

WOH 3244 / EUH 4033

Fall 2020

DIGITAL ARCHIVE EXHIBIT PROJECT

Professor Terrence G. Peterson

Department of History, Florida International University

Description

As part of our effort to put history and popular memory in dialogue in this course, we explore digital archives on the war and use them to build a digital exhibit aimed at the public. Through this project, you will learn how read and interpret archival collections, as well as how to use the information you find to construct a story about the documents for the public. This is a group project, which you will complete in groups of four.

To create these digital displays, we will use a piece of software called [ArcGIS StoryMaps](#). The program is fairly intuitive, and students will get training and assistance from the [FIU GIS Center](#).

The project involves multiple distinct steps – researching sources, designing, and then building your StoryMap – so we will work on it throughout the semester in the form of several smaller assignments that build on one another. The weight of these assignments breaks down as follows:

Archival Source List	5%
Project Design Report	15%
StoryMaps Digital Exhibit	<u>25%</u>
Total	45% of your course grade

Due Dates

Archival Source List	10/2
Project Design Report	10/23
Final StoryMaps Digital Exhibit	
Rough Draft (80% complete)	11/22
Final Project	12/9

Instructions for each scaffolded assignment can be found below

What is a StoryMap?

StoryMaps combine multimedia content, maps, and text into an interactive story-telling platform. StoryMaps offers its own explanation [here](#), or you can visit some of the example pages linked below to see for yourself:

[Building Boston, Shaping Shorelines](#)

[Engaging Students with Local History](#)

[The History of Pride](#)

[Cambridge Commemorates WWI](#)

How do historians use StoryMaps?

Historians use StoryMaps to tell stories about the past to the wider public. StoryMaps let us share images of archival documents, photographs, videos, and historical objects and to explain what they tell us about the past. For those of you who are more ambitious, StoryMaps also allows you to embed those stories into interactive maps. The StoryMaps software allows us to take the knowledge we learn in this course and archival documents we find online and combine them into a digital exhibit aimed at the public.

Why are we using StoryMaps?

We are undertaking this project for two reasons. First, it will help us build our interpretive skills by giving us a chance to work directly with digitized archival documents. Second, it will help us develop our skills with a digital platform – StoryMaps – which has grown immensely in popularity and has uses far beyond just the history classroom.

What will you do with StoryMaps?

You will select 8-10 images from a digital archive and write text that uses them to tell a story about World War Two. Then you will use these images and text (plus maybe a map or two) to build a StoryMap.

Where can I find Digital Archival collections related to World War Two?

Below you will find a list of potential archival collections. I recommend your group choose to work in **one to three collections only** to ensure that the archival materials you select have some coherence.

Archival Source List

Due Friday, October 2nd, at midnight

Assignment: Assemble a list of archival sources you will use to build your StoryMap, with a brief explanation of what story you aim to tell.

To build your Digital Archive Exhibit, you first need to pick archival collections. There are a number of excellent digital archival collections available online, from documents held by the Wolfsonian right here in Miami Beach to the digital collections of the National World War Two Museum.

You can find a list of potential digital archives [here](#).

Purpose: This first assignment is designed to help you accomplish the preliminary research needed for your project and to get you thinking about how you will use archival sources to tell a story. To present archival sources to the public, we have to understand what they show, put them in context, and provide guidance so our audience understands what it is looking at.

Requirements and Guidelines:

Your archival source list should consist of the following:

- 8-10 archival sources you plan to use to build your digital exhibit (images, text, videos, etc. – whatever multimedia you find in your digital archive and would like to use).
- A sentence or two describing **each** source and why you chose it
- A brief overview (1 page) outlining the topic of your StoryMap. What links all the images together? Why might these images in particular be useful for educating the public? What story are you going to tell?

Grading Criteria: When we grade your report, we will look for you to:

- ✓ Create a list of sources that fit together coherently
- ✓ Provide proper citations for all sources
- ✓ Offer some insight into why you selected these sources and what you hope to do with them.

When to submit: Friday, 10/2 at midnight.

How to submit: Your group should create a Google Doc that you can use to work together on this assignment. Please submit a link to your Google Doc through the Canvas drop box.

Project Design Report

Due Friday October 29th

The second part of your Digital Archive Exhibit project consists of designing what your StoryMap will look like, and what it intends to do. Each group member must contribute substantively to this project.

Assignment: Write a project plan that contains the following elements:

- An **Overview** of the display that describes the project and the proposed visual layout of the objects you selected.
- An **Educational Aims** section that explains the lesson or insight that your display intends to teach the public using the objects you selected.
- A rough draft of the **Texts** that you intend to include within your StoryMap.

The Overview should describe the narrative or theme of your StoryMap, offer an overview of the collection and objects you selected for display, and briefly describe the proposed visual layout of your StoryMap. In this section you will explain in broad terms what your StoryMap is about, how your sources fit into it, and what you want it to look like.

The Educational Aims section should explain how your display intends to use the archival documents you selected to intervene in the public memory of the Second World War. You should explain the lesson or insight that your display aims to convey to audiences, and how and why it intends to do so. In other words, explain how you will get your message across, and why that message is important to convey. Who is your audience, and what do you hope to teach them? How will the documents you selected serve the intended educational purpose behind your display?

The Texts section will include a rough draft of the majority (~80%) of the text that will appear in the StoryMap itself, along with an explanation of where. This should include both contextual information that explains the origins and background of the documents and descriptions of individual pieces. These texts will be the **only** part of the project your audience will be able to read, so they should comprehensively (and concisely!) convey your educational narrative.

Purpose: This assignment aims to help you think about the relationship between **historical materials**, **public history**, and **public memory**. You will design a StoryMap that uses your knowledge as historians and archival documents to directly intervene in public perceptions of the Second World War. In doing so, you will have to think about how the public perceives the war, how your archival materials might change or nuance that view, and how you will narrate those materials to help move your public audience toward a better understanding of the conflict.

Requirements and Guidelines: Your design report should be between eight and ten pages in length (2,000 to 2,500 words). As with other assignments, your report should be formatted according to Chicago style: 12pt Times New Roman font, double spaced with one-inch margins. Please include your names and an exhibit title at the top of the report.

When to submit: This project is due 10/29 at midnight.

How to submit: Your group should create a Google Doc that you can use to work together on this assignment. Please submit a link to your Google Doc through the Canvas drop box.

Grading Criteria: When we grade your report, we will look for you to:

- ✓ Construct a compelling and original narrative of the materials you selected for display.
- ✓ Describe in detail the educational purpose behind your display, your intended audience, and why you think it is important to make this public history intervention.
- ✓ Explicitly link your design, the specific materials you chose to include, and the educational purpose behind your display.
- ✓ Go beyond obvious uses of the materials and draw on your knowledge from the course to convey an original message about the past.

StoryMaps Digital Exhibit

Assignment: Using StoryMaps, create a digital exhibit with the archival objects you have selected.

Purpose: This portion of the project will help you learn the GIS StoryMaps software and to think about how historians can use digital materials and digital platforms to teach the public about the past.

Requirements and Guidelines: You are free to get as creative as you would like with your design; however, your StoryMap should incorporate the following elements:

- Eight or more archival objects
- An opening that introduces your audience to the project
- A concise narrative that works to meet the educational goals you outlined in your report
- An explanation or caption for each of your archival objects
- A list of sources with proper citations at the end of your StoryMap
- Design elements that make your story dynamic, appealing, and easy to read.

When to submit: There are two due-dates for this project:

Rough Draft (80% complete)	11/22
Final Project	12/9

Grading Criteria: When we grade your StoryMap, we will look for:

- ✓ An insightful choice of documents or historical materials for display
- ✓ A clear and concise narrative about the documents
- ✓ A thoughtful and well-crafted design

Resources

Check out some helpful advice on [Nine Steps to Great Storytelling](#)

Check out some bad advice on [How to Make an Awful StoryMap](#)

Check out an excellent example you can emulate in terms of length, content, and narrative in this Library of Congress StoryMap on [The History of Pride](#)