



History or Nature Walk - Template and Checklist

Overview:

- **Category:** Non-Fiction with potential Fiction elements
- **Type:** Linear Narrative
- **Best Genres:** Historic tours, nature walks, tales of myths and legends, and stories rich in environmental details.
- **Interactivity Level:** Low
- **Re-play-ability:** Low
- **Why:** So, you have a non-fiction book or walking tour that would make a great digital self-guided walk – maybe for extra exposure, maybe because people have been complaining you don't have enough walk times, maybe because you want an additional revenue stream from a tech savvy generation who uses their phones for everything? Or maybe you want a creative way to teach kids and families history and facts without crossing their eyes in boredom. Well, you've come to the right template!
- **Examples to Play via [Spoiler Mode](#):** *40th & Fringe* by Edmonton Fringe Festival, *Watch Out for Weedfeet* and *Friend or Foe? An Express Trip* by Lee McGowan, *Monkey Business* by Eileen O'Hely.



Elements included in this template are:

- Linear Chapter layout,
- Info-popups,
- Narration Guide,
- External hyperlinking and
- Basic use of the Story City App.

Setting Up:

We get it, getting people interested in history or nature can be an uphill battle. Doubly when they don't turn up to that tour they booked because they're running late. Well never fear, you can create an engaging, interactive alternative that still allows for conversation (via online

channels) and the ability to make additional revenue from your knowledge – or maybe send them on to an entire book, museum, or additional in-person experience!

It's super simple, we promise. Every non-fiction walk should have a beginning, middle, and end. The first chapter will introduce the topic or theme of the walk, the middle chapters will contain the informative journey, and the end will conclude (thank you, Captain Obvious!). This template provides five middle chapters, but more can be added or taken away to best suit your tour and the type of audience you're trying to appeal to!

7 Chapters

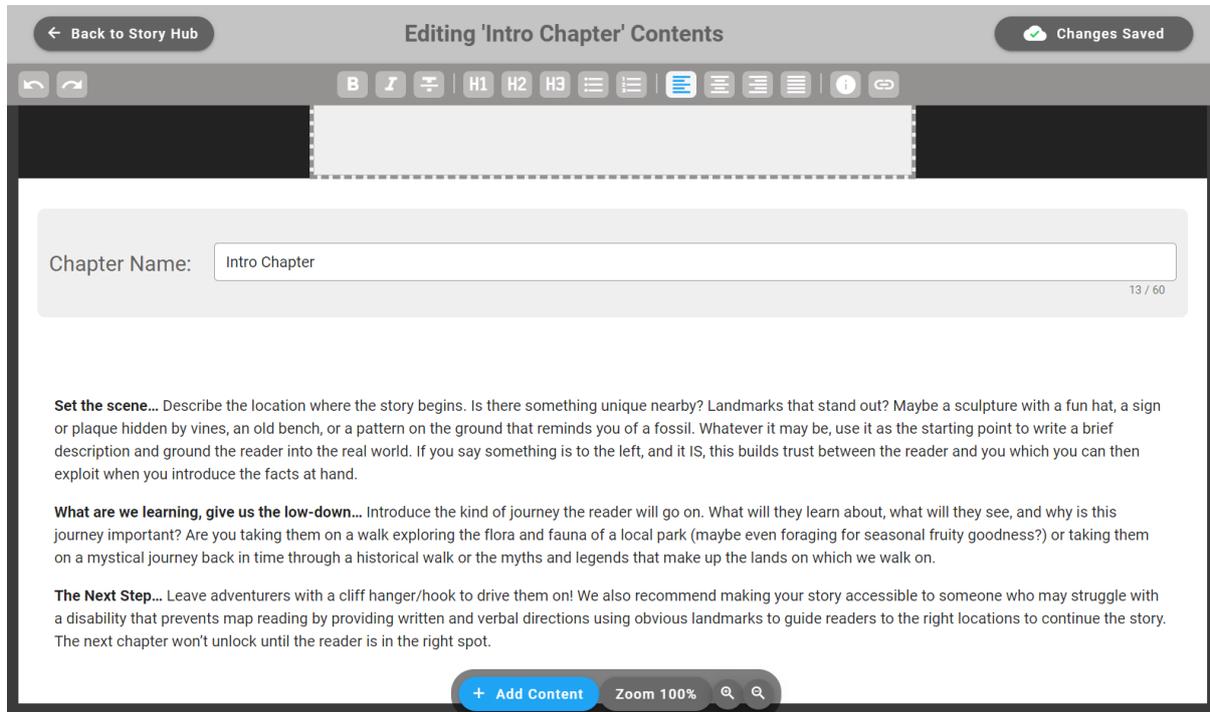
Chapter Type	Title	Location	Connections
Start	Intro Chapter 13 / 60	None	1
Body	Body 1 6 / 60	None	2
Body	Body 2 6 / 60	None	2
Body	Body 3 6 / 60	None	2
Body	Body 4 6 / 60	None	2
Body	Body 5 6 / 60	None	2
End	Conclusion 10 / 60	None	1

[Add new Chapter](#)

Alt-Text: List of seven boxes each with a chapter title, location, and the number of connections. From top to bottom they read: "Intro Chapter – Location, None – Connections 1", "Body 1 – Location, None – Connections 2", "Body 2 Body – Location, None – Connections 2", "Body 3 – Locations, None – Connections 2", "Body 4 Body – Location, None – Connections 2", "Body 5 – Locations, None – Connections 2", "Conclusion – Location, None – Connections 1".

First Chapter: Setting the Topic or Themes

Edit Contents:



Alt-Text: Example of chapter content. Heading: "Editing 'Intro Chapter' Contents." Body:

"Set the scene... Describe the location where the story begins. Is there something unique nearby? Landmarks that stand out? Maybe a sculpture with a fun hat, a sign or plaque hidden by vines, an old bench, or a pattern on the ground that reminds you of a fossil. Whatever it may be, use it as the starting point to write a brief description and ground the reader into the real world. If you say something is to the left, and it IS, this builds trust between the reader and you which you can then exploit when you introduce the facts at hand.

What are we learning, give us the low-down... Introduce the kind of journey the reader will go on. What will they learn about, what will they see, and why is this journey important? Are you taking them on a walk exploring the flora and fauna of a local park (maybe even foraging for seasonal fruity goodness?) or taking them on a mystical journey back in time through a historical walk or the myths and legends that make up the lands on which we stand.

The Next Step... Leave adventurers with a cliff hanger/hook to drive them on! We also recommend making your story accessible to someone who may struggle with a disability that prevents map reading by providing written and verbal directions using obvious landmarks to guide readers to the right locations to continue the story. The next chapter won't unlock until the reader is in the right spot."

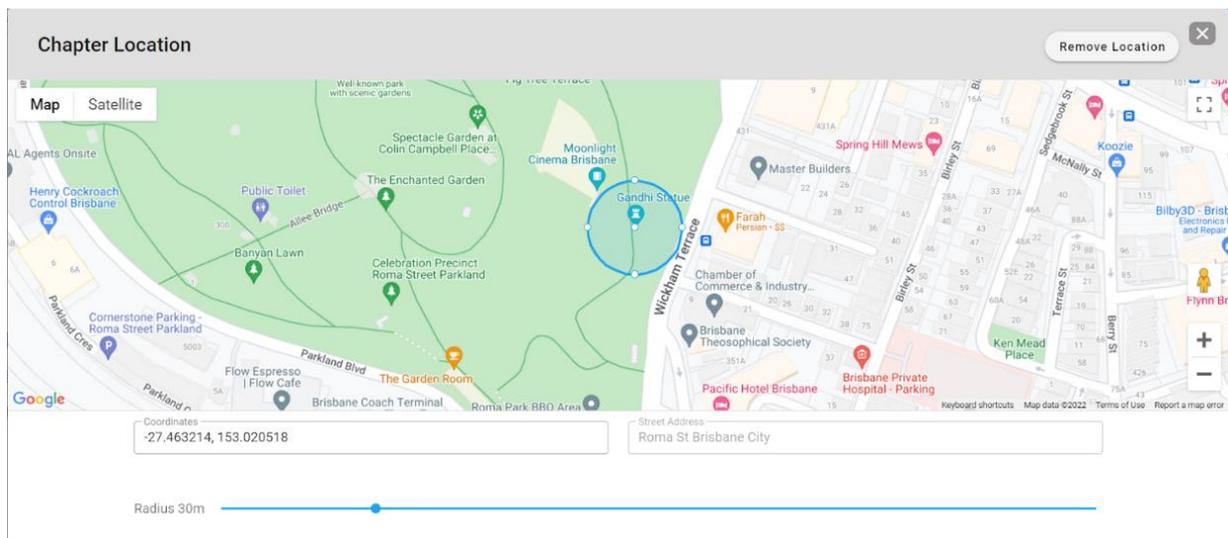
Edit Featured Media:



Alt-Text: Upload media file box stating, "Chapter Featured Image or Video".

Add an image or video that will appear at the start of the chapter. This is a great place to set the theme of the tour. Don't take a photo of the location the chapter is set in because the reader is already there. Get creative with the space or commission an artist to bring your alternate reality to life. There are endless possibilities.

Edit Location:



Alt-Text: Map of Roma Street Parklands above a side-scrolling bar controlling the radius of the pinned location. Displaying a thirty-metre radius.

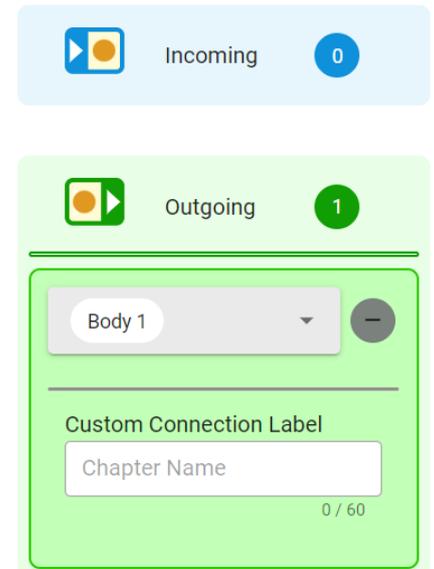
In the location tab, choose the starting location for the story. Make sure it's outdoors, in a safe location and **NOT** on private property. As much as we love partnering with creators, none of us need to be joint defendants on a lawsuit, if you catch our drift... On the map screen, edit the radius in which the reader can stand to activate the chapter. Keep in mind that not all phones have precise GPS. A 30m is good for open areas, a 50m radius is ideal for locations with tall buildings or skyscrapers.

Edit Connections and Requirements:

The beginning chapter does **NOT** require an incoming chapter because it's the start of the story. The outgoing chapter will be the next chapter in the tour.

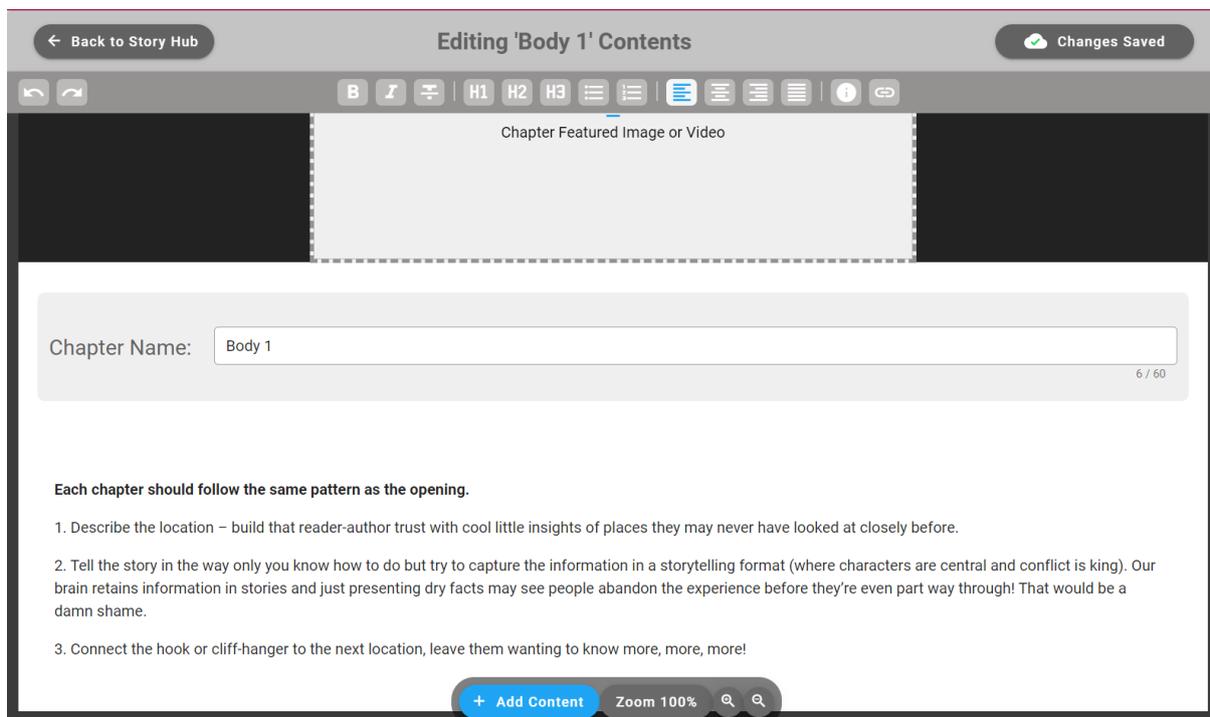
First Chapter Checklist:

- Set chapter title
- Edit contents of chapter
- Set featured image or video
- Add any media content such as audio clips
- Set location where the story will be activated
- Set outgoing chapter (the chapter the adventurers will visit next)



Body Chapter: Informing the Readers and Bringing Life to Stories.

Edit Contents:



Alt-Text: Example of chapter content. Heading: "Editing 'Body 1' Contents." Body:

"Each chapter should follow the same pattern as the opening.

1. Describe the location – build that reader-author trust with cool little insights of places they may never have looked at closely before.

2. Tell the story in the way only you know how to do, but try to capture the information in a storytelling format (where characters are central and conflict is king). Our brain retains information in stories and just presenting dry facts may see people abandon the experience before they're even part way through! That would be a damn shame.

3. Connect the hook or cliff-hanger to the next location, leave them wanting to know more, more, more!"

Get Creative:

Snore.... Writing dry facts can get boring and lose the reader's interest quickly. People love to read about a central character or conflict. Spice up the knowledge by telling stories relating to the topic or having a fun character narrate the tour. For example, have a pixie in love with flowers take readers on a tour of local flora, or have an old ghost recapturing the memories of his past to guide a historical walk

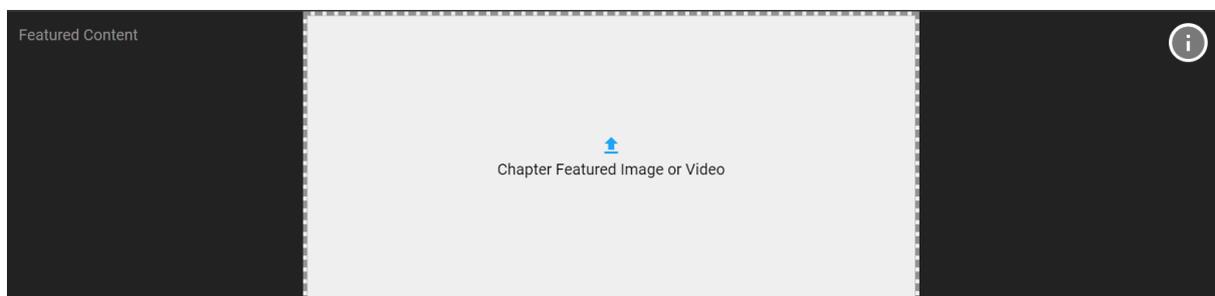
Alternatively, don't stop at telling only one story across the whole journey. Tell multiple tales based on your chosen topic or theme. Bridge together different experiences and take your readers on a unique journey!

Length Tip:

An ideal chapter is 450-900 words which gives an optimum audio/narration length of 3-6mins long. If your chapters are short, consider adding more locations closer together to not only keep up the pace, but the motivation. If your chapters are long, consider shortening the number of locations the reader will have to visit to contain the experience in a 1-2hr jaunt.

If you are considering narration for your story, the maximum you should consider is 7-ish minutes at a single stop. If you're encouraging them to walk as you talk then remember that people walk at different paces so you will need to time your narration such that it finishes before your average, Google maps walker reaches the next location in the tour. It's not recommended you do video and encourage people to walk due to road hazards.

Edit Featured Media:



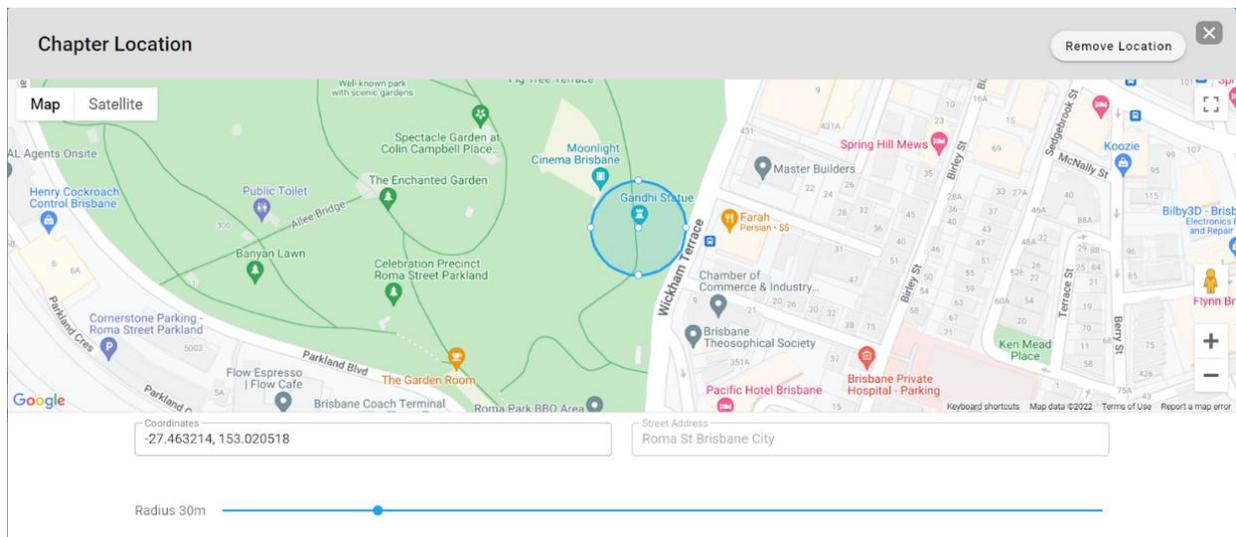
Alt-Text: Upload media file box stating, "Chapter Featured Image of Video".

Just like the opening chapter, add an image, or video that will appear at the start of the chapter. Don't focus on wide shots or landscape photos of the location because the reader is already there (unless you're adding an interesting element, like a person in costume, a doggy side-kick, a theatrical or musical performance, or an overlay of a historic photo over an image of the current landscape). Get creative, commission an artist. There are endless possibilities.

Stumped for ideas? Here's some examples to get you going:

- Is there a pixie narrating your flora walk? Commission an artist to draw the pixie character with all the flowers and plants the readers will walk by.
- Zoom in on a particular picture of a flower in bloom or a unique leaf pattern. Show off the smaller more intricate details of the surroundings that the readers might miss.
- Connect historical photos to show readers a comparison between what it once looked like and what it looks like now.
- Do you do a killer re-enactment? Well get on in there with your costumes!

Edit Location:



Alt-Text: Map of Roma Street Parklands above a side-scrolling bar controlling the radius of the pinned location. Displaying a thirty-metre radius.

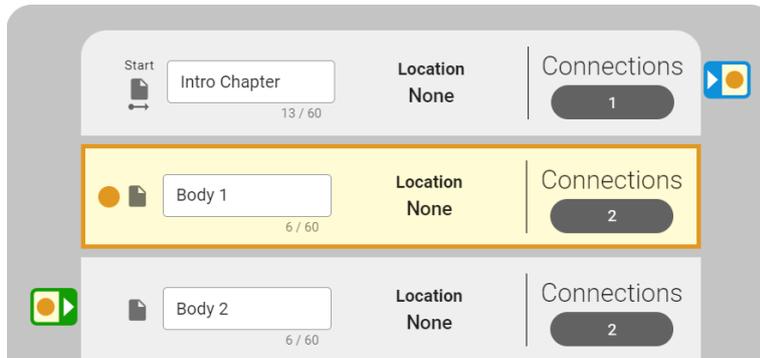
Set the location that will activate the chapter. Keep in mind that this should be at least 50m away from the last location if walking and not too far away that an adventurer is likely to give up. The prime length for the overall distance walked across all locations/chapters is 1km. You can also return to past locations if desired.

If you're promoting cycling or driving as your main mode of transport (or even hiking, where people are happy to tramp for HOURS up a mountain) you can make your distances longer as a result.

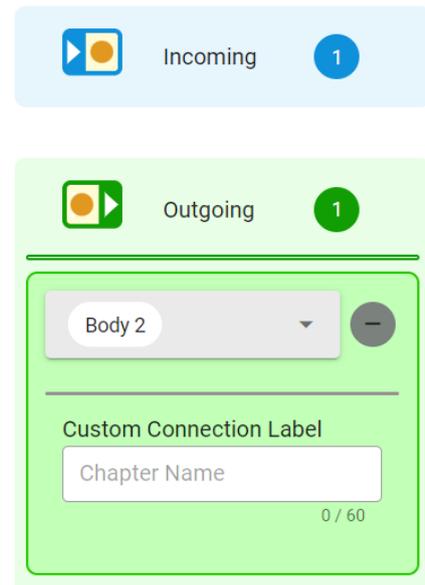
Edit Connections and Requirements:

Check the ingoing chapter is correct. This is the chapter the adventurer will experience before this one and lead them to the current location.

Add the outgoing location which will be the chapter that follows this one.

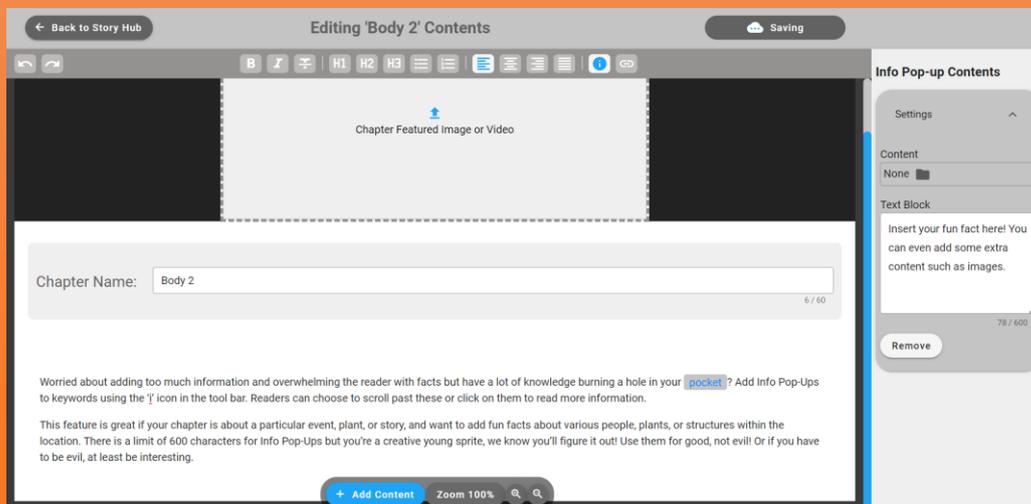


Alt-Text: Chapter list with "Body 1" highlighted. Incoming symbol appears to the right of "Intro Chapter." Outgoing symbol appears to the left of "Body 2."



Alt-Text: Incoming label with 1 connection above outgoing label with 1 connection. Dropdown box beneath the outgoing heading has selected, "Body 2".

Adding Info Pop-Ups:



Alt-Text: Example of Info Pop-Up tool in Edit Contents section of Story City Creator. Body texts reads:

"Worried about adding too much information and overwhelming the reader with facts, but have a lot of knowledge burning a hole in your pocket? Add Info Pop-Ups to keywords using the 'i' icon in the tool bar. Readers can choose to scroll past these or click on them to read more information.

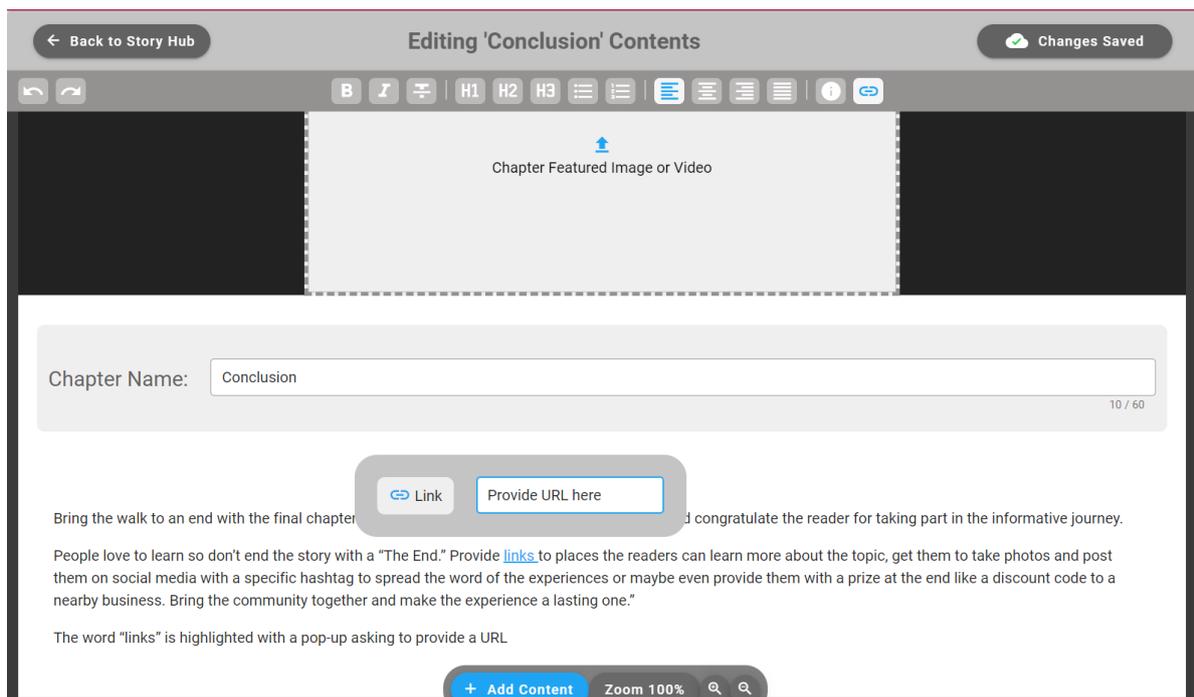
This feature is great if your chapter is about a particular event, plant, or story, and you want to add fun facts about them within the location. There is a limit of 600 characters for Info Pop-Ups but you're a creative young sprite, we know you'll figure it out! Use them for good, not evil! Or if you have to be evil, at least be interesting."

The word "pocket" is highlighted with an Info Pop-Up section on the right saying, "Insert your fun fact here! You can even add some extra content such as images."

Body Chapter Checklist:

- Set chapter title
- Edit contents of chapter
- Add any info pop-ups you would like for your tour
- Set featured image
- Add any media content such as audio clips
- Set location where the story will be activated
- Check ingoing chapter is correct (the chapter that takes place before this one)
- Set outgoing chapter (the chapter the adventurers will experience next)
- Repeat for each body chapter

End Chapter: Concluding the Journey



Alt-Text: Example of chapter content. Heading: "Editing 'Conclusion' Contents." Body:

"Bring the walk to an end with the final chapter. Summarise the knowledge learnt on the walk and congratulate the reader for taking part in the informative journey.

People love to learn so don't end the story with "The End." Provide links to places the readers can learn more about the topic, get them to take photos and post them on social media with a specific hashtag to spread the word of the experience or maybe even provide them with a prize at the end like a discount code to a nearby business. Bring the community together and make the experience a lasting one."

The word "links" is highlighted with a pop-up asking to provide a URL.

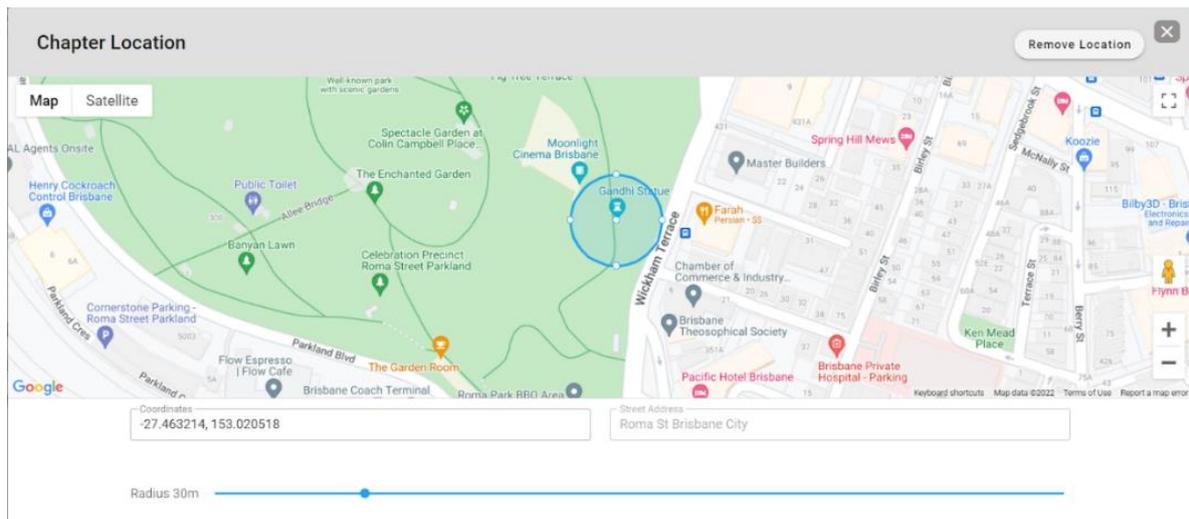
Edit Featured Media:



Alt-Text: Upload media file box stating, "Chapter Featured Image of Video".

Add an image or video that will appear at the start of the chapter. This is the final piece of media the reader will see. Try capturing the overall theme of your story or link back to elements expressed in the beginning.

Edit Location:



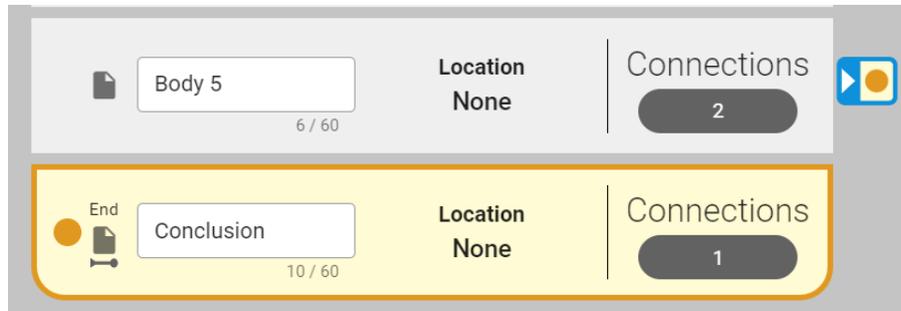
Alt-Text: Map of Roma Street Parklands above a side-scrolling bar controlling the radius of the pinned location. Displaying a thirty-metre radius.

Set the location that will activate the chapter. Keep in mind that this should be at least 50m away from the last location and not too far away. The prime length for the overall distance walked is 1km. And hey, maybe you can point out some interesting things to see on the way back.

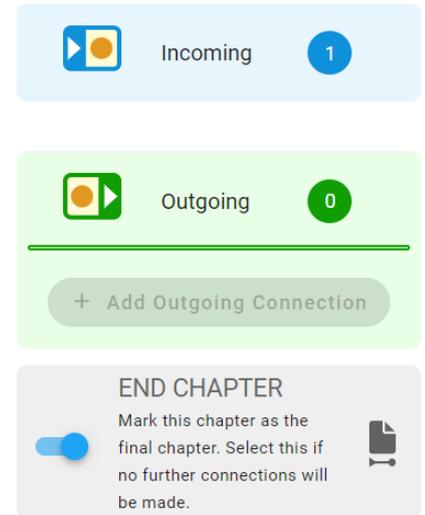
Edit Connections and Requirements:

Check the ingoing chapter is correct.

Underneath the Ingoing and Outgoing tabs, check the box labelled “END CHAPTER”.



Alt-Text: Chapter list with “Conclusion” highlighted. Ingoing symbol appears to the right of “Body 5.”



Alt-Text: Incoming label with 1 connection above outgoing label with 0 connections. Selected “END CHAPTER” beneath the outgoing label.

End Chapter Checklist:

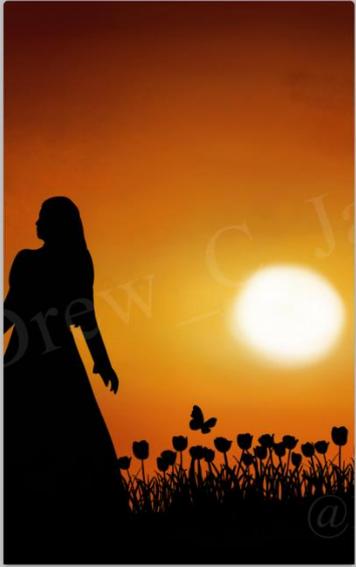
- Set chapter title
- Edit contents of chapter
- Set featured image or video
- Add any media content such as audio clips
- Add any external links to the text
- Set location where the story will be activated
- Check ingoing chapter is correct (the chapter that takes place before this one)
- Ensure ‘END CHAPTER’ has been selected in the Connections and Requirements Tab

Basic Information:

The information provided in the Basic Tab info is the first thing readers will see when hunting for your story. The cover art should draw the eye and the information should hook the reader to find the first location and dive into that adventure. Make these details as enticing as you can and get creative with titles and taglines. Check out some of the examples on the app mentioned at the start of this template for ideas.

And hey, if you’re the first person to create a story in your city, the Story City team will help you market it!

Cover Art



File format: JPEG, GIF
(recommended 1200x480, max 5MB)

Info

Save

Title
Flight Through the Flowers 26 / 40

Tagline
A one sentence hook to capture your reader 42 / 160

Genre
Nature

Description
Provide a brief description of the journey you'll be taking the readers on. Mention the theme or the topic and how it will be conveyed to the reader. Also consider adding anything the readers may need on their journey. For example, there might not be a lot of shade on your walk. Suggest the reader wear a wide brim hat and sunscreen and also take a water bottle with

Age Rating
G

Tags
Hiking Non-Fiction Walking Walking Tour

Duration
45:00

Alt-Text: Basic Information example in Story City App. Cover Art "File Format: JPEG, GIF" (recommended 1200x480, max 5MB). Info text is as followed. "Title: Flight Through the Flowers", "Tagline: A one sentence hook to capture your readers." "Genre: Nature", "Age Rating: G", "Description: Provide a brief description of the journey you'll be taking the readers on. Mention the theme or the topic and how it will be conveyed to the reader. Also, consider adding anything the readers may need on their journey. For example, there might not be a lot of shade on your walk. Suggest the reader wear a wide brim hat and sunscreen and also take a water bottle with them on their journey.", "Tags: Hiking, Non-Fiction, Walking Tour, Walking", "Duration: 45:00"

Basic Information Checklist:

- Gripping Title
- Catchy Tagline
- Appealing Cover Art
- Set Genre
- Set Age Rating
- Set Tags
- Provide a description of the story. This is also where you can add any providers, sponsors, supporters, organisation logos, land acknowledgements etc
- Set Duration to complete the story including walking time

PUBLISHING TIME!

Congratulations on this mammoth effort, now it's time to publish your adventure! You're in the home stretch, we can't wait to see all your stories. Here's a basic rundown of the process to get you going:

1. *Playtesting*

First you will need to playtest. It's important to playtest the story before publication so you can see the story in action and ensure that everything is formatted correctly and working how you intended.

There's nothing worse than realising that gorgeous creek doesn't actually have cell phone reception, or the right you told adventurers to take is actually a left, or the piece of public art you could have sworn was concreted into the pavement is, in fact, missing.

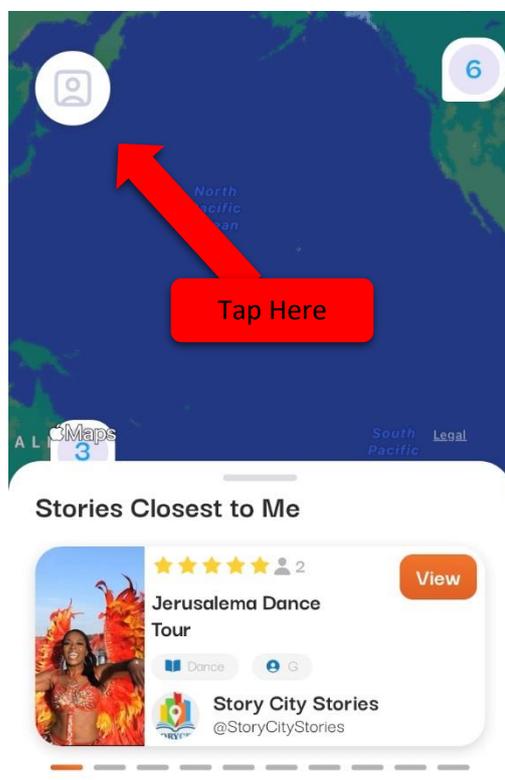
facepalm While Google Street view is the Godsend of all Story City creators, it can be several years out of date depending on where you are in a city, so be careful!

To playtest your story, download the Story City App on your mobile device:

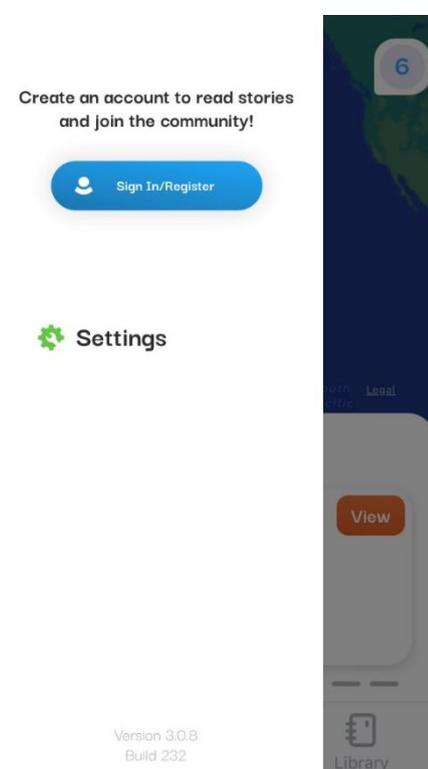
[Android App on Google Store](#)

[iOS App on Apple Store](#)

After the app has downloaded, login to your Story City Creator account.



Alt-Text: Home Screen of Story City app with and arrow saying, "Tap Here" and pointing to the top left button.

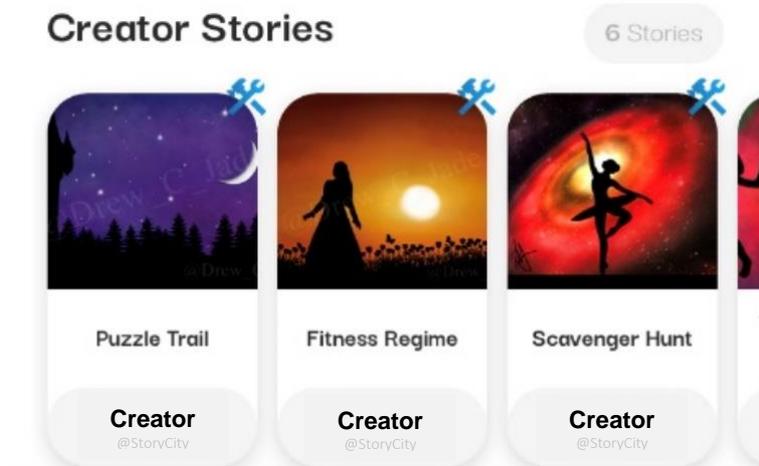


Alt-Text: Screenshot of "Sign In/Register" screen. Button lies at the top part of the screen beneath the text, "Create an account to read stories and join the community!"



Alt-Text: Story City App home screen with a red arrow pointing to the bottom right tab "Library".

Once you've logged in, head to the library tab. You should see all your current stories in draft mode



Alt-Text: Creator Stories section with a series of 3 stories shown. Each one has a tool symbol on the top right corner.

From there you'll be able to select a story and test it simply by clicking on the story and pressing, "Start Story." We recommended you do the first test in "[Spoiler Mode](#)" to check formatting and that all the right media has loaded into the chapter.

It's also important to test your story in the real world, going to each location and making sure the chapters are activating in the spot you desired. Don't live in that city? Have a friend who does test it for you! It will be a fun Facebook Messenger friend date 😊

Check out the [Story City Creator Resources for more details](#) on testing your story.

2. Publishing

You've tested your story, and everything is coming up roses. Now it's time to share your story with the world. Hit that publish button, let's do this! The Publishing Wizard will run you through a final checks before sending the story away to get approved.

Review Story Info:

Have you remembered to fill out the basics? The Publishing Wizard makes sure no stone is left unturned, no field left blank!

Review Story Info

While this information can be updated after publishing, each update will need to go through review. Please ensure its accuracy prior to submitting your story for review.

Cover Art



Title

Puzzle Trail

Tagline

A one sentence hook to captivate the reader.

Genre

Adventure

Age Rating

PG

Duration

45:00

Tags

#Fiction #Mystery #Puzzle Trail

Alt: Text: First stage of Publishing Wizard asks you to Review Story Info. The Wizard says "While the information can be updated after publishing each update will need to go through review. Please ensure its accuracy prior to submitting your story for review."

Review Chapter Info:

Before publishing your story must have an End Chapter and No Orphaned Chapters. These are chapters that have no incoming or outgoing chapters – hey we get it, keeping track of all those branches can be tough! Sometimes we forget to mark a chapter as an ending, or include that branch with the Bogart turning into your grandmother... If either of these are highlighted red, go back to your chapter list, and investigate.

Review Chapter Info

✓ End Chapter Set

✓ No Orphaned Chapters

Alt-Text: Review Chapter Info stage of Publishing Wizard with a green tick beside "End Chapter Set" and "No Orphaned Chapters."

Add Contributor and Sponsor Credits:

It's rare these days that we create things in a vacuum. And I'm sure you've heard it's cool to give credit where credit is due 🥰 This part of the publishing wizard lets you do just that! Anyone who collaborated with you on the story can be included as a contributor. Add their user/code name on Story City and select their role on the project. If they are a creator with an account, you can directly tag them, if they aren't on the platform, you can just type their name for a text credit.

The image shows two sections of a web form. The top section is titled "Contributor Credits" and has a counter showing "0". It contains two dropdown menus: "Add a user/code name or a website" and "Select Role". Below these is a button labeled "Add New Contributor". The bottom section is titled "Sponsors" and also has a counter showing "0". It contains a single dropdown menu labeled "Add a user/code name" and a button labeled "Add New Contributor".

Alt-Text: Second Stage of Publishing Wizard asking for Contributor Credits and Sponsor details.

Final Confirmation:

The last stage of the publishing wizard will ask you to check four boxes. You must agree to each one in order to have your story published.

The image shows four light green rectangular boxes arranged horizontally. Each box contains a line of text and a green checkmark icon. The text in the boxes is: "I confirm I own the copyright or have permission to use the copyright of all content I have uploaded.", "I confirm I have read and agreed to the [User Agreement](#)", "I confirm I have playtested my story via the Story City app before submitting for publishing approval from Story City.", and "I confirm I am not sending people to dangerous places or private property."

Alt-Text: For confirmation boxes ticked green stating the following: "I confirm I own the copyright or have permission to use the copyright of all content I have uploaded", "I confirm I have read and agreed to the User Agreement", "I confirm I have playtested my story via the Story City app before submitting for publishing approval from Story City", and "I confirm I am not sending people to dangerous places or private property."

And that's it! Your story is now ready for the world to see. It may take up to 24 hours for the story to go live on the platform as each story has to be approved by Story City.

The world is full of adventures, we can't wait to see yours!