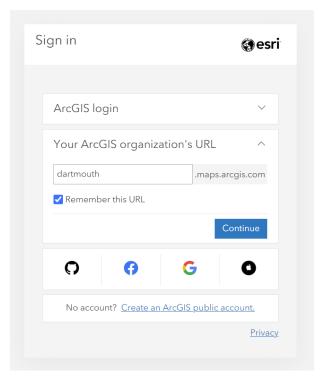
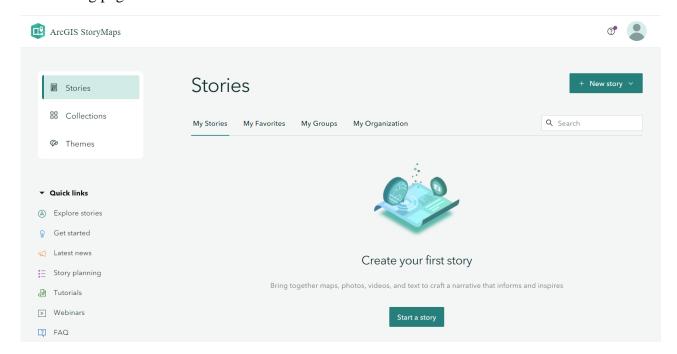
StoryMap Tutorial

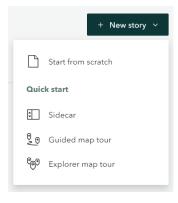
1. Create and Design a StoryMap

In a web browser, go to <u>storymaps.arcgis.com</u>. If you are not automatically signed in, log in at the upper right corner. You will be taken to a page that looks like below- expand the 'Your ArcGIS organization's URL' and type in 'dartmouth':



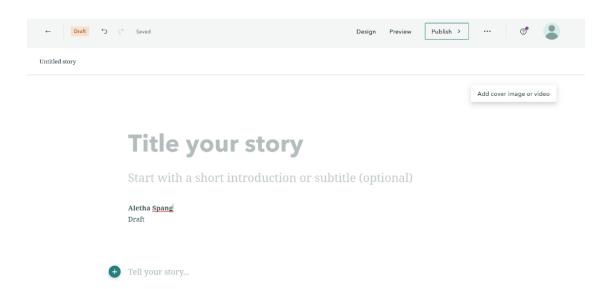
The landing page should look similar to below:



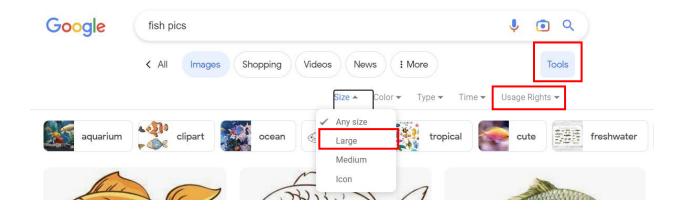


Click on 'New Story' at the upper right to see a dropdown list of options. There are multiple formats available for StoryMaps: you can use a pre-existing template like Sidecar, or can start a new story map from scratch. For now, click on Start from scratch (though you can experiment on your own).

The starting block to your story will look similar to below. You can give your StoryMap a title and subtitle (try to make the title relatively catchy/interesting so people will want to click on it). You may also want to update your name.



Add a cover image/video to the StoryMap. Use Google Images to search for appropriate images/videos that match your theme. If searching for an image, click on Tools underneath the Google search bar and change the size to Large (prevents blurriness). Depending on the StoryMap's purpose, you might also set Usage Rights to 'Creative Commons licenses' just to be safe.





Download your photo(s), then click on 'Add cover image or video' and upload the photo (or paste in a video link). Once uploaded, you can click on the little gear icon to adjust the image's display, etc.

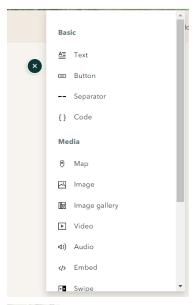


You can change the layout of the StoryMap by clicking on Design tab in the upper header. The orientation of the cover can be adjusted, or you can add a Navigation or Credit section. You can also change the theme, which will update

colors and typography. If you want more control over the theme, you can Browse themes, and create a new custom theme yourself.

To get inspiration from other maps, you can view examples from the ArcGIS StoryMaps gallery: https://doc.arcgis.com/en/arcgis-storymaps/gallery/

2. Add Content to the StoryMap



Start adding elements to the story map by clicking the plus icon next to 'Tell your story'. Here, you have options to add different types of media (text, images, maps, audio, video, etc.).

Think about your StoryMap as an actual story. You will want to introduce your topic and make it interesting to the audience. It can be helpful to separate the StoryMap into multiple themed sections. People typically don't want to read long chunks of text, so you can break things up by adding images, videos, audio, or interactive maps throughout.

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Options

Map configuration

Overview map (i)

Allow map navigation ①
Search ①

Current location (i)

Keep legend open (i)

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When adding a web map to the StoryMap (click plus button → Map), you can choose the vector/raster map from your content, then in the 'Adjust map appearance' window, can turn on the legend by clicking on the gear icon.

You can choose whether to keep the legend always open, or to only open by hovering your cursor over the legend icon at the

bottom left.

After placing the map, hover your cursor over the top middle of it until you see a toolbar appear (below). You can adjust the amount of space the map takes up on the page, or how it is oriented.



If you want a more immersive map, click on the plus button and scroll all the way to the bottom for different immersive options. Hovering your cursor over them (without clicking) will give a

preview. 'Slideshow' will create separate slides the user needs to click through, while 'Sidecar' will add a series of narrative boxes over a		Immersive	
map/image that the user can scroll between.		t[]1	Slideshow
You could also add maps side by side to easily compare them. To do this,		;	Sidecar
- Swipe	click on the plus button, then Swipe. This will	90	Map tour
	insert a template for maps/images separated by a		
slider. You can select different maps for each side: maybe the same			
location showing different data layers, or similar data in different locations.			

Context maps can also be useful within a StoryMap to show users where your study area is located. If you want to add one, you can add a new map element, then click on 'New express map' at the top right of the Add a map page. Here you can quickly draw features on top of a basemap by clicking on one of the options in the drawing toolbar at top.

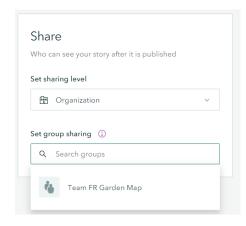


You might want to use a point to present the study area, then zoom into the location on the map and click to place it. You could also add a text annotation to label it by clicking on the T, then clicking once near the existing point. You can change the basemap style by clicking on the gear icon, then basemap at the bottom of the pane.

Feel free to be as creative with your StoryMap as you would like. You can add additional pictures, videos, etc. Make sure that it flows like a story and is readable and interesting to your audience. Double-check for spelling, grammar, etc.

To preview how your StoryMap will look to users, click on the 'Preview' button (will have to go back in the web browser to get out of it, but your story should auto-save).

3. Publish the StoryMap



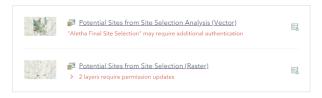
When finished, click on the Publish button on top. If you need to, you can change how your map will look to the public (the "story card"). Set the sharing level to Organization to make sure that other users at Dartmouth will be able to see (if you ever want to share a StoryMap with a potential employer, set this to 'Public').

Make sure to set the group sharing to be your class group. If you are making a StoryMap for a group project, you will want to change the group sharing to be your project group instead.

You may get the following warning message. This will happen if your map data layers are shared at an organizational level, requiring people to sign in with Dartmouth netIDs in order to view. Click 'Yes, publish anyway' or yes to allow sharing permissions.



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?



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

Return to builder Yes, publish anyway