Makerspace Communities

Amy Vecchione, Monday, March 6, 2017
Info2Go

Twitter handle: @librarythinking
How do you self identify?

- I make things
- I’m a maker
- I was a maker before we called ourselves maker
- I don’t know if I make things
- I don’t make anything
Elizabeth Gilbert - by Tom White for the NY Times
Definitions

- Makerspaces
- Makers
- Design Thinking
- Open
- Entrepreneur
- Start Up
- Business canvas
- Minimum viable product
A Vision

The makerspace is a radically inclusive community with a clear pipeline to fabrication resources allowing students to design ideas, objects, and dreams.
Empowerment

- Participatory Library
- Identity
- Outreach
- Vertically Integrated Projects
- Student Clubs
- Practicing radical trust
Microempowerment

- Stating positive attributes about projects and ideas
- Offering potential solutions to problems
- Connect users to other user experts
- “You are the expert in ______ so I trust you on that.”
- When they ask “Can I?” respond “I trust you to do that well considering all of the stakeholders needs”
Levels of Engagement

- Introductory level: Display interest
- Level 2: Show curiosity and capacity
- Level 3: Expresses desire to begin a project
- Level 4: Identify as a maker with value to add to the community
- Level 5: Lead in the space
- Level 6: Take on responsibilities
Makerspaces in Libraries are about Choices
Well Funded Budget
User Engagement & Participatory Library
Strong community engagement
Scripted plans versus open possibilities
Participatory library versus one direction of design
Transactional versus relational
Minimum viable product versus fully formed by staff
Major Makerspace Considerations

- Budget model
- User led decision making
- Diverse user community
- Endless possibilities versus scripted plans
- Entrepreneurial services
Diversity, Inclusion, Creativity

Maeda may have his work cut out for him, both at Automattic and in a larger sense. Inclusive design at its heart is a way of creating products and services that attempt to reach the broadest range of people possible, particularly those in underserved communities. This way of thinking is increasingly being acknowledged by companies like Microsoft and Google, which are betting that if they can design a better product that meets the needs of someone in an underserved demographic, they've built a better product for everyone.

"Design culture isn't the priority—it's to make a working product," says Maeda. "My goal really as the head of computational design and inclusion is to help the community to unlock its own ability to understand what design is, and become better designers in the process."

This requires including people of different races, genders, disability levels, and backgrounds in the design process. Automattic did not provide specifics at Co.Design's request for the company's racial diversity, but the company's gender breakdown for developers was part of the Women in Software Engineering data project. As of June 29, 2016, just 14 of the company's nearly 200 programmers were female.
Create an awesome community driven team
Vision to Reality
Design Thinking Approach
Customer Map, Market Segments, Interviews
Library Idea Canvas
So, you have an idea. What makes a new idea gain traction?

How well the idea resonates

Who are the users/consumers?

What story does it convey about the library?

Does it resonate with larger community goals and concerns?

How does it fit with strategic directions?

Might it generate new partnerships?

What impact will it have for your community/users?

Impact on budget & staff

Cost, short-term and long-term

Is it sustainable?

Staffing needs, short-term/long-term

Timing

Does it make other situations easier?

Where stuff happens

Idea is costly but fits so well and has wide buy-in that it gets implemented

A promising idea that is so do-able that it gets tried, tested

Capacity to plan & execute

Do you have support from your direct supervisor?

Institutional comfort with risk

Communication skills of both staff and admin

Is there the will to make it sustainable?

What other factors are important?

These 3 lobes will rarely be equal, but weakness in one lobe would need to be offset by strength in the others.

Created by Lisa Waite Bunker for ALA Library Innovation & Maker Services MIG, 2015
Examples of Makerspaces
Tech Shop

- Standardized equipment
- Strong budget and business model
- Many possibilities
- Newbies can get lost
- Workshops cost money to get trained on equipment
North Carolina A&T University

- Student led
- University Innovation Fellows
- Library donated space to the students
- Students applied for a grant and implemented
University of Nevada Reno

- Tech Wranglers
- Several librarians
- Serves everyone plus the community
- Businesses donate and purchase equipment
- Only the first 3d printer was purchased by the library
Georgia Tech - Invention Studio

- Student centered
- Student led
- Started with grant for equipment
- Budget is fueled by local businesses
- Contests
- Strong support for newbies
- Scaffolded, complex opportunity
*Injustice anywhere is a threat to justice everywhere.*

-Dr. King
Poor quality, but the centriphone works!
23 Things: Choose One to Learn More About

1. Tour a co-working space
2. Join a Meet Up group for entrepreneurial activities
3. Read Lean In or join a Lean In group
4. Create an empathy map
5. Watch Simon Sinek’s video “Start With Why” with coworkers
6. Participate with a team in the Stanford design thinking crash course
7. Make a green screen photograph
8. Use the Library Idea Planning Canvas