



**Course Name: GIS**

**Final Project**

# Story Map for InterACTWEL

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## Introduction:

A story map is a strategy that uses a graphic organizer to help people learn the elements of a project or story. By identifying story characters, plot, setting, problem and solution, people read carefully to learn the details. There are many different types of story map graphic organizers. The most basic focus on the beginning, middle, and end of the story. More advanced organizers focus more on plot or character traits. This project will prepare a story map for a research called InterACTWEL.

InterACTWEL (Interactive Adaptation and Collaboration Tool for managing Water, Energy and Land) is a secure and intelligent computer-aided decision support tool that is being developed by researchers at Oregon State University and Indiana University- Purdue University Indianapolis to aid adaptation planning in local communities. The aim of this decision support tool is to empower food, energy, and water sectors in communities to collaborate and coordinate their planning efforts in the face of an uncertain future. This highly flexible and navigable tool uses advanced scientific models and interactive interfaces to assist sectors in developing potential community-wide adaptation actions in response to specific disturbances. Community actions include strategies for modifying demand, allocation, storage, and distribution of water, energy, and land resources over time (also, called adaptation pathways). The intuitive graphical user interfaces can assist decision makers and policy makers to (a) customize InterACTWEL for their own community, (b) visualize costs, benefits, and impacts of their actions, and (c) communicate suggestions for and feasibility of potential actions to partners.

## Story map Structure:

---

The basic folder structure to generate a story map should be as follows:

```
lab5
├── index.html
├── readme.md
├── css
├── js
├── img
└── assets
```

## Required Libraries:

---

A library is a JavaScript file that contains a bunch of functions, and those functions accomplish some useful task for your webpage. We could look at the JavaScript file, if it's short, or better, we could look at the documentation. Most libraries have documentation with a list of available functions or a real-world example. In the head element we insert the required css and JavaScript libraries.

```
<head>
  <title>Food Energy Water Nexus</title>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <!--add favicon for the web page-->
  <link rel="shortcut icon" href="img/icon.ico" type="image/x-icon">
  <!--add required stylesheets-->
  <link rel="stylesheet"
href="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/css/bootstrap.min.css">

  <link rel="stylesheet" href="https://unpkg.com/leaflet@1.3.1/dist/leaflet.css"/>

  <!--other required stylesheets-->
  <link href="https://api.tiles.mapbox.com/mapbox-gl-js/v0.35.1/mapbox-gl.css"
rel='stylesheet' />
  <link rel="stylesheet"
href="https://turban.github.io/Leaflet.Photo/examples/lib/cluster/MarkerCluster.css"
/>
  <link rel="stylesheet"
href="https://turban.github.io/Leaflet.Photo/Leaflet.Photo.css" />

  <!--add favicon for the web page-->
  <link rel="shortcut icon" href="img/logol.png" type="image/x-icon">

  <!--facebook and info icons-->

  <link rel="stylesheet"
href="https://use.fontawesome.com/releases/v5.7.2/css/all.css" integrity="sha384-
fnmOCqbTlWIlj8LyTjo7mOUStjsKC4pOpQbqyi7RrhN7udi9RwhKkMHpvLbHG9Sr"
crossorigin="anonymous">

  <link rel="stylesheet" type="text/css" href="css/css/fontawesome.css"/>
  <!--animation-->
  <link rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/animate.css/3.5.2/animate.min.css">

  <!--Font-->
  <link href="https://fonts.googleapis.com/css?family=Cairo" rel="stylesheet">
  <link rel="stylesheet" type="text/css" href="css/storymap.2.3.css">
  <link rel="stylesheet" href="css/main.css" />

  <!--add required libraries-->
  <script src="https://unpkg.com/leaflet@1.3.0/dist/leaflet.js"></script>
  <script
src="https://ajax.googleapis.com/ajax/libs/jquery/3.1.1/jquery.min.js"></script>
  <script
src="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/js/bootstrap.min.js"></script>
```

```

    <script src="https://cdnjs.cloudflare.com/ajax/libs/leaflet-
ajax/2.1.0/leaflet.ajax.min.js"></script>
    <script src="https://cdnjs.cloudflare.com/ajax/libs/chroma-
js/1.3.4/chroma.min.js"></script>

    <!--mini globle map-->
    <script src="https://cdnjs.cloudflare.com/ajax/libs/d3/3.5.5/d3.min.js"></script>
    <script
src="https://cdnjs.cloudflare.com/ajax/libs/topojson/1.6.19/topojson.min.js"></script>
    <script src="js/globeminimap.js"></script>

    <!--story map plugin-->
    <script src="js/storymap.2.3.js"></script>
    <script src="https://api.tiles.mapbox.com/mapbox-gl-js/v0.35.1/mapbox-
gl.js"></script>
    <script src="https://rawgit.com/mapbox/mapbox-gl-leaflet/master/leaflet-mapbox-
gl.js"></script>
    <script src="js/leaflet.markercluster-src.js"></script>
    <script src="https://turban.github.io/Leaflet.Photo/Leaflet.Photo.js"></script>
    <script src="js/leaflet-d3.js"></script>
    <script src="js/colorbrewer.js"></script>
    <!--<script src="js/storymap.js"></script>-->
    <script src="js/jqcloud.js"></script>
    <script src="assets/data.js"></script>
    <script src="assets/post-contents.js"></script>

</head>

```

In continue, some of the important libraries will be explained.

## Bootstrap:

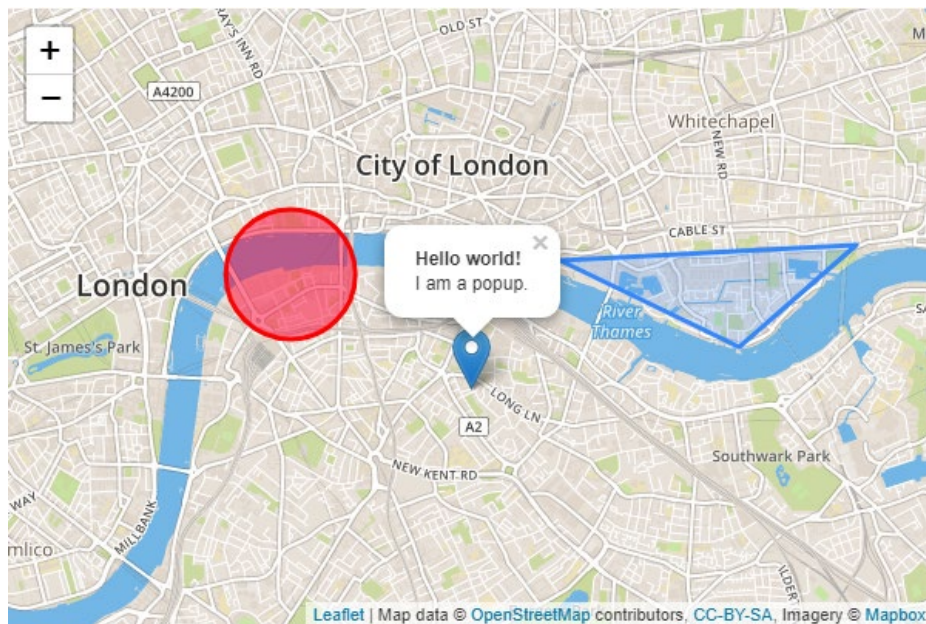
Bootstrap is an open source toolkit for developing with HTML, CSS, and JS. Quickly prototype your ideas or build your entire app with Sass variables and mixins, responsive grid system, extensive prebuilt components, and powerful plugins built on jQuery.

<https://getbootstrap.com/>

## Leaflet:

Leaflet is the leading open-source JavaScript library for mobile-friendly interactive maps. Weighing just about 38 KB of JS, it has all the mapping features most developers ever need. Leaflet is designed with *simplicity*, *performance* and *usability* in mind. It works efficiently across all major desktop and mobile platforms, can be extended with lots of plugins, has a beautiful, easy to use and well-documented API and a simple, readable source code that is a joy to contribute to.

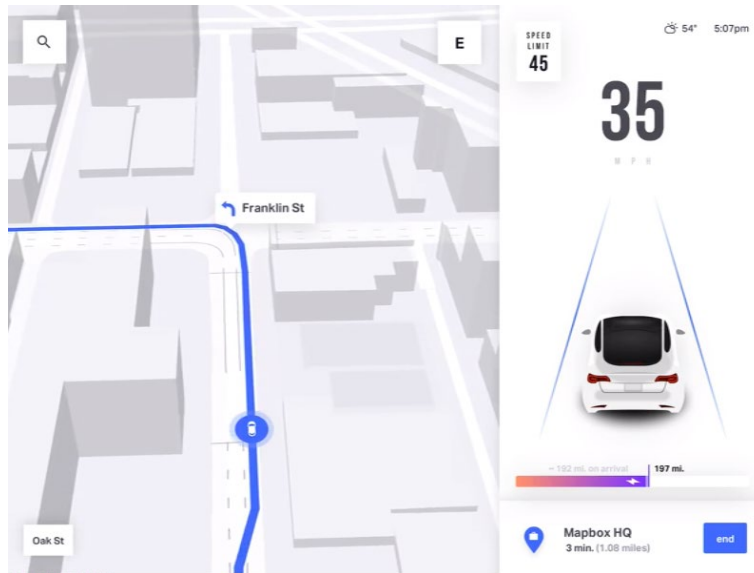
Figure 1. Edited map wit leaflet



## Mapbox:

**Mapbox** Is The Location Data Platform For Mobile And Web Applications. Customizable. Flexible building blocks. Cross-platform. Beautiful visualizations. Developer friendly. Try for free. Products: Maps, Search, Navigation, Studio.

Figure 2. Sample map on mapbox



## Fontawesome:

Font Awesome is designed to be used with inline elements and we recommend sticking with a consistent HTML element to reference them by in your project. We like the `<i>` tag for brevity and for the fact that most folks are using `<em></em>` for emphasized/italicized semantic text these days. If that's not your cup of tea, using a `<span>` is more semantically correct. You can place Font Awesome icons just about anywhere using a style prefix and the icon's name. We've tried to make it so that icons will take on the characteristics and appear alongside text naturally.

Figure 3. Fontawsome

Style	Availability	Style Prefix	Example	Rendering
Solid	Free	<code>fas</code>	<code>&lt;i class="fas fa-igloo"&gt;&lt;/i&gt;</code>	
Regular	Pro Required	<code>far</code>	<code>&lt;i class="far fa-igloo"&gt;&lt;/i&gt;</code>	
Light	Pro Required	<code>fal</code>	<code>&lt;i class="fal fa-igloo"&gt;&lt;/i&gt;</code>	
Brands	Free	<code>fab</code>	<code>&lt;i class="fab fa-font-awesome"&gt;&lt;/i&gt;</code>	



## **Storymap.js:**

Storymap is a javascript library for storytelling with web maps. This library aims to enable individuals, especially those who have little web programming background, to effectively create story map applications over the Internet. Three major tasks would be dealt with, including web interface design, map design and storytelling structure. To develop these functions, this library is written in a combination of several web programming languages, like HTML, Cascading Style Sheets (CSS) and Javascript, and builds upon several prerequisite libraries and web services. To make the story map library robust and lightweight, we select as fewer prerequisite libraries as possible, and prioritize the use of open source or free libraries. This library is currently maintained by Cartography and Geovisualization Group at Oregon State University, and has been used in multiple geovisualization related courses (e.g., GEOG 371: Web Mapping, GEOG 571: Advanced Web Mapping, GEOG 472/572: Geovisual Analytics) and projects. In addition, a lot of universities began to choose storymap.js instead of ESRI storymap platform.

---

## **JQuery:**

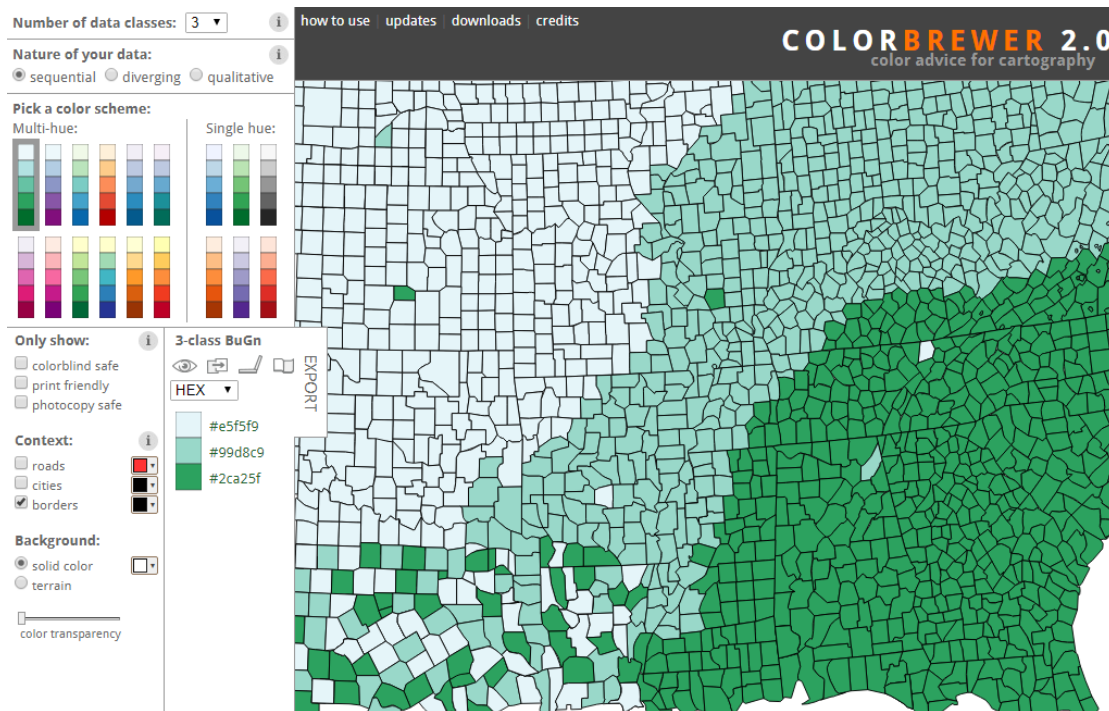
jQuery is a JavaScript library designed to simplify HTML DOM tree traversal and manipulation, as well as event handling, CSS animation, and Ajax. It is free, open-source software using the permissive MIT License. Web analysis (from 2017) indicates that it is the most widely deployed JavaScript library by a large margin.

jQuery's syntax is designed to make it easier to navigate a document, select DOM elements, create animations, handle events, and develop Ajax applications. JQuery also provides capabilities for developers to create plug-ins on top of the JavaScript library. This enables developers to create abstractions for low-level interaction and animation, advanced effects and high-level, theme able widgets. The modular approach to the jQuery library allows the creation of powerful dynamic web pages and Web applications.

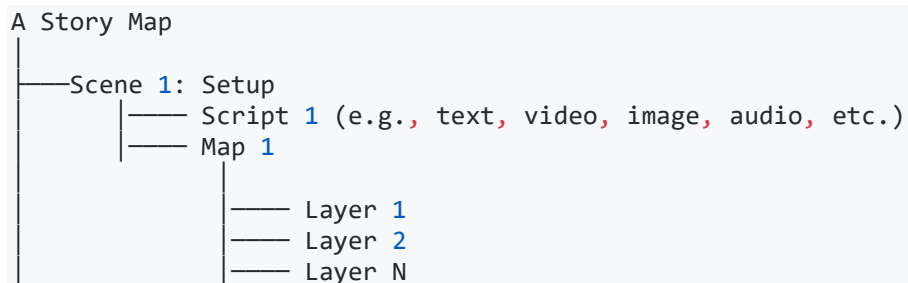
## ColorBrewer:

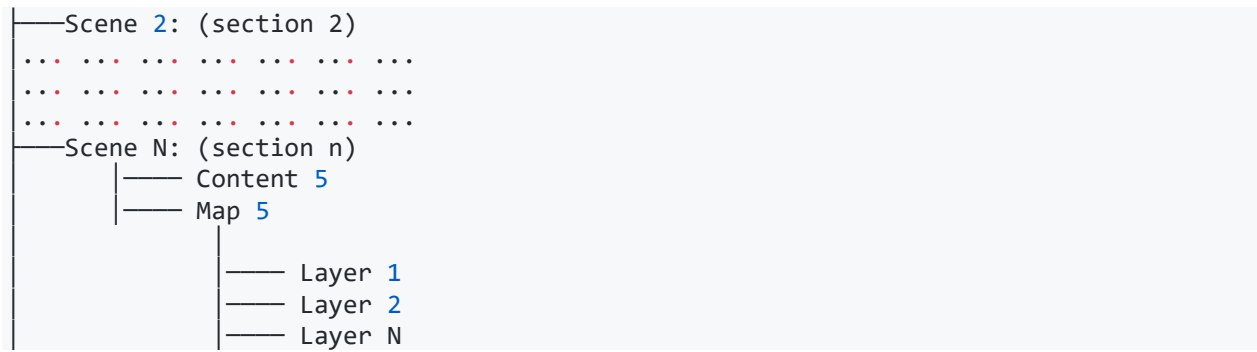
ColorBrewer is an online tool designed to help people select good color schemes for maps and other graphics. It is free to use, although we'd appreciate it if you could cite us if you decide to use one of our color schemes.

Figure 4. ColorBrewer



A story map is organized as a sequence of scenes, and the scenes are associated with maps. Each map are mashed up by layers, and the layers can be any types of layers that [leaflet.js](#) or cesium support. Below shows the tree structure of this story map library.



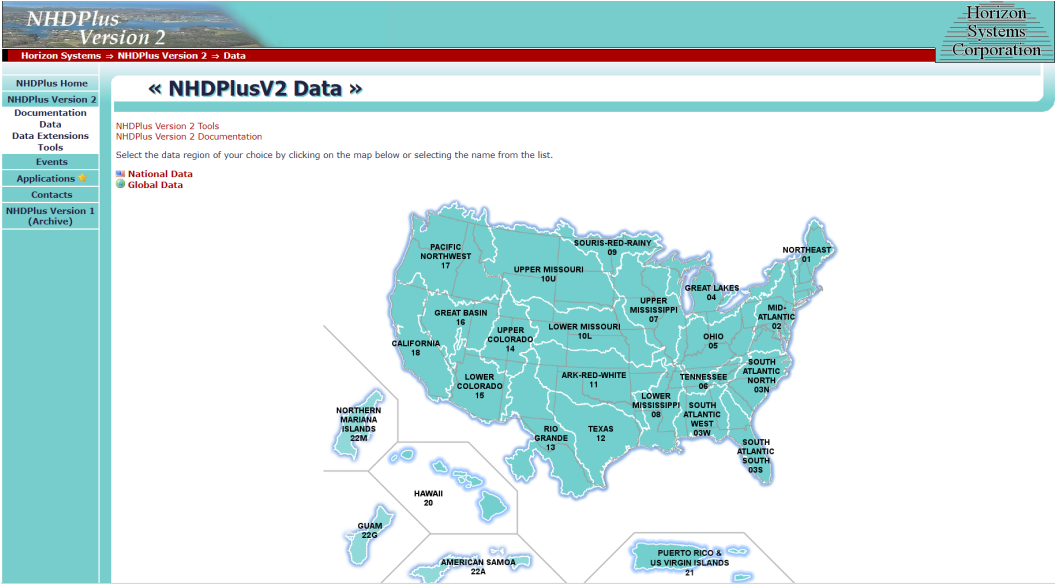


A storymap is organically integrated by several scenes. Each scene consists of a web map and a script. You can manipulate the map by zooming, panning, and even adding more thematic layers. This library embodies the concept responsive web design, meaning the story maps can be shown on either Desktop or mobile devices.

**Data layers:**

For downloading the watershed data, National Hydrology Data Plus were used and in next step QGIS were used to change the format of the shape files to Geojson.

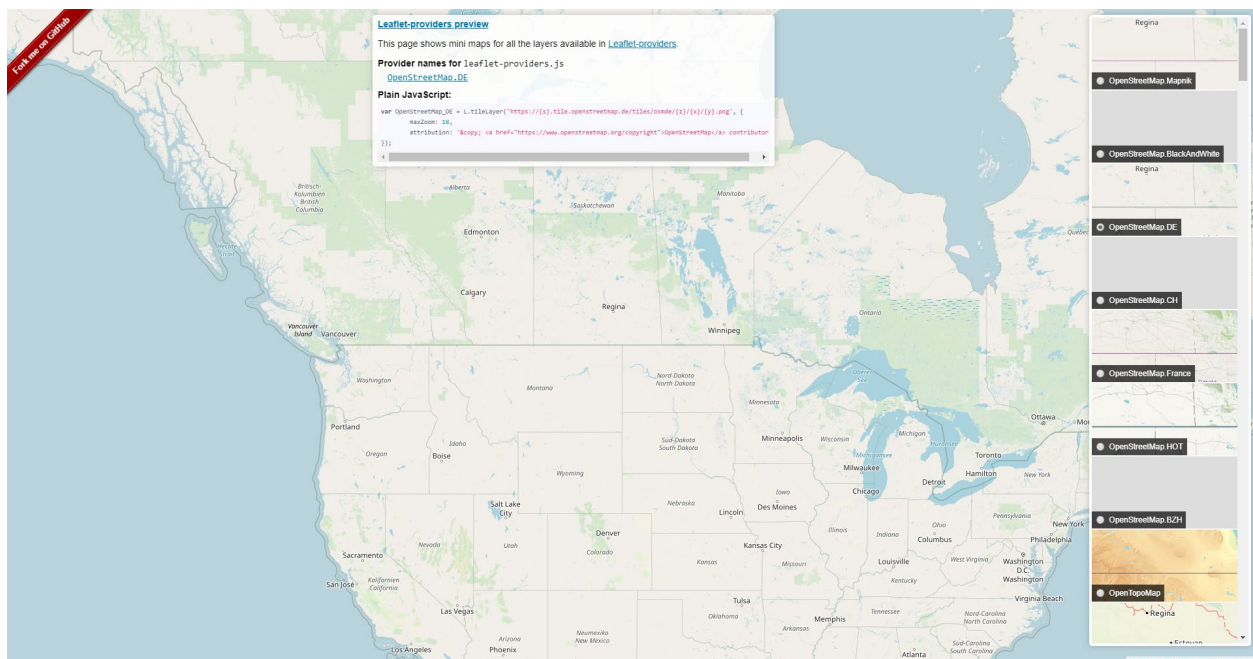
Figure 5. NHD Plus



## Tile layers:

Leaflet provider was used for getting all the tile layers in this story map.

Figure 6. Leaflet provider



In continue some of the sample code for adding the tile layers and also data layers were showed.

```
var layers = {
  ESRI: {layer:
L.tileLayer('http://server.arcgisonline.com/ArcGIS/rest/services/World_Imagery/MapServer/tile/{z}/{y}/{x}')),
  Umatilla: {
    layer: L.geoJson.ajax('assets/Umatilla.geojson', {
      onEachFeature: function (feature, layer) {
        layer.bindTooltip('<p><b>' + feature.properties.Subbasin+ '</b></p>',
{sticky: false, className: "feature-label",permanent: false, offset: [-1, -1]});
      },
      color: 'deepskyblue',
      weight: 2,
      opacity: 0.3
    }
  }
}
```

```

    }}, legend: Umatilla
  },

  FoodPro: {
    layer: L.geoJson.ajax('assets/FoodPro.geojson', {

      onEachFeature: function (feature, layer) {
        layer.bindTooltip(feature.properties.company, {sticky: true,
className: "feature-label" , permanent: false, direction: 'center'}));
      },
      pointToLayer: function (feature, latlng) {
        var id = 0;
        if (feature.properties.company == "Hood River Cellular") { id = 0; }
        else if (feature.properties.company == "Oregon RSA") { id = 1; }
        else if (feature.properties.company == "RCC Minnesota") { id = 2; }
        else { id = 3;} // "Salem Cellular"
        return L.marker(latlng, {icon: L.divIcon({className: 'fa fa-city
marker-color-' + (id + 1).toString() }));
      },

      color: '#ff3831',
      weight: 15,
      opacity: 0.1
    })),
  },
},

```

## The storyline:

For the story telling, 10 different sections were used for this projects

### Section 1: overview

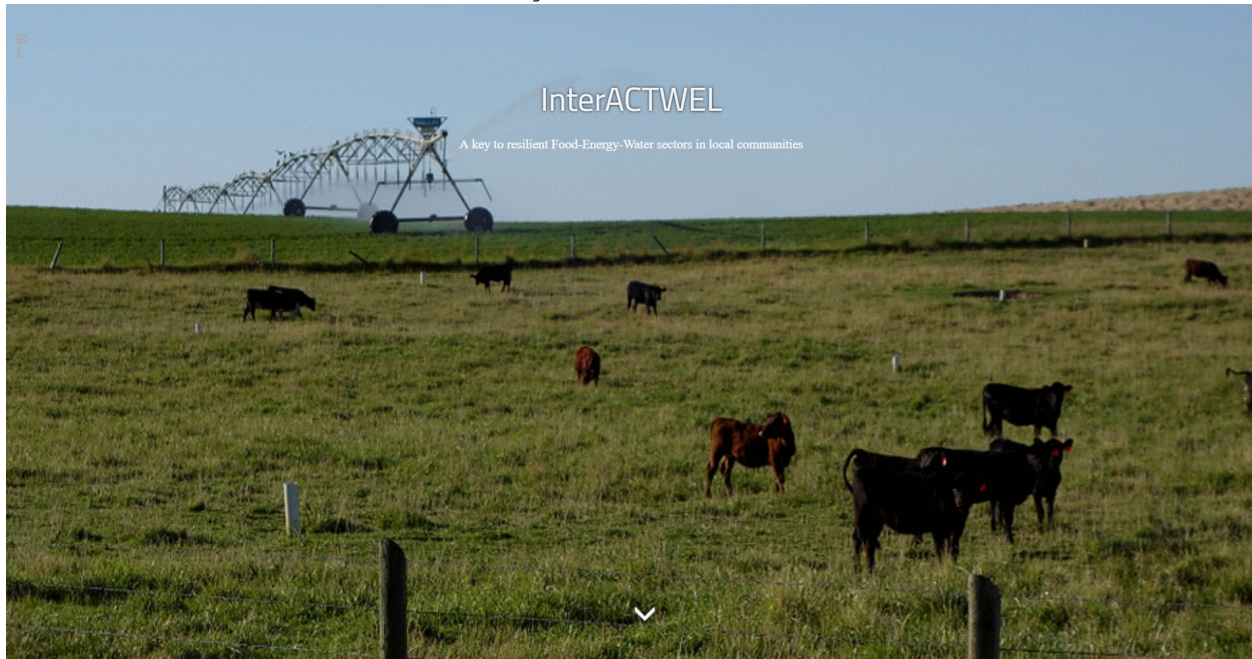
In this section the title of the projects on a tiff file was showed.

```

<section data-scene="overview" data-background="assets/1.gif">
  <div class="fullscreen text-center">
    <h1>InterACTWEL</h1>
    <h2>
      <small style="color: rgba(255,255,255,0.95)"> A key to resilient Food-
Energy-Water sectors in local communities
    </small>
    </h2>
  </div>
</section>

```

Figure 7. section1



## Section 2: Umatilla0

In this section a [CartoDB.DarkMatter](#) was used as a base map and also three basin layers were added to the map. The format of the layers is geojson to add to the storymap.

```
<section data-scene="Umatilla0">
  <h2>Food, Energy, Water NEXUS</h2>
  <p>
    Our planet's natural resources which is the water, the land, the atmosphere,
    and the ecosystems face an increasing amount of stress from
    wide range of disturbances. These disturbances may be chronic meaning that
    they occur over long periods of time or they can be shocks that
    occur rapidly and with great effect. The disturbances can lead to an extensive
    degradation and depletion of critical natural resources for example
    it may include something like climate change or floods, droughts, storms,
    diseases, fires, earthquakes, tsunamis as well as
    disturbances that may be caused by human activities such as invasive species,
    forest cleaning, acts of terrorism and sometimes
    even new laws and policies. Many sectors including agriculture sector, the
    water sector, and the energy sector heavily dependent on natural resources
    for economic growth and are as a result vulnerable to profound consequences
    when natural resources are stressed.
  </p>
  <p>
    More and more communities are beginning to realize the natural resource
    decisions have worked in the past, no longer work for current and future
    resource problems because of the increasing interdependencies between food,
    energy, and water Sectors.
  </p>
  <p>
    When faced with highly stressed natural resources, many communities worry
    about how much water they will have to grow next year's crop up or fish
  </p>
</section>
```

habitat or how much and how expensive the energy will be to irrigate fields or power local industries. To be resilient to stresses from a changing world the agriculture, energy, and water sectors can no longer just focus on their individual use and management of critical natural resources.

</p>  
<p>

They need to become aware and many of them already are that interdependencies between food, water, and energy resources that impact their communities.

Becoming aware of this <B>Food, Energy, and Water NEXUS</B> is only the first step. We need a comprehensive set of management solutions that are flexible to the demand of food, energy, and water resource users, manager, and consumers. These solutions must have multiple flexible options for food, energy, and water for adaptable and sustainable long-term management.

</p>  
<p>

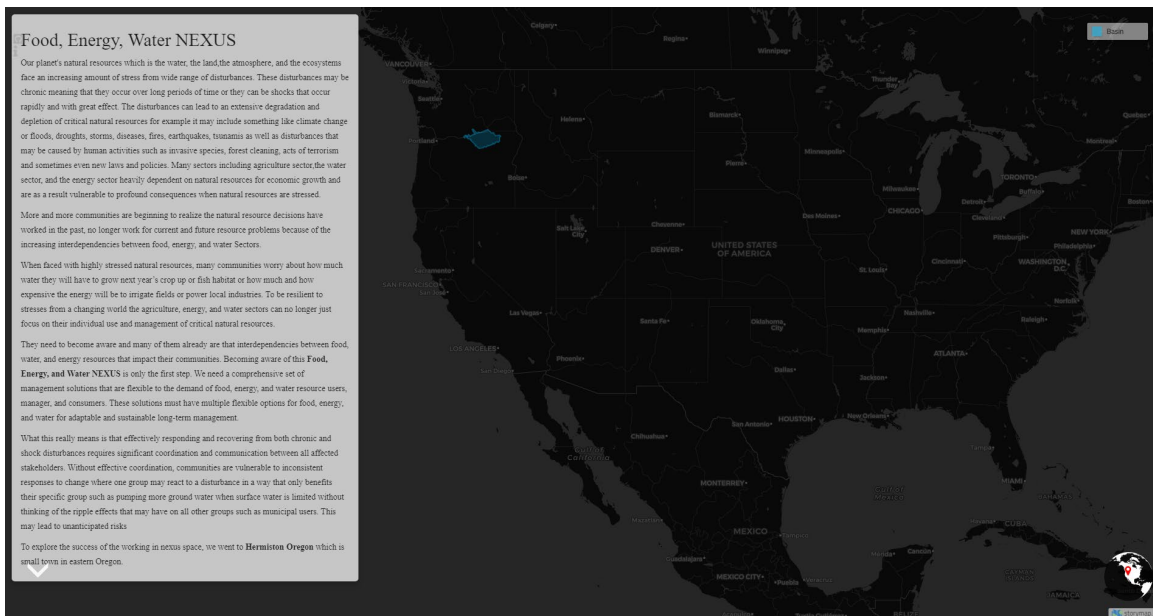
What this really means is that effectively responding and recovering from both chronic and shock disturbances requires significant coordination and communication between all affected stakeholders. Without effective coordination, communities are vulnerable to inconsistent responses to change where one group may react to a disturbance in a way that only benefits their specific group such as pumping more ground water when surface water is limited without thinking of the ripple effects that may have on all other groups such as municipal users. This may lead to unanticipated risks

</p>  
<p>

To explore the success of the working in nexus space, we went to <B>Hermiston Oregon</B> which is small town in eastern Oregon.

</p>  
</section>

Figure 8. section2



### Section 3: Umatilla

In this section an Esri.WorldGrayCanvas was used as a base map and also three basin layers were add to the map with the different zoom level.

<section data-scene="Umatilla">

<h2>Hermiston Region</h2>

<p> Hermiston Oregon is located in <b>North East of Oregon</b> and it is part of Umatilla and Morrow Counties.

The region has large agricultural industry (about 73% of land) Includes large food processors, energy providers (Hydropower - 980 MW, Natural gas - 900 MW, Wind - 545 MW),

and water resources.

</p>

<p>

Hermiston is a thriving agricultural community, farmers, food processors, electricity utility producers, hydroelectric producers, port, U.S. Army Crops. They all work

together and a deform tying community which use significant amount of land, water, and energy resources in a very efficient way and Hermiston

Oregon is also a place where the Columbia river and the McNairy Dam are placed and they use the proximity to these water resources from the Columbia.

Farmers in the last 30 years in this region have been one of the most innovative and most efficient people who use the resources most effectively.

</p>

<p>

The Hermiston Oregon region has been growing quite a bit as a community and economy but is not bumping it up against some of the resource constraints

that it has in terms of energy, water, labor, and it is perhaps a little bit more vulnerable to changes in the environment and global economic

markets that it might have been in decades past and so it is perhaps time to take a more deliberative approach to long term planning, thinking

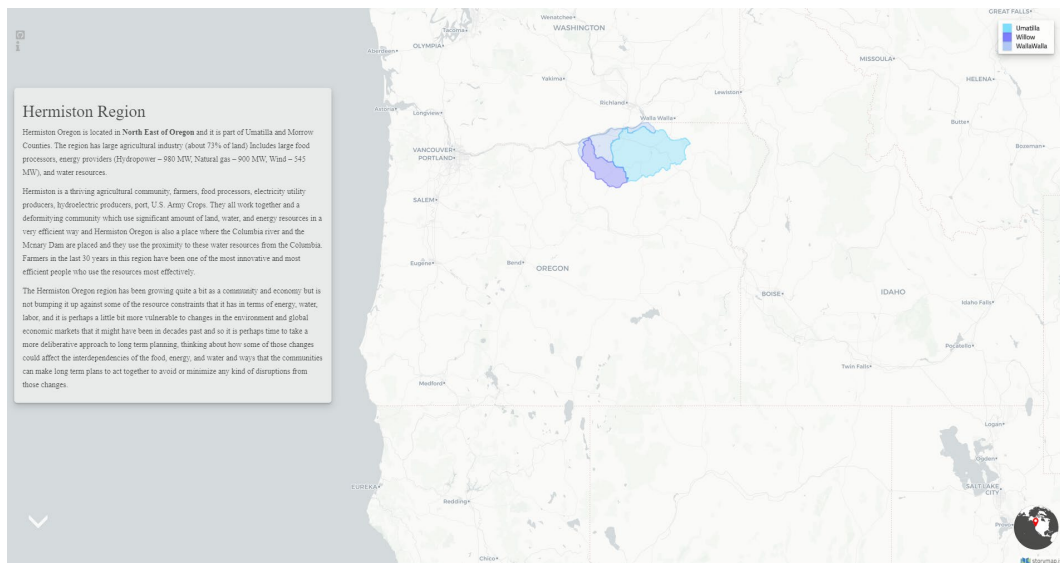
about how some of those changes could affect the interdependencies of the food, energy, and water and ways that the communities can make long

term plans to act together to avoid or minimize any kind of disruptions from those changes.

</p>

</section>

Figure 9. section3



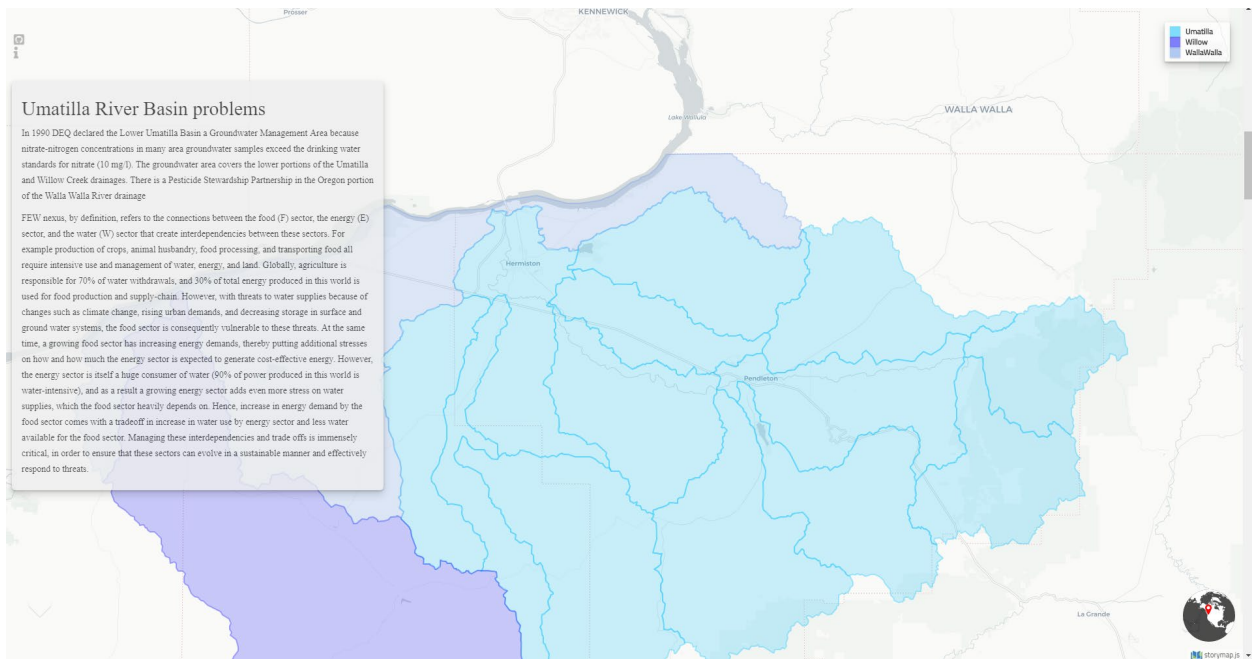


## Section 4: Umatilla

Section 4 talks about Umatilla river basin problems.

```
<section data-scene="Umatilla2">
  <h2>Umatilla River Basin problems</h2>
  <p>
    In 1990 DEQ declared
    the Lower Umatilla Basin a Groundwater Management
    Area because nitrate-nitrogen concentrations in many area
    groundwater samples exceed the drinking water standards
    for nitrate (10 mg/l). The groundwater area covers the lower
    portions of the Umatilla and Willow Creek drainages.
    There is a Pesticide Stewardship Partnership in the Oregon
    portion of the Walla Walla River drainage</p>
  <p>FEW nexus, by definition, refers to the connections between the food (F)
  sector, the energy (E) sector, and the water
  (W) sector that create interdependencies between these sectors. For example
  production of crops,
  animal husbandry, food processing, and transporting food all require intensive
  use and management of water, energy,
  and land. Globally, agriculture is responsible for 70% of water withdrawals,
  and 30% of total energy
  produced in this world is used for food production and supply-chain. However,
  with threats to water supplies
  because of changes such as climate change, rising urban demands, and
  decreasing storage in surface and ground water systems,
  the food sector is consequently vulnerable to these threats. At the same time,
  a growing food sector has increasing energy demands,
  thereby putting additional stresses on how and how much the energy sector is
  expected to generate cost-effective energy. However,
  the energy sector is itself a huge consumer of water (90% of power produced in
  this world is water-intensive), and
  as a result a growing energy sector adds even more stress on water supplies,
  which the food sector heavily depends on. Hence,
  increase in energy demand by the food sector comes with a tradeoff in increase
  in water use by energy sector and less water
  available for the food sector. Managing these interdependencies and trade offs
  is immensely critical, in order to ensure that
  these sectors can evolve in a sustainable manner and effectively respond to
  threats. </p>
</section>
```

Figure 10. section4



## Section 5: Food

<section data-scene="Food">

<h2>Food</h2>

<p>In Umatilla, Seventy percent of the land or 1,447,321 acres is divided among 1,658 farms (2007 Census of Agriculture).

The rest of the land was left fallow, grazed, or enrolled in the Conservation Reserve Program.</p>

<p>

In 2008, Umatilla County had the second highest agricultural sales among the 36 Oregon counties, behind Marion County (Ibid.).

Umatilla/Hermiston and Milton-Freewater primarily produce irrigated agricultural crops. Umatilla/Hermiston produces more than ninety percent of the Field Crops (potatoes, mint, etc.) and Grasses and Legumes in the County. Milton-Freewater

produces more than ninety percent of the Tree Fruit and Nuts in the County. Pilot Rock/Pendleton has the highest sales

of Grains (44.71%) and Livestock (43.55%) in the County. crops (e.g. potatoes, green peas, asparagus, melons), hay and silage feeds (e.g. alfalfa, corn, pea vines), fruit products (e.g. apples, cherries, prunes, peaches, apricots, grapes), and an extensive livestock industry raising cattle and calves, hogs and pigs, sheep and lambs, and chickens and turkeys.

Besides being the largest industry in this county and second largest industry in Oregon, agriculture creates a rural

atmosphere greatly desired by many city, rural, and regional people. A comprehensive plan considers agriculture as an

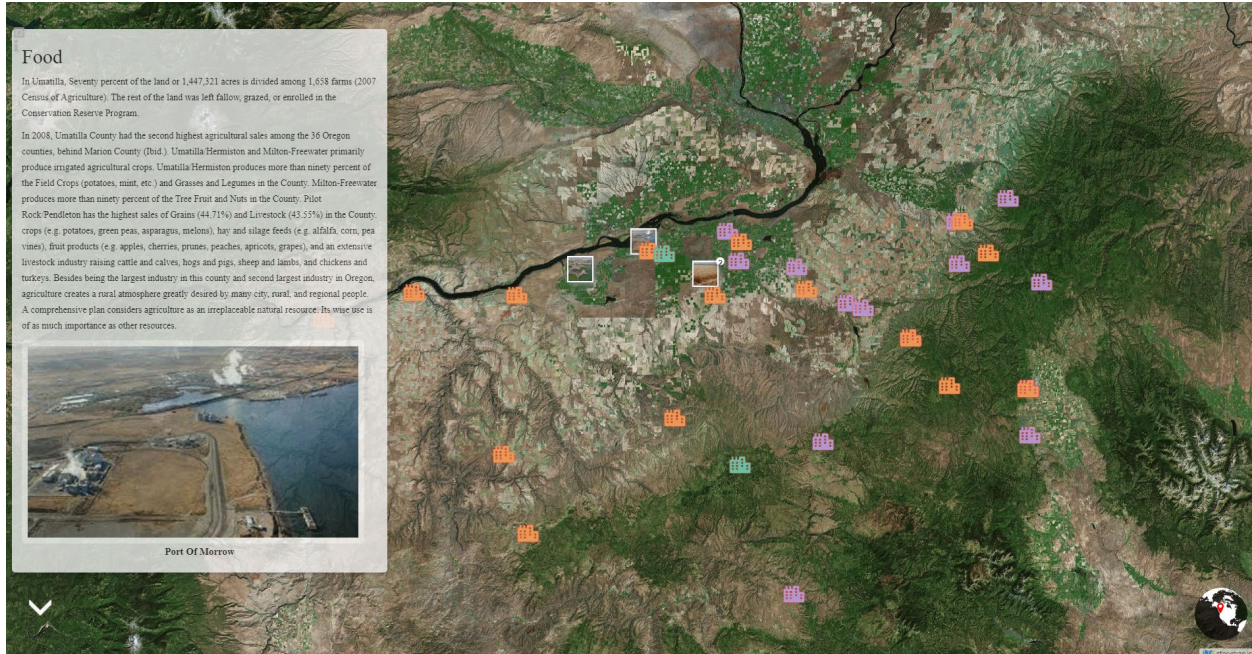
irreplaceable natural resource. Its wise use is of as much importance as other resources.

</p>

<div class="embedded-photo img-responsive"></div>

</section>

Figure 11. section5



## Section 6: Energy

<section data-scene="Energy">

<h2>Energy</h2>

<p>Energy sources in this region include, solar, wind, biofuels, coal and natural gas power plant and hydropower.</p>

The Columbia River provides a great potential for hydropower and there are several dams on this river.

McNary Dam is among the biggest dams on this river. The dam is 7,365 feet long, rising approximately 183

feet above the streambed. It consists of a concrete structure with an earth fill embankment at the Oregon

(south) abutment. The spillway is a concrete, gravity- type spillway dam. It is 1,310 feet long, and contains

22 vertical lift gates, each 50 feet by 51 feet. The crest is at elevation 291 feet mean sea level

and is designed to pass a flood of 2,200,000 cubic feet per second.</p>

<p>Hermiston Generating Plant (HGP) is located in northeastern Oregon, nine miles south of the Columbia River.

HGP is a 474 megawatt highly reliable modern natural gas fueled power plant that provides power for nearly

500,000 households in the Pacific Northwest. The plant also provides steam to Lamb-Weston's adjacent potato

processing plant. HGP was built by Bechtel for U.S. Generating Company in 1996. The plant is based on two

General Electric Frame 7FA combustion turbine generators operating in combined-cycle with two heat recovery

steam generators and two steam turbine generators. Perennial owns 50 percent

interest in HGP and is the plant's manager and operator. HGP has been recognized by the Oregon Occupational Safety and Health Division (OR-OSHA) for the plant's exceptional health and safety record.

The Hermiston Power Project is another power plant with capacity of 546 MW located in Hermiston, Oregon. The plant utilizes two combustion turbines, each with its own heat recovery steam generator, that supplies steam to a single steam turbine generator. The Hermiston Power Project sells a portion of the power it produces into the Pacific Northwest and California power markets as part of Calpine's Western region of power plants. Calpine also leverages the plant's quick-responding, natural-gas fired generation and its contracted transmission resources in the Northwest to help integrate wind energy into the region's power grid. Through agreements with the Constellation Energy Balancing Authority, Hermiston's output is quickly increased or reduced to compensate for the variability of wind generation. Fueled by natural gas and equipped with advanced emissions control technology, the Hermiston Power Project is one of the cleanest projects of its kind in the state. In 2003, the Hermiston Chamber of Commerce nominated Calpine for the Governor's Gold Award based on its community support activities.

Pacific Ethanol Inc. is an ethanol production plant located at the Port of Morrow in Boardman, Oregon.

The biorefinery began operations in August 2007 and sells ethanol, wet distillers grains, corn oil, and CO2 .

<div class="embeded-photo img-responsive"></div>  
</section>

Figure 12. section6

The screenshot shows a StoryMap interface. On the left, there is a text panel under the heading "Energy". The text describes energy sources in the region, including solar, wind, biofuels, coal, and natural gas. It specifically mentions the Columbia River, McNary Dam, and the Hermiston Generating Plant (HGP). The HGP section states it is a 474 megawatt plant located in northeastern Oregon, nine miles south of the Columbia River. It also describes the Hermiston Power Project, a 546 MW plant in Hermiston, Oregon, which uses two combustion turbines and a steam turbine generator. The text notes that the plant is recognized by OR-OSHA for its exceptional health and safety record. The Pacific Ethanol Inc. section describes an ethanol production plant in Boardman, Oregon, which began operations in August 2007 and produces ethanol, wet distillers grains, corn oil, and CO2. At the bottom left of the text panel, there is a small image of a power plant. On the right, a map shows the Hermiston area with various icons representing energy sources like wind turbines, solar panels, and power plants. A globe icon is visible in the bottom right corner of the map area.

## Section 7: Water

In this scene a tile layer from Esri satellite image was added to the scene and also all the streams in the area.

```
<section data-scene="Water">
  <h2>Water</h2>
  <p>
    Water is hugely contentious in the state of Oregon and this region
    unsuccessfully for many years tried to get water projects approved
    on state level and it was unsuccessful for many times.
  </p>
  <p>Water resources in the Umatilla sub basin include surface water, ground water
  and waste water. Surface water is
    derived from Columbia River and its tributaries such as Umatilla River, ponds
  and water reservoirs. Groundwater
    is an important resource to the economy of Umatilla County by providing the
  bulk of the water used for agriculture,
    as well as for drinking water supplies for the many communities and nearly all
  of the rural residences. The
    Umatilla Basin has more groundwater resource areas determined to be "Critical"
  by the Oregon Water Resources
    Department than any other part of Oregon. Waste water is coming from
  residential areas and food processing industries.
    According to Mucken and Bateman (2017) report, quality of surface water and
  ground water is critical for
    residential, agricultural and industrial use and being monitored by Oregon
  Department of Environmental Quality (DEQ).</p>
  <h3>Surface water quality</h3>
  <p>Temperature, sedimentation, and nutrients are the most common types of
  pollution that impair Oregon's rivers and streams.
    Impaired water quality drives up the cost of water treatment and limits access
  to clean water for fish, drinking water,
    agriculture, and recreation.</p>
  <h3>Ground water quality</h3>
  <p>Groundwater contamination is also a serious issue in some areas of Oregon.
  Private domestic wells may face contamination
    issues from nearby failing septic systems. Industry and agriculture can also
  be a source of pollutants for groundwater,
    as can surface water and groundwater interactions.</p>

  <p>Most of DEQ's groundwater monitoring efforts target vulnerable areas or areas
  of known contamination (i.e., Groundwater
    Management Areas (GWMAs)). Nitrate is one of the most commonly analyzed
  contaminants in these areas, with data showing
    that around 30 percent of groundwater samples detect nitrate at levels that
  suggest a 22 Chapter 1 - Understand Water
    Resources Today pollution problem exists (7 mg/L), and around 20 percent
  currently exceed health standards (10 mg/L).
    Bacteria are a commonly detected contaminant as well, with about 20 percent of
  samples showing positive bacteria detections.
    Arsenic is not as commonly studied, but when sampled in vulnerable groundwater
  areas, about 30 percent of samples
    show levels above health standards (10 ug/L). Other contaminants detected in
  groundwater studies include Dacha
    manganese, lead, iron, aluminum, perchlorate, uranium and vanadium. There have
  been few studies that investigate
    contaminants such as current use and legacy pesticides, herbicides,
  pharmaceuticals, personal care products, and
    volatile organic compounds. Based on data collected in the past five years,
  when detections of those contaminants are
    found, they are often far below health standards, if any standards exist.</p>
  <div class="embedded-photo img-responsive"></div>
```

Three major river systems make up the Umatilla Basin:

The Umatilla River (100 miles in length)

The Walla Walla River (61 miles in length)

The Willow Creek (79 miles in length)

</section>

Figure 13. section7



## Section 8: Threats

<section data-scene="Threats">

<h2>Threats</h2>

Unexpected changes and disturbances can threaten consistent availability and quality of shared natural resources (e.g., water, energy, and land) </p>

Threats vary in origin, scale, and magnitude and affect Resiliency of Food, Energy, and Water sectors in local communities. Over time, water, energy, and land resources impaired by threats could make it challenging for our local food, energy, and water sectors to absorb unexpected changes and retain function.

</p>

Below is the list of some chronic and acute threats:</p>

Urban growth</p>

Policy changes</p>

Ground Water depletion</p>

Water quality depletion </p>

...</p>

</p>

<br/>



```

<p style="text-align: center">Ecological -Hydrological-climatic disturbances
</p>
<br/><br/>
<br/>

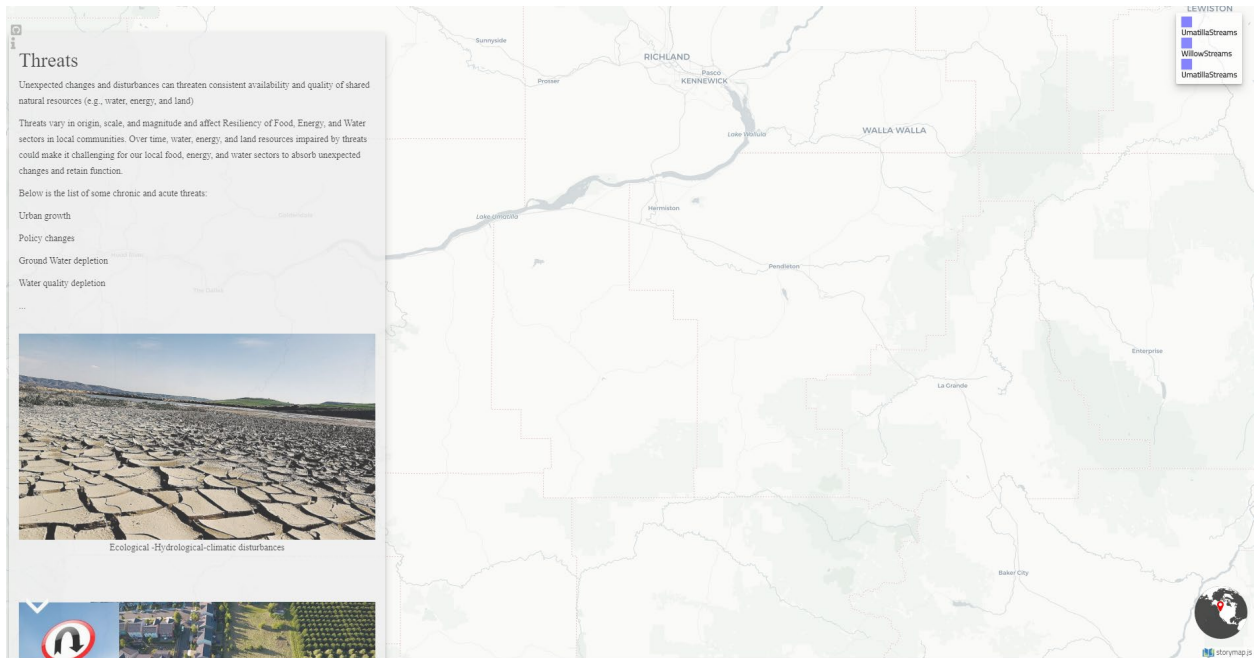
<p style="text-align: center">Socio-economic changes

</p>
<br/><br/>

<p></p>
</section>

```

Figure 14. section8



## Section 9: Strategy

This section talks about adaptation strategies and in the map section all the layers was showed and also a learning video from YouTube about InterACTWEL was added to the story map.

```

<section data-scene="Strategy">
  <h2>Adoptation Strategy</h2>
  <p>
    How can we increase the capability of communities to visualize food, energy,
    and water interdependencies over space and over time to create
    proactive planning strategies that engage all stakeholders and all sectors in
    together developing solutions?
  </p>
  <p>
    How do we stop the day by day and sometimes even minute to minute chase for
    water, energy, and food efficiency and help these communities
  </p>
</section>

```

think about long term systemic changes to the critical natural resources and even use prior knowledge to fuel all of the solutions.

</p>

<p>

InterACTWEL is a computer-aided decision support system that is being developed to empower land, energy, and water managers and even food producers to envision and plan towards a resilient future for their local communities.

</p>

<p>

The decision support system is being designed to help local communities plan for range of environmental disturbances for example extreme floods, droughts, ground water declines, and even changes to agricultural or environmental policies.

</p>

<p>

Connected communities have much better chance of being prepared to manage risks posed by uncertain future. How we manage our water, energy, and land resources as threats increase, is going to be critical and insuring how resilient we are in the long run as the future unfolds.

</p>

<p> Coordination among stakeholders is especially critical when resource availability and quality is threatened. Stakeholders may include those whose livelihoods depend on food and energy production, as well as availability of water for consumptive uses (e.g., industry, agriculture, drinking water) as well as non-consumptive uses (e.g., fisheries, ecosystem maintenance, recreation, navigation, hydropower, cultural preservation). Food-Energy-Water (FEW) actors often include farmers, tribes, water managers, dam operators, industries, recreationalists, government agencies and environmentalists. InterACTWEL is a computer-aided decision support tool that empowers FEW actors to envision and plan towards a resilient future for their local communities. Unlike other tools that focus on the short-term decision-making, InterACTWEL is a long-term planning tool that help communities be more resilient to changes that they do not have control of, such as a severe water restriction or changing state laws. Whenever there is an environmental disturbance (e.g., extreme floods, droughts, groundwater declines, fish diseases) or when there are new agricultural or environmental policies, FEW actors can use InterACTWELs intuitive interfaces to examine how these factors will affect their goals, operations and livelihoods. The scientific models in InterACTWEL allow individual actors to identify potential adaptation strategies from a wide range of management choices available to them, while also enabling them to learn about how their decisions affect other FEW actors. With InterACTWEL local communities of FEW actors can increase their overall capacity to adjust their operations through time, for uncertain and adverse stresses affecting the environment or the economy. Anyone can use and access InterACTWEL; the data-secure tool is easy to navigate and can run on either a desktop or mobile application. How it works: InterACTWEL goes well beyond just being a web-based platform to share data and information among FEW actors in a local region. The system contains advanced scientific models and interactive optimization algorithms

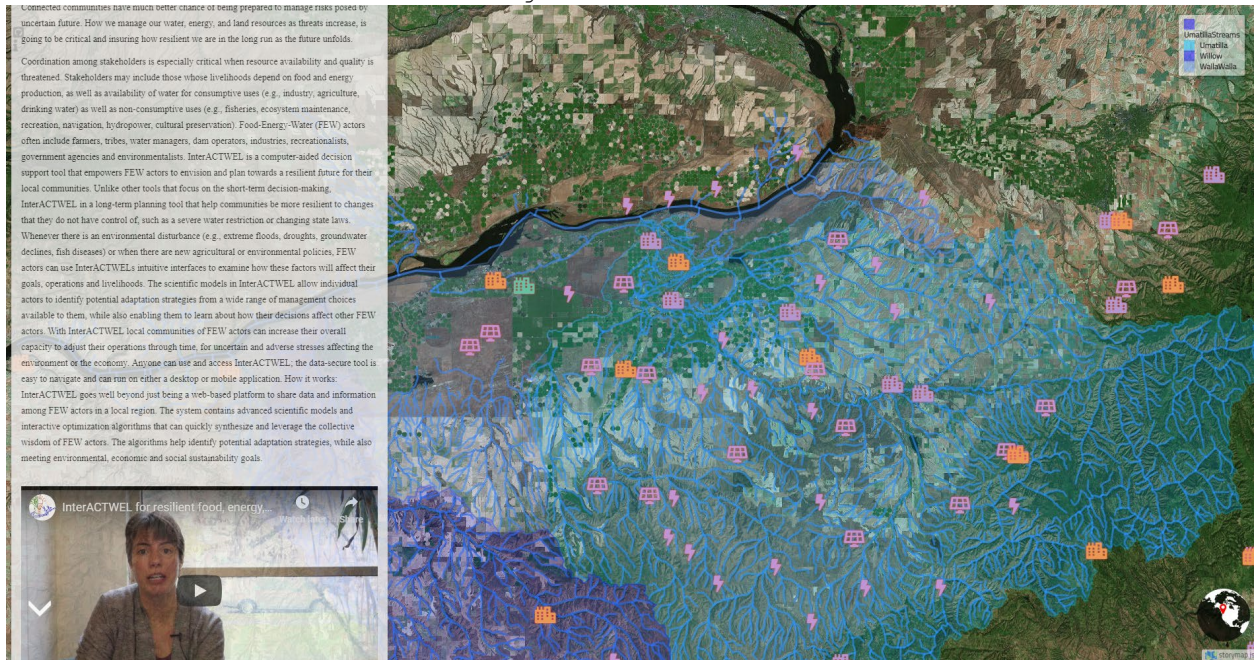


that can quickly synthesize and leverage the collective wisdom of FEW actors. The algorithms help identify potential adaptation strategies, while also meeting environmental, economic and social sustainability goals. </p>

```
<br/>
<!--<video controls width="540px" class="embedded-photo">-->
  <!--&lt;!&ndash;<source src="img/interactwel.mp4" />&ndash;&gt;-->
  <!--<source src="https://www.youtube.com/embed/os5Id_58rf4" />-->
  <!--</video>-->
  <iframe width="540" height="315" src="https://www.youtube.com/embed/os5Id_58rf4"
  frameborder="0" allow="accelerometer; autoplay; encrypted-media; gyroscope; picture-
  in-picture" allowfullscreen></iframe>

  <p></p>
</section>
```

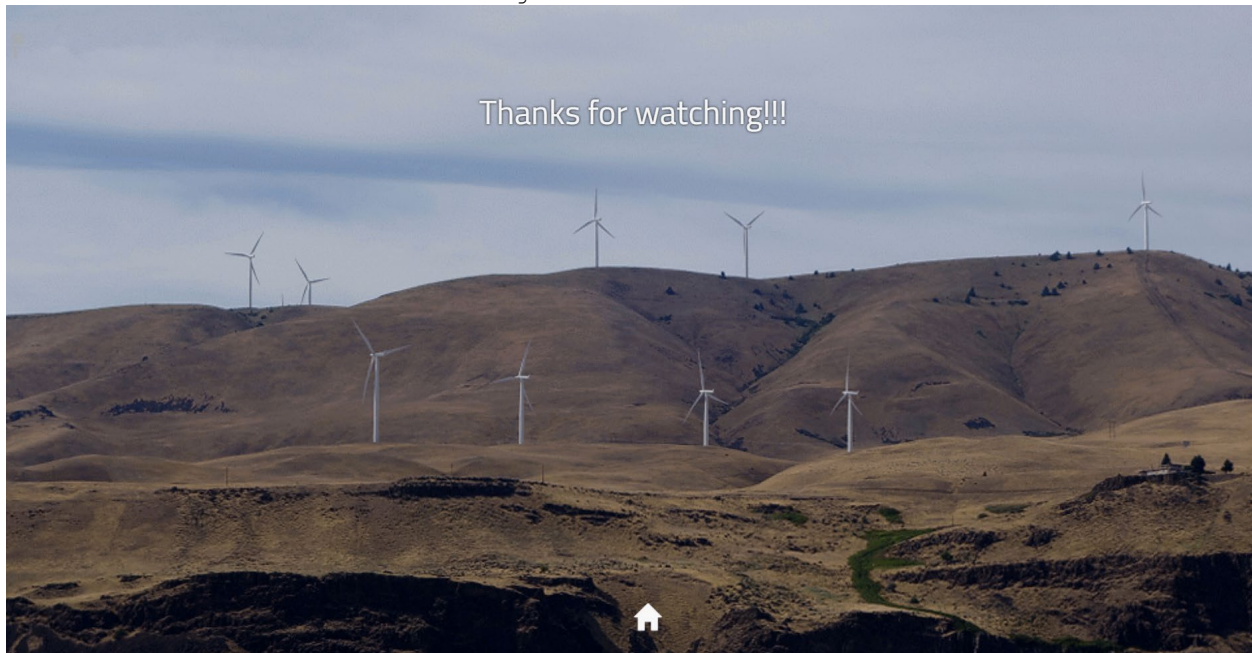
Figure 15. section9



## Section 10: End

```
<section data-scene="end" data-background="img/cluster/wind.gif">
  <div class="fullscreen text-center">
    <br/>
    <h1 class="">Thanks for watching!!!</h1>
    <h1>
  </h1>
  </div>
</section>
```

Figure 16. section10



## Scenes:

In continue all the scenes including the data layers and tile layers will define

```
var scenes = {
  overview: {lat: 44.0000000, lng: -123.5000000, zoom: 7, name: 'Cover Page'},
  Umatilla0: {lat: 45.74006, lng: -120.1795, zoom: 4, name: 'Umatilla0', layers:
['ESRI2', 'UWWBasin']},
  Umatilla: {lat: 43.74006, lng: -121.0795, zoom: 7, name: 'Umatilla', layers:
['umat', 'Willow', 'WallaWalla']},
  Umatilla2: {lat: 45.74006, lng: -119.0795, zoom: 10, name: 'Umatilla2', layers:
['Umatilla', 'Willow', 'WallaWalla']},
  FEWNexus: {lat: 45.74006, lng: -119.0795, zoom: 11, name: 'FEWNexus', layers:
['ESRI', 'FoodPro']},
  Food: {lat: 45.842206, lng: -119.2924395, zoom: 10, name: 'Food', layers:
['ESRI', 'PhotoLayers1', 'FoodPro']},
  Energy: {lat: 45.896365, lng: -119.709961, zoom: 10, name: 'Energy', layers:
['PhotoLayers2', 'energy', 'solar']},
  Water: {lat: 45.74006, lng: -119.0795, zoom: 9, name: 'Water', layers: [
'satellite', 'PhotoLayers3', 'umatillastreams', 'willowstreams', 'River']},
  Threats: {lat: 45.74006, lng: -119.0795, zoom: 7, name: 'Threats', layers:
```

```

['counties', 'GEE']},
  Strategy: {lat: 45.83006, lng: -119.3795, zoom: 12, name: 'Threats', layers:
['ESRI', 'River', 'FoodPro', 'energy', 'solar', 'umat', 'Willow', 'WallaWalla']},
  end: {lat: 45.74006, lng: -119.0795, zoom: 7, name: 'The End'}
};

```

## Story map elements:

In this section you can manipulate some of the element of the story map

---

```

$('#storymap').storymap({
  scenes: scenes,
  layers: layers,
  baselayer: layers.cartodb_light,
  legend: true, // if you do not want a legend feature, you can simply not define
the createLegend function.
  credits: "",
  loader: true,
  scalebar: false,
  flyto: true,
  navwidget: true,

  createMap: function () {
    // create a map in the "map" div, set the view to a given place and zoom
    var map = L.map($("#storymap-map")[0], {zoomControl: false, scrollWheelZoom:
true, fadeAnimation: true,
      zoomAnimation: true}).setView([44, -120], 7);

    //add an miniglobe
    new L.Control.GlobeMiniMap({
      marker: 'red',
      position: 'bottomright'
    }).addTo(map);

    return map;
  }
});

```

## Results:

All the libraries and the materials of this story map was placed on my GitHub and from below address you can get access to all of them.

<https://github.com/farahanimajid/GISProject>

Here is the link for opening the storymap. <https://farahanimajid.github.io/GISProject/>