Title: Using Maps in Scholarship and Creative Projects: Integrating ArcGIS Online, Story Map Apps and Story Map Journals

Description:
Scholarship and creative projects in environmental humanities may be enhanced by using mapping technology. This ESRI-supported, hands-on workshop will teach participants how to integrate cutting-edge geospatial technology to tell a story about place (spatial) and introduce new techniques to visualize changes over time using spyglass and swipe technology. **No prior knowledge of GIS technology is needed.** Participants will use ArcGIS Online and the Internet to acquire map data, visualize it, and then use Story Maps or Map Journals and associated Applications to present a story about place integrating visualized data, text, video, images and links to urls. Each participant will submit sample text, images, and video to a shared Google Drive prior to the workshop with the goal of producing a map story or journal using ESRI templates by the end of the workshop. Participants should bring a laptop, chromebook, and/or tablet to the workshop.

The four-hour workshop schedule is as follows:
Hour 1 - Introduction to Geospatial Technology in Environmental Humanities.
Participants will present in 2-minute introductions (who they are, experience level in geospatial technology, project they are working on during the workshop, and how they hope to use this technology either in their work or integrating it into their courses). An introduction to geospatial technology will be presented by the Workshop Leaders and ESRI.
Hour 2 - Introduction to ArcGIS Online - Visualizing Map Data Using Online Resources.
Participants will be given temporary ArcGIS Online accounts for the workshop; **however, participants should inquire whether their institutions already have licenses with ESRI so their work can be transferred to their own accounts before the end of the workshop.** Participants will use their submitted materials or collect spatial data using the Living Atlas and Web to create a map. Participants will create a map related to either their uploaded content in the Google Drive, a new idea, or may design a map related to the theme of the Conference.
Hour 3 - Story Maps and Map Journals - How to Integrate Project Text, Photos, Video into a Story Map or a Map Journal.
Workshop Leaders will introduce Story Maps and Map Journals and instruct participants on how to setup and use the tools within the Applications.
Hour 4 - Survey 1-2-3 will be demonstrated as a useful integrative tool for Map Journals.
Workshop Leaders will demonstrate the Survey 1-2-3 App. Participants will work on their story maps or map journals during this time frame.
Closing Remarks and Feedback.
Participants will complete a brief Workshop Evaluation Survey. Data will be shared with both ASLE and ESRI by opening Story Maps and Map Journals to the public. Workshop Leaders will assist those transferring their work to their Institutional Accounts using ArcGIS Online Assistant. While not confirmed, we believe an ESRI expert will host a book fair table throughout the conference with educational materials, resources, and ESRI Press books for sale.

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Co-Leaders:

Maria Brown, GISP is a Lecturer in the Sustainability Studies Program at Stony Brook University and has been a Spatial Analyst for over 20 years as a Conservation Biologist. Her recent work, acting as the Geospatial PI for the IUCN Bat Specialist Working Group, involves working on the mapping for the redistribution of Old World Bats. Additionally, she has been resolving geospatial data issues in association with the American Museum of Natural History for the reclassification of bat taxon based on genetic findings and reclassifying spatial data. For the past four years Maria has been collaborating with Brookhaven National Laboratory and the New York State Pine Barrens Commission to train over 400 teachers in ArcGSI Online, Story Maps and Survey 1-2-3 to streamline data collection and spatial analytics for the Day in the Life of the River Program where over 44 school districts (K-12) and 3000 students participate each year to collect a snapshot of the biological and chemical footprint for Long Island's local creeks and rivers.

David Taylor is an Assistant Professor of Sustainability and Advisor of the Environmental Humanities Major at Stony Brook University. His current book project about Cuban arts, community, and environmental engagement borrows heavily from story-mapping technology and his five-year collaboration with the Department of Geography, University of Havana, and the Antonio Núñez Jiménez Foundation for Nature and Humans. His writing crosses disciplinary boundaries and genres—scholarship and science/technical writing, poetry, and creative non-fiction; however, at the core of his work always is the concern for environmental sustainability and community.

Anticipated Technology Professional: Joseph Kerski, ESRI