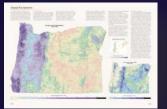


### **Story Maps**

 a series of maps presented in sequence to narrate a story

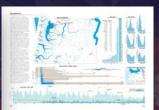


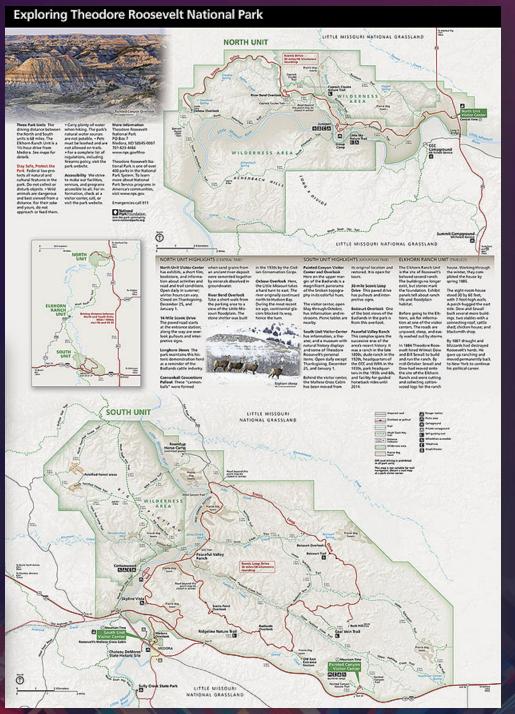


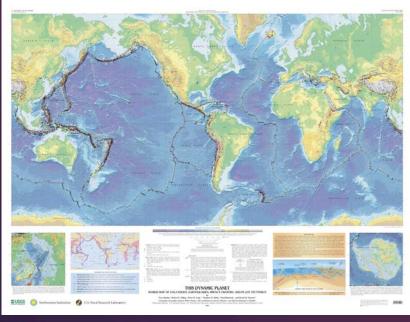


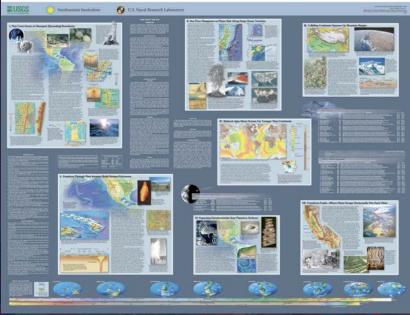












#### **Story Maps Today**

#### **Palm Springs Map Tour**

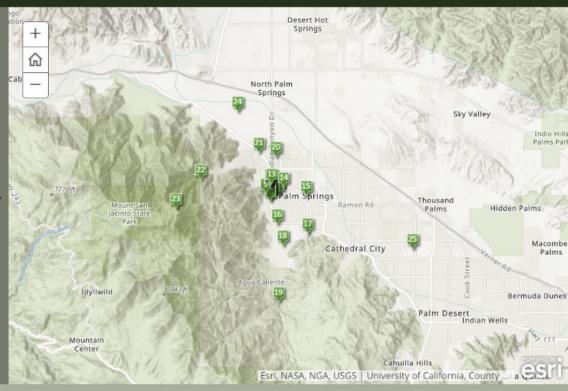
Rupert Essinger from the Esri Story Maps team shares some cool places to go in this fantastic desert resort.













Renaissance Hotel

















Downtown / Palm Canyon

#### **Uses of story maps**

- Share specific information
- Make sense of our world
- Celebrate special places
- Raise awareness about an issue
- As a tool for education
- Inspire action
- As a reporting mechanism
- To imagine different possiblities

"Stories are remembered up to 22 times more than facts alone, according to Jennifer Aaker, a marketing professor at Stanford's Graduate School of Business."

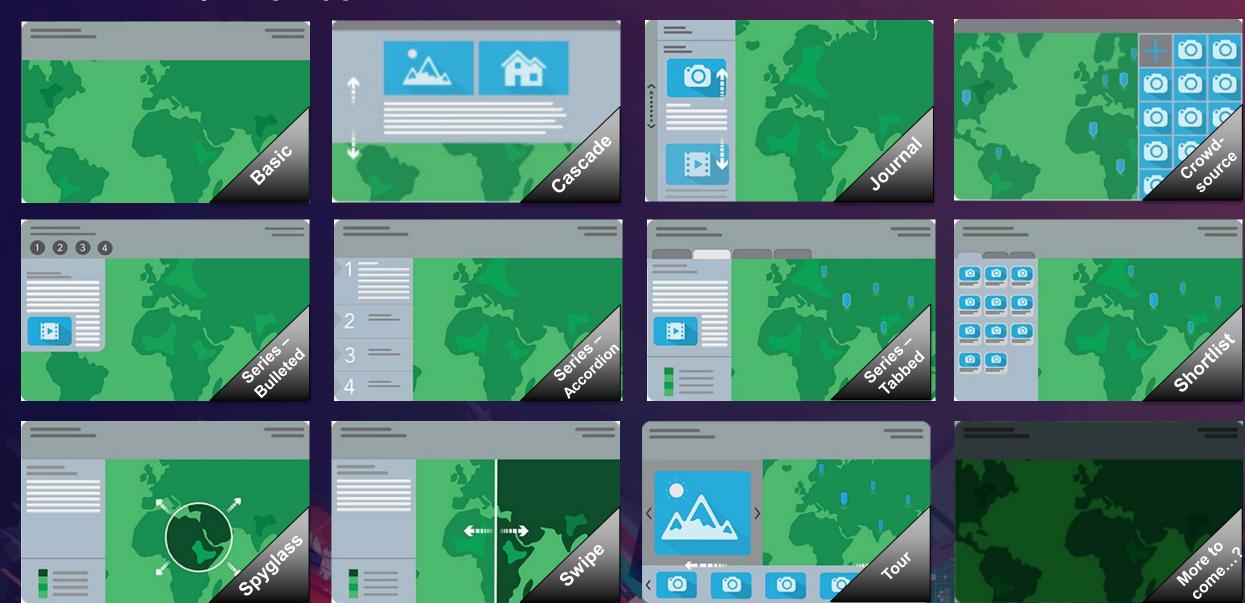
#### **Uses of Esri story map apps**

For a variety of presentation, communication, or visualization needs

- Promote advocacy and outreach
- Provide a virtual tour
- Deliver public information
- Share a portfolio
- Create more compelling briefings and presentations
- Introduce people
- Promote and market events
- Showcase projects or activities

- As an interactive report
- As a multimedia teaching tool
- To provide a more engaging resumé
- As an effective public relations tool
- To create a dashboard that shows current conditions
- As a dynamic atlas

# **Esri Story Map Apps**

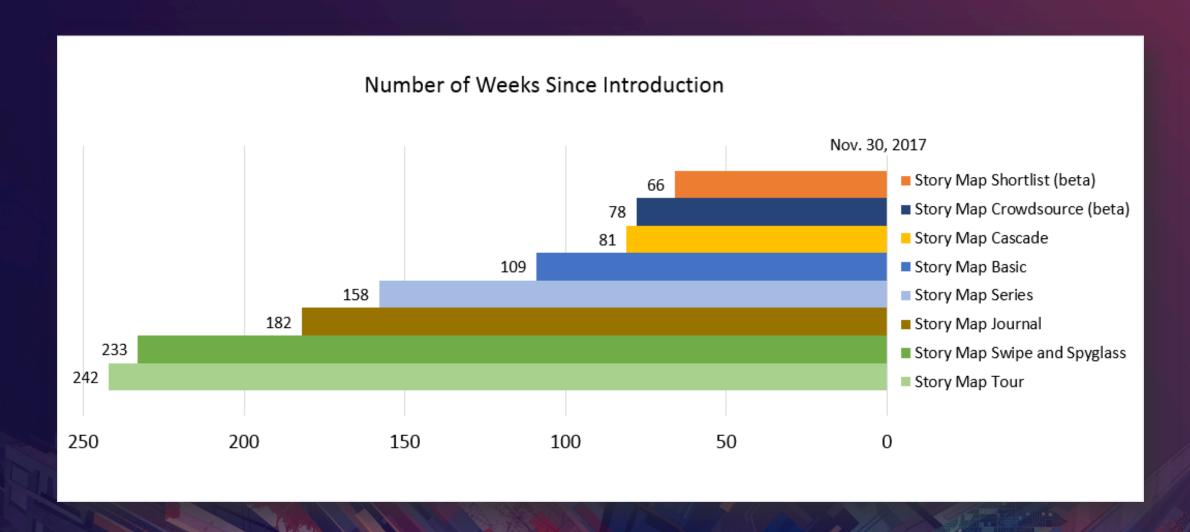


#### Data

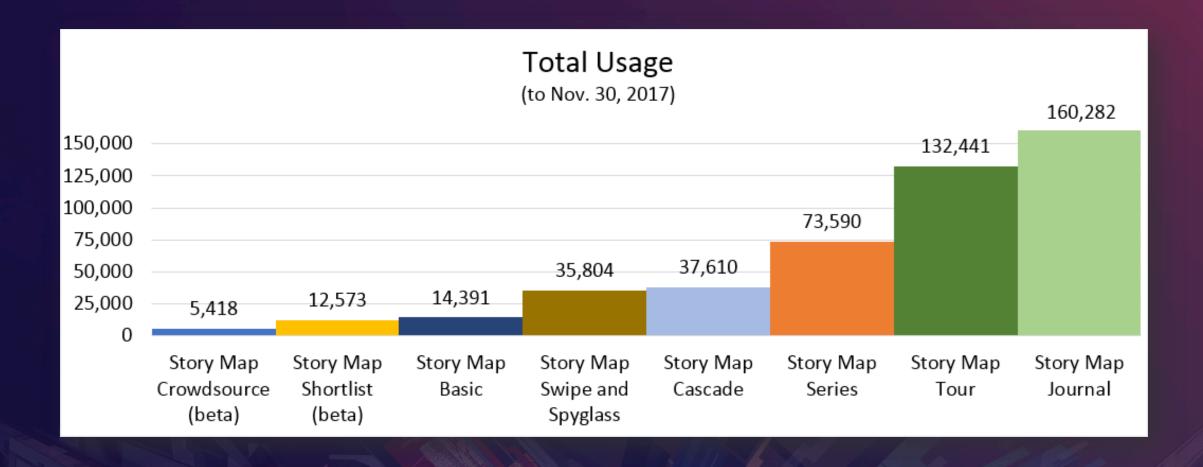
- Number of times an app was used to create a story map
- "On [date], users created [total] story maps of type [app]"
- From the date of introduction of each app
- To Nov. 30, 2017

	Α	В	С	D
1	date	арр	total	
2	2/3/2018	Story Map Basic	7	
3	2/2/2018	Story Map Basic	25	
4	2/1/2018	Story Map Basic	29	
5	1/31/2018	Story Map Basic	33	
6	1/30/2018	Story Map Basic	37	
7	1/29/2018	Story Map Basic	34	
8	1/28/2018	Story Map Basic	16	
9	1/27/2018	Story Map Basic	7	
10	1/26/2018	Story Map Basic	45	
11	1/25/2018	Story Map Basic	60	
12	1/24/2018	Story Map Basic	31	
13	1/23/2018	Story Map Basic	47	
14	1/22/2018	Story Map Basic	26	
15	1/21/2018	Story Map Basic	8	
16	1/20/2018	Story Map Basic	10	
17	1/19/2018	Story Map Basic	40	
18	1/18/2018	Story Map Basic	38	
19	1/17/2018	Story Map Basic	28	
20	1/16/2018	Story Map Basic	32	
21	1/15/2018	Story Map Basic	15	
22	1/14/2018	Story Map Basic	5	
23	1/13/2018	Story Map Basic	6	
24	1/12/2018	Story Map Basic	28	
25	1/11/2018	Story Map Basic	24	
26	1/10/2018	Story Map Basic	82	
27	1/9/2018	Story Map Basic	70	
28	1/8/2018	Story Map Basic	41	
29	1/7/2018	Story Map Basic	8	
30	1/6/2018	Story Map Basic	9	
31	1/5/2018	Story Man Basic	5.5	
1				

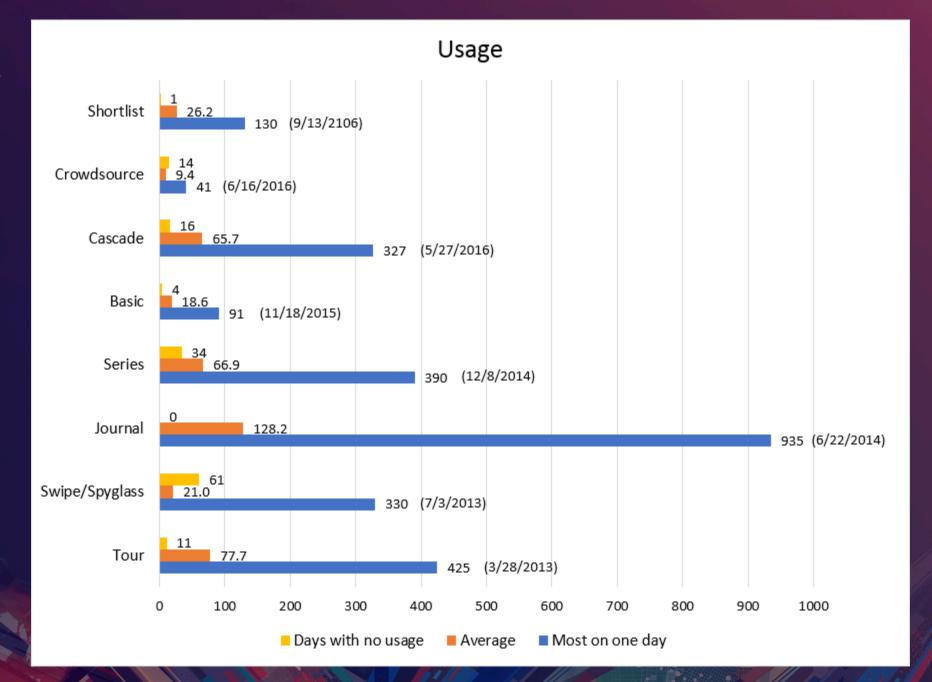
#### Visual analysis



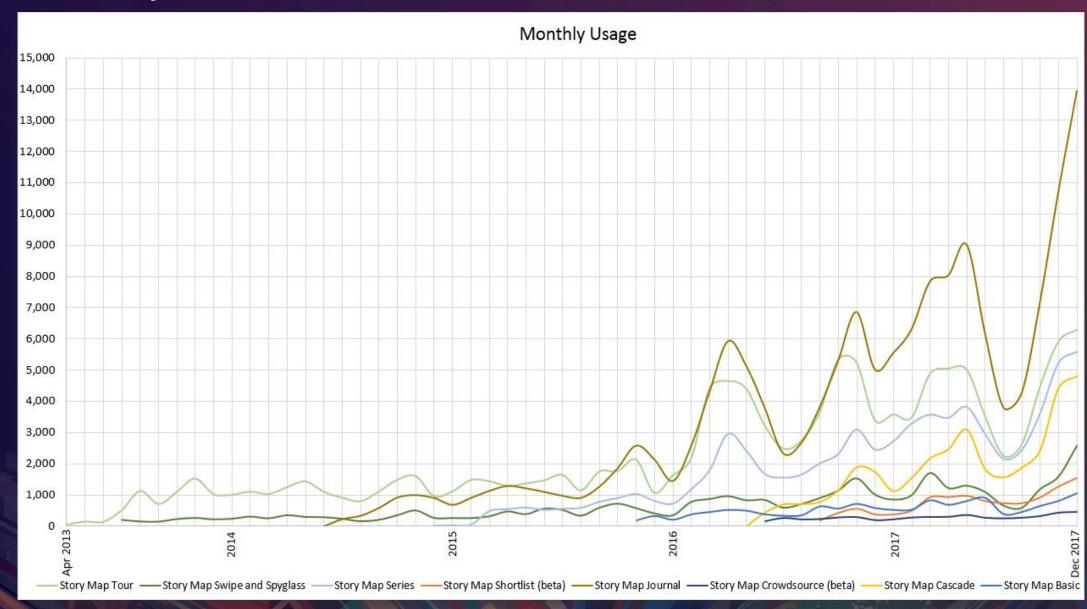
#### Visual analysis



# Visual analysis of the data

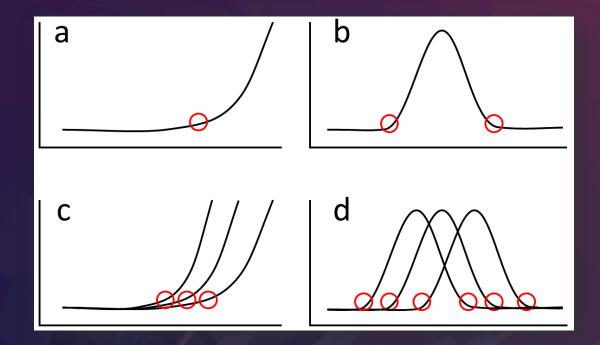


## Visual analysis

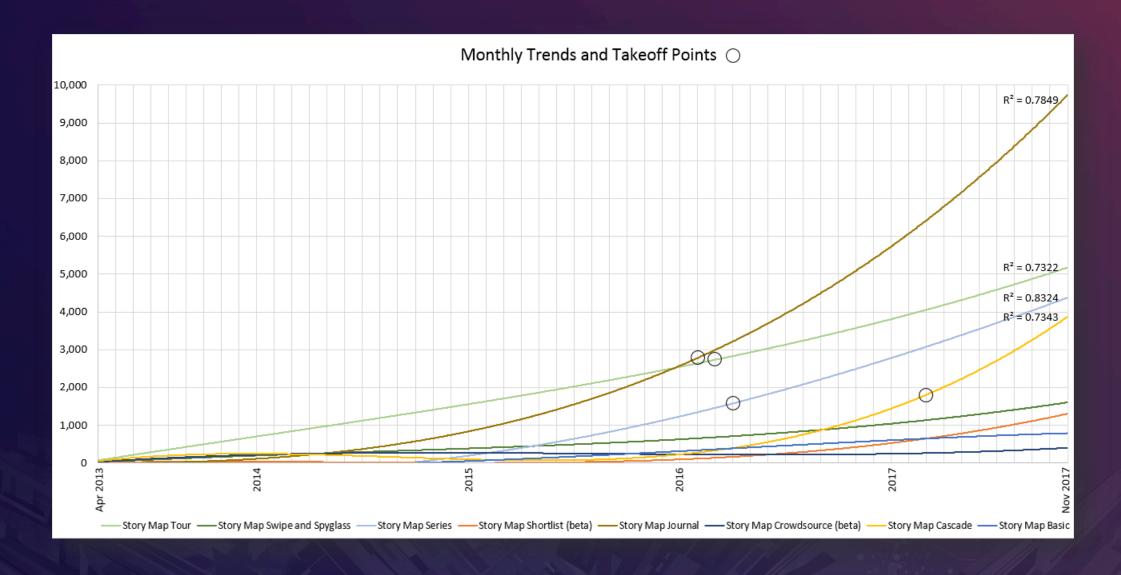


#### **Changepoint analysis**

- Estimating the point at which the statistical properties of a sequence of observations change
- Can help to identify the cause, plan a response, and predict future change
- Synonyms: segmentation, structural breaks, break points, regime switching, and detecting disorder



### **Changepoint analysis results**



# Changepoint analysis results

Story Map app	Date of introduction		Number of months from introduction to takeoff
Tour	4/2013	3/2016	35
Journal	6/2014	2/2016	20
Series	12/2014	4/2016	16
Cascade	5/2016	3/2017	10

#### Conclusions

- All apps exhibit a clear, slow, introductory period of usage
- Time-to-takeoff is apparent for the four full-featured apps indicating that they match a previously-observed pattern:
  - "New products do not grow into maturity at a steady rate. Rather, their sales pattern is marked by a long introduction period when sales linger at low levels. At a certain point in time, the new product breaks into rapid growth, associated with a huge jump in sales" (Trellis et al, 2003)
- Each new generation of a full-service story map app is taking less time to reach takeoff
- Other apps that are primarily "special purpose apps" with less functionality do not exhibit the same accelerated growth after the takeoff point
- Usage of all apps continues to climb

#### **Future work**

- Why are some apps used every day, others not?
- Is usage related to events (Esri conferences, natural disasters, pollical events,...)?
- Are there times when we can predict higher/lower usage (holidays, ...)?
- Is there anything to the apparent clustering of time-to-takeoff for three of the four fullfunction apps?
- What would an analysis of cumulative usage reveal?
- Can we predict usage of future apps (which will be more popular, time-to-takeoff, ...)?
- What kinds of apps should we build for the future, if any?

