FIND A LOCAL PROVIDER

Feature an interview, quotation or research link

Link to outside work with attribution and your own commentary.

For: Professionals sharing external sources

Approved guide | Revision 1 | Reviewed 2026-11-05

Next review: 2027-02-05

Why it may help

Use the free tools at your own pace, with control over your information.

Before you begin

A free personal account is all you need. You can edit your own profile straight away; a practice is edited once you have confirmed it is yours.

Choose your task > Follow steps > Check status

Step by step

1. Open the content library and choose Resource. This is the current workflow for a newspaper interview, journal quotation, research paper or hosted presentation.

2. Add a descriptive title, the original HTTPS source URL and the publisher or source name. Write your own summary or commentary in the body.

Optional, free help. Keep patient details, passwords and private contacts out of help requests.

3. Link to the original rather than copying the full article or an unlicensed photograph. If quoting or reproducing material, use only material you have permission to share and document that permission. Do not imply publisher endorsement.

4. Save a private draft. Preview the attribution and link, then submit for review. My FALP Guide can prepare this resource draft from information you provide; it cannot fetch or verify the source for you.

What to expect

What you enter is saved for you, and each tool shows whether it is public. Reading this guide changes nothing.

If something is not working

There is no automatic newspaper import or media-monitoring integration. A hosted presentation can be linked as a resource; uploading presentation files is not implemented.

Open the tools

Open this task

https://findalocalprovider.com/sites/studio#library

Read the current online guide

https://findalocalprovider.com/help/media

Related guide: publish

https://findalocalprovider.com/help/publish

Related guide: community

https://findalocalprovider.com/help/community