# Storymap Assignment Template

The goal of this assignment is to explore how we might combine narrative and geography to tell a story. To do this, we will use a tool developed by Northwestern's Knight Lab, Storymap.js. Storymap.js involves arranging a series of slides in a particular order, and associating the slide with a particular place. The instructions can be a bit complicated, and you might hit some snags and difficulties. Fear not! The goal is to experiment and practice. All the while, think about how any difficulties raise questions for you about what it means to apply digital technologies to humanities questions of time and space.

Storymap Requirements

1. Your completed Storymap should include at least 6 slides.
2. Your Storymap should include at least one of each of the following multimedia types: video, static image, gif
3. Your completed Storymap should include at least 1000 words, but no more than 1500 words.

Using Storymap JS

1. Go to Storymap JS (https://storymap.knightlab.com/) and review the website.
2. Click the green “Make a Storymap now” button. Follow the instructions to create points on the map from your Timeline elements.
3. When your map is complete (or even before it is finished), click on the Share button and scroll down.
4. Cut the Embed code from the window. You can share that piece of code with anyone.

 Cal Murgu, Brock University