Making It Real: Why a Makerspace Might Make Sense for Your Library

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Any makers out there?

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What are makerspaces?

- A place, or not
- Shared knowledge
- Shared tools
- Hands-on learning
- Co-working
- Open design culture

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The name game - a little history

- hackerspace
- FabLab
- TechShop
- makerspace (or maker space)
Let’s make something!

LED Throwies with On/Off Tab. Image provided through a CC BY-NC 2.0 license by Alan Joyce. https://www.flickr.com/photos/everythingdigital/sets/72057594069888500/
Maker movement motivations

- “Maker Movement Manifesto”
- Lone makers → collaborative settings
- Teaching/guiding
- Sharing ideas and designs
- Co-working on projects
- Tinkering and play

Open MAKE: Tools. Image provided through a CC BY 2.0 License by Exploratorium. https://flic.kr/p/bGJCRv
Why libraries as a location?

- Making is already part of our mission
- Libraries are already makerspaces
- A community space
- Support education and STEM

Why might a library want one?

- Hands-on learning
- Co-working
- Self-directed learning
- STEM education
- Prototyping
- Tinkering
- Open culture
Library Makerspaces Survey

- October/November 2013
- 14 questions
- 109 respondents
- 51% public, 36% academic, 9% school
- 30 U.S. states, 7 other countries
- 46% had less than 1 year of operation
- 11% 2+ years of operation
## What do people make in them?

<table>
<thead>
<tr>
<th>Technology or Activity</th>
<th>#/libraries</th>
<th>% of all respondents</th>
</tr>
</thead>
<tbody>
<tr>
<td>Computer workstations</td>
<td>73</td>
<td>67%</td>
</tr>
<tr>
<td>3D printing</td>
<td>50</td>
<td>46%</td>
</tr>
<tr>
<td>Photo editing</td>
<td>49</td>
<td>45%</td>
</tr>
<tr>
<td>Video editing</td>
<td>47</td>
<td>43%</td>
</tr>
<tr>
<td>Computer programming/software</td>
<td>43</td>
<td>39%</td>
</tr>
<tr>
<td>Art and crafts</td>
<td>40</td>
<td>37%</td>
</tr>
<tr>
<td>Scanning photos to digital</td>
<td>39</td>
<td>36%</td>
</tr>
<tr>
<td>Creating a website or online portfolio</td>
<td>37</td>
<td>34%</td>
</tr>
<tr>
<td>Digital music recording</td>
<td>36</td>
<td>33%</td>
</tr>
<tr>
<td>3D modeling</td>
<td>34</td>
<td>31%</td>
</tr>
<tr>
<td>Arduino/Raspberry Pi</td>
<td>33</td>
<td>30%</td>
</tr>
<tr>
<td>Other</td>
<td>33</td>
<td>30%</td>
</tr>
<tr>
<td>Animation</td>
<td>31</td>
<td>28%</td>
</tr>
<tr>
<td>High quality scanner</td>
<td>31</td>
<td>28%</td>
</tr>
<tr>
<td>Tinkering</td>
<td>28</td>
<td>26%</td>
</tr>
</tbody>
</table>

*Sources: Makerspaces in Libraries Survey, 2013*
Motivation responses

“When people ask you why you have a makerspace, what do you tell them?”

90 respondents answered

Coded responses into categories
Sample responses

“We want to provide an on-ramp to the larger Maker Movement, as well providing the community access to technology beyond items normally purchased for home use.”
“The library needs to support all literacies and encourage students to become content creators, rather than content consumers.”
“I say that the whole library is a makerspace, we just make scholarship.”
“3D printing is as game changing today as the printing press was in 1450. We simply must make this technology freely available so that our citizens can have the opportunity to master it, lest they be mastered by it.”
“So there is a free community spot to create and get to know other community members. To share expertise and learn from one another.”
“Not only do we continue to do the important work of preservation and access as we have done all along, but increasingly there is an expectation that libraries will support content creation.”
Most popular motivations

- Learning (34)
- Collaboration (25)
- Access (23)
- Expanding services (18)
- Library mission (16)
- Individual creation (15)
Least common motivations

- Cross-curricular/multi-disciplinary (4)
- Business/workforce development (4)
- Teens/kids (7)
- 21st century (7)
- STEM (9)
- Hands-on (10)
Differences by library type

Academic
(learning, access, collaboration, library mission)

Public
(learning, collaboration, access, expanding library services, library mission, individual creation)

School
(tinkering, learning, individual creation, cross-curricular, collaboration, STEM)
Why consider a makerspace?
The library’s mission

To have library detectives like on Seinfeld.
Community needs
Access to services/materials/skills
Possible funding sources

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Library administration support
Collaborative partnerships
Staff interest/experience

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Questions to answer about your makerspace
Clean or dirty? Or both?

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An open lab, or classes/workshops?

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Staffed, or checked/maintained?

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Noisy?

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Dedicated space, or mobile making?

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In-house, or circulating technology?

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Funding: budget, fees, grants?

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Time, space, money, interest in experiential learning
Steps to get started

1. One-off activities
2. Ongoing meetups
3. Temporary tools and kits
4. Clean labs
5. Dirty labs

Additional resources

- Makerspaces in Libraries Survey Results
- Makerspace Resources
Questions?

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https://goo.gl/dX5nnX