

Intro to ArcGIS Online and Story Maps

HIEU 3501-002

SCHOLARS' LAB

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Links

Class Page

<http://guides.lib.virginia.edu/gis>

Click **Teaching Resources > Fall 2021 Courses**

ArcGIS Online

<https://uvalibrary.maps.arcgis.com/>

ArcGIS StoryMaps

<https://storymaps.arcgis.com>

Create or Login to ArcGIS Online Account

Go to: <https://uvalibrary.maps.arcgis.com/>

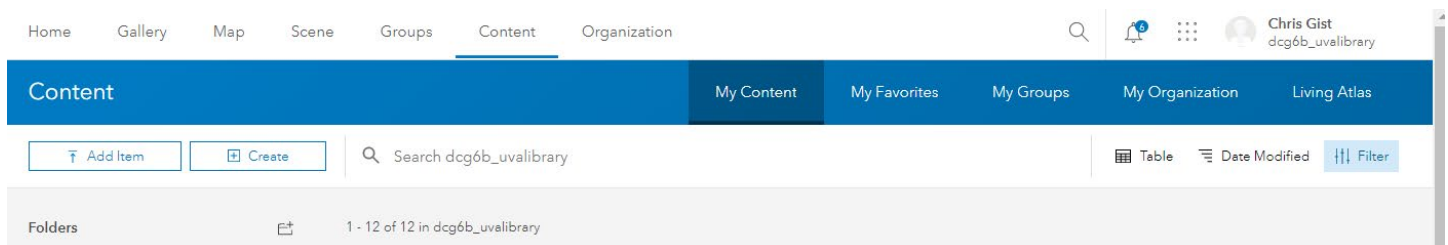
- Click **Sign In**
- Click **University of Virginia**
- Sign in using your NetBadge credentials.

UNIVERSITY OF VIRGINIA

NOTE: If this is your first time logging in, an ArcGIS Online account is automatically created. Continue to use the above instructions to login to your account.

Explore ArcGIS Online

1. The **Content** tab is where all your materials live.
2. The **Groups** tab lists all the groups in which you have membership.
3. The **Map** tab is where you do your work.



Setting Up Your Workspace

1. Click on the **Map** tab. If a dialogue pops-up for New Map Viewer, click **Not Right Now**.
2. Click the **Add** button and select **Search for Layers**.
3. Select **My Organization** from the pull-down. Enter “Jack the Ripper” in the search bar and click enter.
4. Add the “**Jack the Ripper-Canonical Five**” layer to the map with the Plus Sign button. When finished, click the back arrow at the top of dialog box.
5. Click on the **Content** tab in the Details pane to see the added layer.

Here is a list of the layers in your map. These layers can be made visible/invisible with the check box, renamed, and reordered.

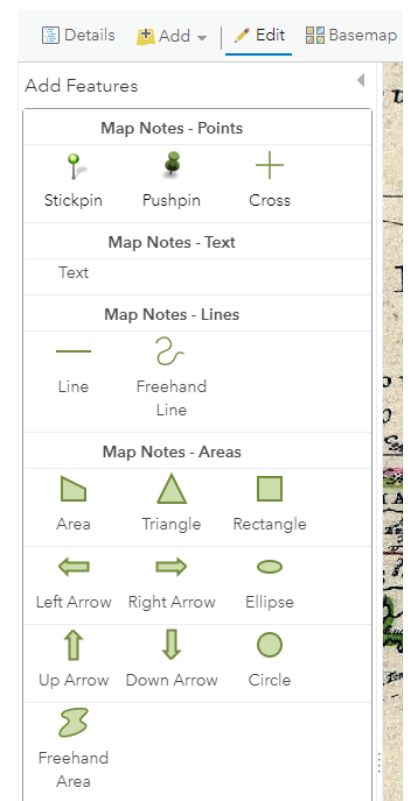
6. Save the map by clicking **Save > Save As**. Give the map a meaningful name that will make it discoverable to you and potentially others.

ArcGIS Online requires that at least one tag be applied to saved items, though you can assign as many as you want. Tags are user-specific, but help others find your items. In our case, it might be useful to apply a “HIEU 3501” tag.

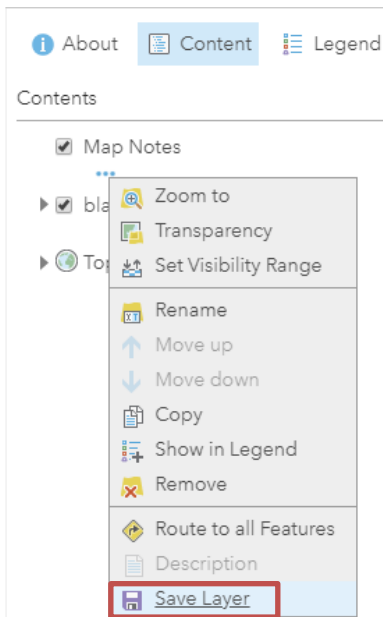
Adding Features

We’ve created a map, now, we want to create our own spatial data. The easiest way to do this is with Map Notes.

1. Add a Map Notes layer by clicking **Add > Add Map Notes**. Give your Map Notes a meaningful name. Like the map, it would be useful to include your name or computing ID in the title. Leave the Template as **Map Notes** and click **Create**.
2. You should now have the **Edit** pane open. If not, click the **Edit** button.
3. Choose a feature type (point, line, area, or text) and a symbol, and begin creating data. If you don’t like the symbols you see, don’t worry, you can change that after you’ve created your feature.
4. When you’re done drawing a feature, click the **Close** button.



Your Map Notes layer currently only “lives” in your map. Let’s save it as a layer in your Content so that it can be used in other maps and shared with collaborators.



Close the edit pane by clicking the arrow on the top right or clicking the **Edit** button.

5. In your map Content, hover over the Map Notes layer, click the ellipses below the layer title, and click **Save Layer**. Be sure to include some meaningful tags, including the class name, “HIEU 3501”.

6. To continue adding features, click the **Edit** button.



7. Be sure to save your map often by clicking the **Save** button.

Content and Sharing

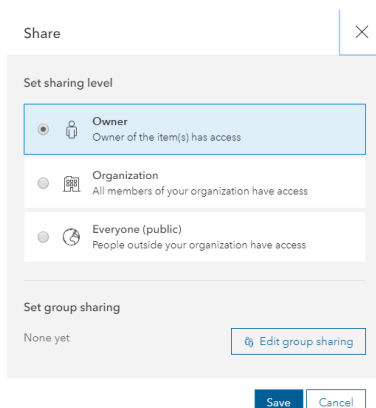
1. Click the **Home** pulldown in the top left corner of the page and select **Content**.

Here you will see all your items, including the map and layer you just created. Each item has details and settings that can be accessed by clicking the item title. Here, we can also change the sharing settings of our items to change who can view and access them.

Notice the person icon. That means that only you can access an item.

Title			Modified
PAVS 4500 4	Web Map		Jan 16, 2020
Map Notes	Feature Layer		Jan 16, 2020

2. Click the person icon.



Here, we have the option to share the item with the Organization (UVA), Everyone - which makes the item public - and below that, we can share with groups.

Groups are useful for sharing work and collaborating. As you work through your projects, you can create your own collaboration groups. The option to create a Shared Update group, which allows group members to update group items, **must be checked at group creation** and requires

specific permissions. We try to apply those permissions to all users, but if you don't see the option below, please contact us before creating the group as it cannot be changed once the group is created.

Group designations

Shared update

Items in this group will be editable by all members of this group. ⓘ
Membership is limited to your organization and all your collaborating organizations.



Once a group is created, items can be shared with that group. As a final note, keep in mind that sharing must be consistent for users to see items. Let's say you have a map with two layers that you want to share with a group. For users of that group to properly view the map and its layers, everything, the map and the layers, must be shared with the group.

Create Your Story

StoryMaps is a single application builder that is constructed with block elements you add to your story.

1. Open a new browser tab and navigate to <https://storymaps.arcgis.com>
2. Click **Start a story** on the StoryMaps page to begin.
3. Click **Design**.



Create your first story

Bring together maps, photos, videos, and text to craft a narrative that informs and inspires

Start a story

Before we configure our cover, let's look at some of the limited design options. Here we can choose our cover layout, turn sections on/off, choose a theme and font, and add a logo. We also have the option to create our own theme.

4. Close the Design pane.
5. We'll start by configuring our cover. Type "Jack the Ripper" into the title. Feel free to enter a subtitle or introduction.
6. Open a new browser tab and do an image search for "Jack the Ripper". Find an image you like and right click to save it.
7. Go back to your Story Map and click **Add Cover Image or Video**.

Notice that the Cover section doesn't allow you to paste a link to an image. This means that you'll have to save your image to your computer before you can add it to the cover. This is the only section with this restriction.

Adding Content

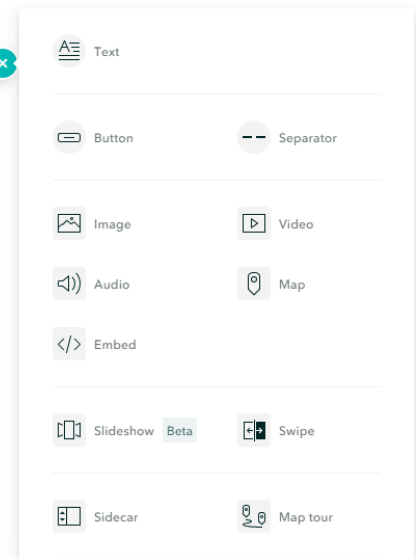
+ Tell your story...

Add content block

Once you've configured your Cover, you can scroll down and begin to add content. You can begin typing into the text block directly or click the plus sign

to choose from other block styles.

Clicking the plus button will open the Block Palette. From here, you can choose the block elements you want to use in your story. There is no right way to create a Story Map. Feel free to get creative with the block elements.



8. Click the plus sign and click **Text**.
9. Enter a quote related to Jack the Ripper. Feel free to get creative here. Highlight the text and click the **Quote** format.
10. Click the plus sign below your quote and click **Separator**.
11. Open a new tab and navigate to the Jack the Ripper Wikipedia page. Copy the URL.
12. Click the plus sign below the separator and click **Button**. Enter “Jack the Ripper Wiki Page” into the button text and paste the URL into the box below.
13. To test your button, click **Preview** at the top of the page. Click your button to make sure it works. Close the newly opened tab click the “X” in the bottom right to go back to your story.

Instead of a button linking to an external site, let's embed the page into our story.

14. Click the plus sign under your button and click **Embed**. Paste the Jack the Ripper Wikipedia link into the box and click **Save**. Notice the embed settings. Feel free to play with these settings.
15. Click the plus sign under the embed and click **Map**. Choose the map you just saved, then click **Place map**.
16. Change the text under the map to “Jack the Ripper Map”.

We're not going to go through all the content blocks today, but we strongly encourage you to explore the different blocks and options. Only you know how your story should function and behave. The best way to get comfortable with the interface and options is dive in!

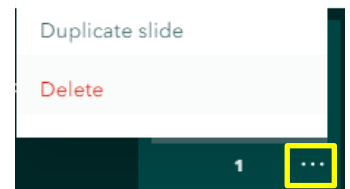
Sidcar

There are three Immersive elements in StoryMaps. Each has some unique functionality, but there is some crossover in their capabilities. We're going to use Sidcar today. We don't have time to cover all the elements, but feel free to try each one to get familiar with them.

1. Click the plus sign under the embed block and click **Sidecar**.
2. Feel free to read through the short tutorial or click **Skip**.
3. Click **Add media > Add map**.

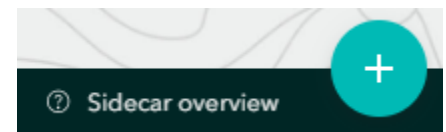
I'm suggesting you use a map I've created because it has extent bookmarks that make it easier to find the suggested locations, but feel free to use your map instead.

4. Click **My Organization** and enter "jack the ripper" in the search. Click the **Jack the Ripper Map**. Keep all the current settings and click **Place Map**.
5. Enter some text about Jack in the **Continue your story...** box in the side panel.
6. Click the three dots on your existing slide and click **Duplicate slide**.
7. Click the new slide and hover over the map. Click the pen icon to Edit the map
8. Use the bookmarks to zoom in to the point for Mary Ann Nichols. Turn off the visibility of **1882 Reynolds Map** and turn on the visibility of the Modern Antique Basemap by clicking the eye next to the layers. Click **Place map**.
9. Replace the duplicated text in the Side Panel with something appropriate for this location.
10. Click the plus sign under the text in the side panel and click **Map action**. Enter "Annie Chapman" into the map action box.
11. Click the edit pen above the Map Action. Use the Bookmarks pane to zoom in to the Annie Chapman point. Click **Save action**.



Map Actions can be used to change the visible layers and zoom of the map in the slide. The content of the main stage can't currently be changed with this element.

12. Click the **New Slide** button on the bottom right to add a new slide.
13. Click **Add embed**. Paste the Jack the Ripper Wikipedia link into the box and click **Save**.



Publish your story

Your StoryMap is not visible until it has been published, regardless of the sharing status. In addition, changes you make to your StoryMap will not be visible to other users until those changes have been published.

1. Click **Publish** to publish the current state of your Story. If it's the first-time publishing the StoryMap, it will prompt you to set the sharing status. The sharing status can be changed at any time.
2. Click the three dots at the top > **Edit Story** to continue editing your StoryMap.