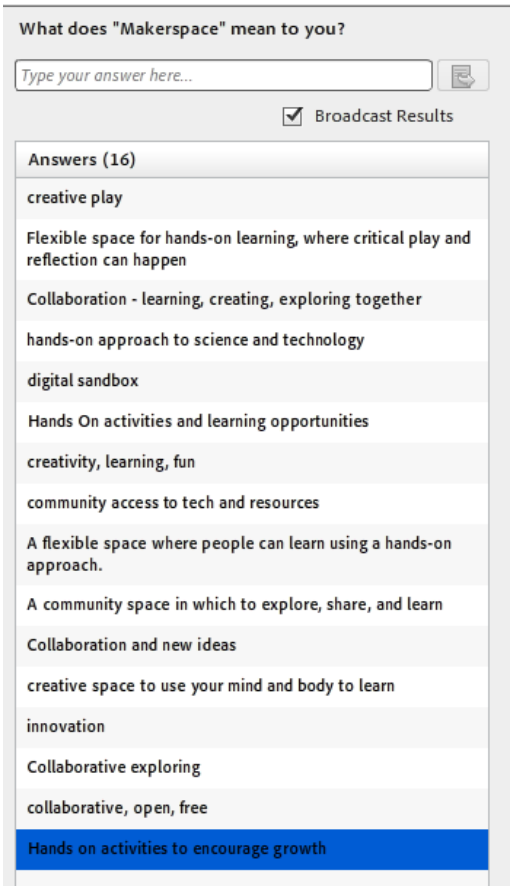

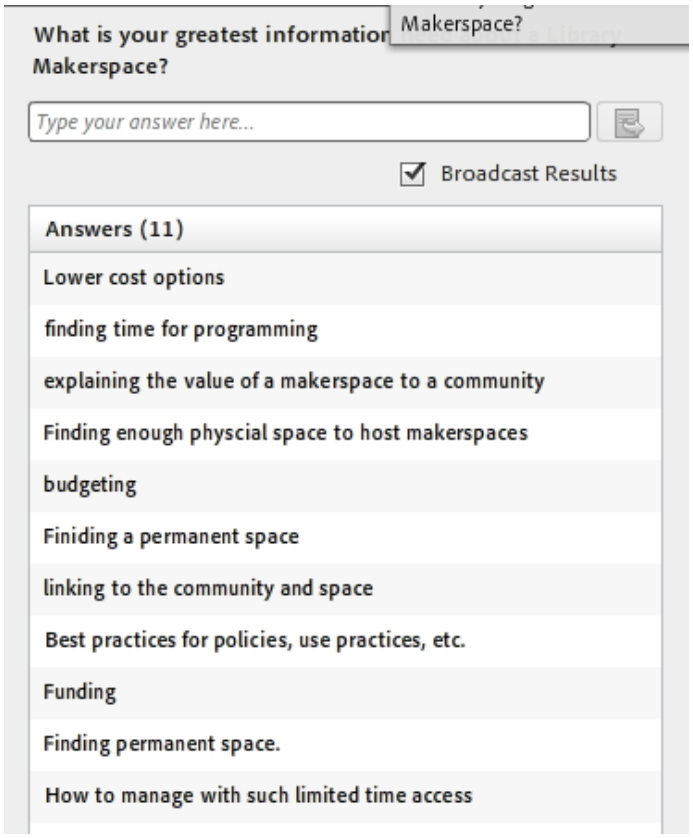

A lot of these are problems associated with starting any new program: space, time, training, and of course, funding!

Links to YouTube Videos

- Circuit Blocks - https://youtu.be/HJd5_R7_EnQ
    - Comments from session: On the SPLAT adventure last summer, I saw a father push his children out of the way to play with the keva planks. Just be sure that the adults don't take over the circuit blocks! We have the Keva planks in our library and it's definitely a whole-family pleaser. The kids will do fine if left alone to discover on their own. The circuit blocks can be highly *collaborative* - great for teamwork. I agree, it's fun to see the kids work together on the circuit blocks. At one of our events, a kid stood there for an hour playing with them, even when the more techy tools were available. I noticed that as well - the expensive tech is often one-on-one. You never know what is going to engage, so it's good to have a variety. The circuit blocks are fun because they have certain aspects of the higher tech, while still being low tech itself

- Flip Pal Scanner - https://www.youtube.com/watch?v=orajYKnMv3E&feature=youtu.be
- 3-D Printer - https://www.youtube.com/watch?v=f6lf-NiLiIs
- Keva Planks - https://www.youtube.com/watch?v=7oIUq_Lq7lo&feature=youtu.be

- Sphero - https://www.youtube.com/watch?v=1S5lUDvlu3A
- Dodo Case Virtual Reality - https://www.youtube.com/watch?v=Ej7v72xoG9I&feature=youtu.be
    - Comments from the Session: It's like the 21st Century Version of the View Master! Instructables! It was Instructables.com. We got some through the build night as well. The teens had a blast when we did it. DODOcase versus Google Cardboard? https://www.google.com/get/cardboard/ https://www.google.com/get/cardboard/get-cardboard/ lots of options here for different vendors and DIY options
    - Check out Boise Virtual Reality Project! http://www.boisevrproject.com/
    - Playstation VR - https://www.playstation.com/en-au/explore/ps4/features/playstation-vr/
    - Microsoft Hololens - https://www.microsoft.com/microsoft-hololens/en-us
    - https://www.getameta.com
    - Oculus stuff - https://www.oculus.com/en-us/
    - https://www.google.com/get/cardboard/jump/

Links to SPLAT and Other Resources

- SPLAT Resources - http://splat.lili.org/splat-resources/
- SPLAT IdeaLab LibGuide: http://guides.lili.org/trends_splat
- Make It Idaho: http://libraries.idaho.gov/page/make-it-library-where-idaho-makers-meet

Comments from Session: Why a makerspace in a library?

- Amy Vecchione and I wrote an article on 3D printing, but part of it addresses this question. http://works.bepress.com/deana_brown/11/
- Some of the Make It libraries have reevaluated their use of their space in order to accommodate their need for a maker space.
- I was fortunate to be able to write $27,000 into my district budget for makerspace materials and training. We framed it as leveling the playing field--some of the affluent schools were already doing makerspaces, and we wanted to make sure all students had the opportunity to access. Like Deana, we're also finding that "stuff" is coming out of the woodwork--as the momentum gets going, people and things find us.
- I've had the Idea Lab tools out at a couple of events here at the CDA Library, and that was a way to get feedback from my community in regards to what they liked about the Idea Lab tools, and also the other things they'd like for the Library to have.
- We don't have a dedicated space right now. We typically insert our Makerspace associated tools into programs and events we are already doing.
- A big part of making is collaborating with others from the community. Community members can bring their tools for specific programs.
- This is a great listserv to get on to get ideas flowing, https://lists.ufl.edu/cgi-bin/wa?A0=LIBRARYMAKERSPACE-L
- https://www.youtube.com/watch?v=3iZP7Eujgjk
- https://www.youtube.com/watch?v=MQRUepudSac

- http://www.idahostatesman.com/news/local/community/west-ada/article41667738.html
- One of the reasons I don't love the label of "makerspaces" is that it implies that the important part is the space itself. But it's not the space, it's a shift from consuming to creating, and that can happen anywhere. – response: Good point abut makerspace terminology. The focus of the Make It project has shifted from makerspaces to making-a big difference. I think it is as important to understand the making culture as it is to have lot of tools.
- Another resource: Create mailing list - hosted by the Colorado State LibraryCreate@cvl-lists.orgIf you wish to unsubscribe or modify your preferences, please visit http://cvl-lists.org/mailman/listinfo/create_cvl-lists.org
- "increasing digital literacy skills" is a great phrase!
- Community partnerships!
- The tools are an excuse for a conversation ;) Conversation starters
- A plug for the Make It at the Library facebook page: https://www.facebook.com/MakeItIdaho. A great resource for ideas, problem solving, keeping abreast of what's new with making.
- Explain the ROI of reaching new audiences. An increased number of users will add value to all aspects of your library, these tools can make it possible to talk to people about traditional library services.
- Here is another FB group. https://www.facebook.com/groups/librarymaker/
- We often talk about those in our district who just aren't library people - Makerspaces is a great way to bring people into the community who don't consider themselves readers.

To contact SPLAT members for more information go to http://splat.lili.org/2013-splat-members/