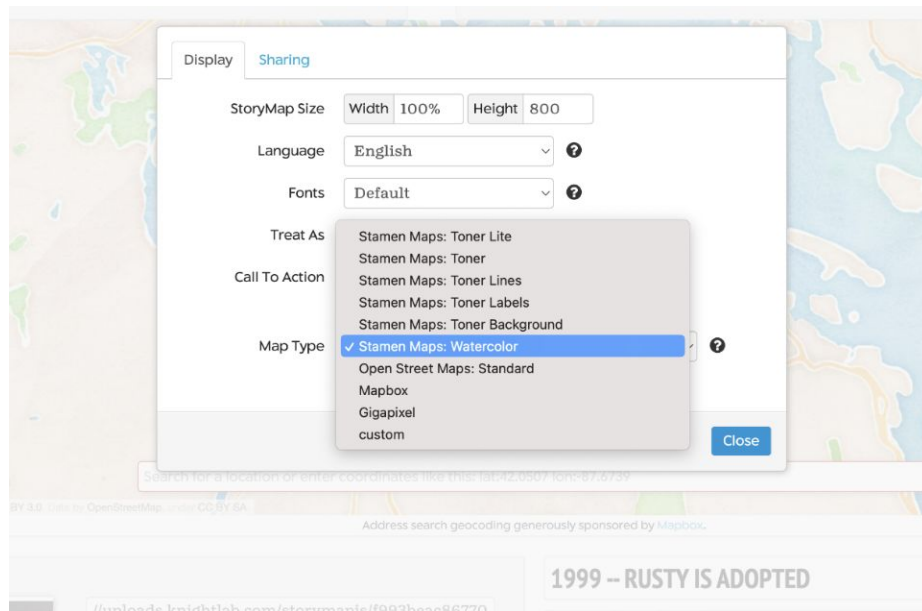
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Some optional choices: what are they?

For the intents of this tutorial, the only real option you may want to experiment with is the map type, which will change how the map looks, fonts, and language if you want to change the language from English. Most of the time, you do not need to modify the StoryMap size or other the options.



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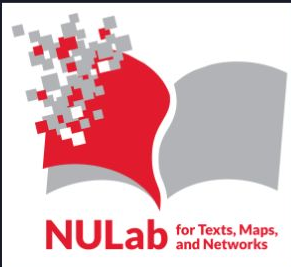
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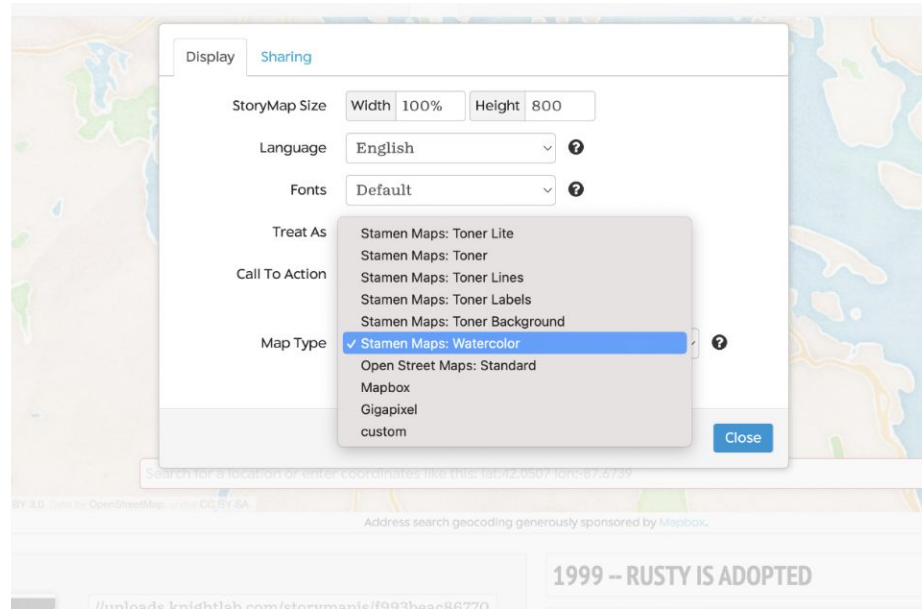
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Some optional choices: what are they?

To change the font or language, click the word 'English' or 'Default'; this will present you with a list of options to pick from. You can always change the font or language back by clicking on the menu again. The background map can also be altered: if you click on the map options, you can select from a list. Any of these options will change how your map looks.



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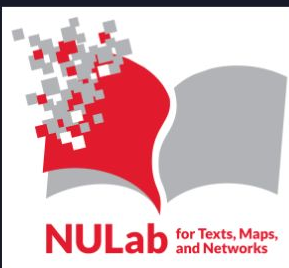
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Some optional choices: what are they?


Now the map looks different: instead of a black-and-white map, we have a watercolor-style map! If you dislike how the map looks, return to the options menu (in the top left) and select from the map list again. This is the easiest way to preview your options for different maps.

Search for a location or enter coordinates like this: lat:42.0507 lon:-87.6739

Address search geocoding generously sponsored by Mapbox.

Media


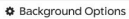


or  Upload an Image

1999 - RUSTY IS ADOPTED

B I </> 🔗

In 1999, Josey adopted Rusty after discovering him wandering around Cat Paw Lane, New Hampshire. This began Josey and Rusty's saga, in which the Cat Shack would later be born.



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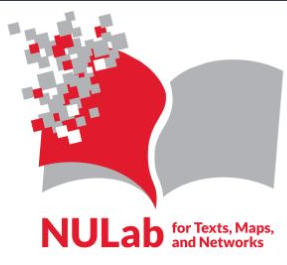
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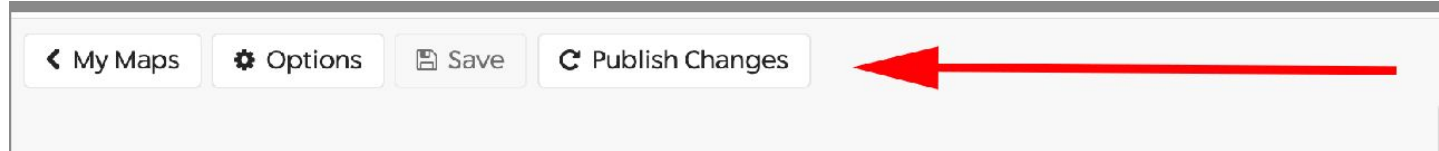
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Publishing our StoryMap and getting it online

If you are ready to share your StoryMap with the world, let's first begin by **Publishing Changes**. This button is located at the top of the screen next to the 'save' button.



'Publish changes' is not the same as saving; when we publish changes, we are



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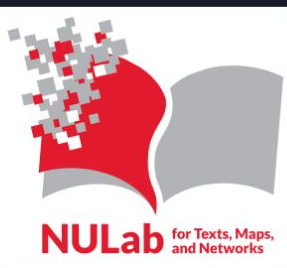
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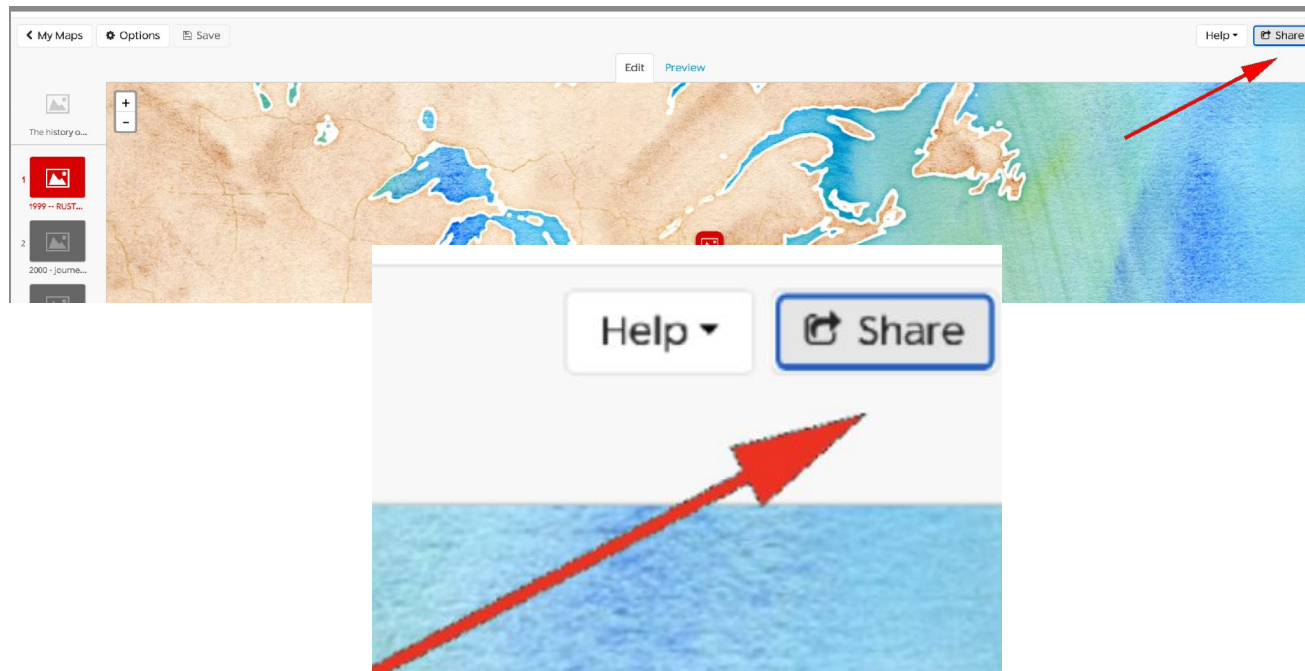
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Publishing our StoryMap and getting it online

If you are ready to share your StoryMap with the world, look on your screen's top left, in the far corner, for a button that says 'Share'. It will be located next to 'help'.



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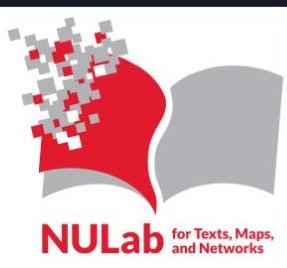
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Publishing our StoryMap and getting it online

When you click the 'share' button, you will see several options in this new window. We are going to cover each, starting from the top to the bottom.

Link: Copying the text in this box provides you with the URL (web address) your unique Storymap is located at. You can link to your StoryMap using HTML on your webpage.

The code is:

```
<a href="link text">Your Text</a>
```

This is optional.

The social media buttons (the Twitter, Facebook, Google+, and Reddit icons) will post a link to your StoryMap if you click the icon and post to your social media account. This is optional.

Share This StoryMap

Link

Social



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

Close



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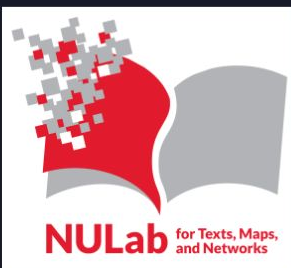
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Publishing our StoryMap and getting it online





When you click the 'share' button, you will see several options in this new window. We are going to cover each, starting from the top to the bottom.


Description: You can create a description as brief or as long as you want; this text will show up if you choose to share the link via the social media buttons. Optional.

Featured Image: If you choose to post your link to social media through this prompt, you can add an image that will accompany the text. You will need to choose an image from your computer just like how you added images to your StoryMap slides.

Share This StoryMap

Link Social


   

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



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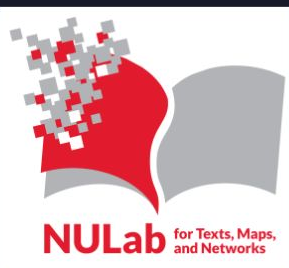
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Publishing our StoryMap and getting it online

As we scroll down the window, you will see a large text block under the 'Embed'. If you copy this text and put it on a blank .html file hosted on your website, the StoryMap will appear attached to your domain name.

A step-by-step process on how to do this is covered in our Reclaim Hosting Tutorial.



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Share This StoryMap

Embed

```
<iframe  
src="https://uploads.knightlab.com/storymapjs/f993beac86770c  
cb4507f0bcc42136c9/the-history-of-joseys-cat-  
shack/draft.html" frameborder="0" width="100%" height="800">  
</iframe>
```

Width 100% Height 800

Export

Downloading this package allows you to import your StoryMap into another user's account, or host it on your own server.

Download packaged StoryMap

Close

Address search geocoding generously sponsored by Mapbox.



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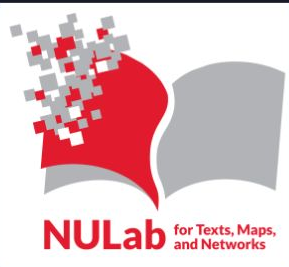
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StoryMap JS: In Conclusion

StoryMap JS is a great way to visually and textually illustrate a story, idea, or journey. Its strength lies in its geocoding abilities and how easy the program is for viewers to navigate and interact with.

Customization consists of adding your own images, text, and changing some details on the interface. The entire creating process takes place online in the browser.

StoryMap JS is overall a fun and useful program that can be added to a website in order to enrich viewers' understanding of your project.



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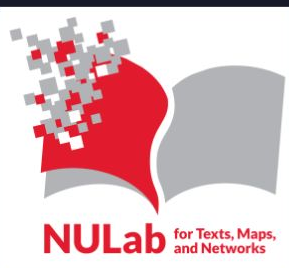
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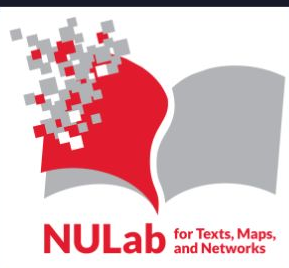
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**Thank you so much
for participating!**

**We hope you enjoyed
this tutorial and presentation!**



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