MAKER STUDIO

Digital Literacy in Academic Libraries

Image: Sutherland Shire Council, 2017

WHAT TO EXPECT

- What is the Maker Studio?

- What will it look like?

- Why the Maker Studio?

- How can faculty integrate it into their curriculum?

- How will it be programmed?

Image: Upper Valley Makerspace, 2017

WEAPONS OF MASS CREATION

MAKER STUDIO

Creative space for **students**, **faculty**, and **community** users

Explore **ideas**, **concepts** and new **technologies** in a hands-on way

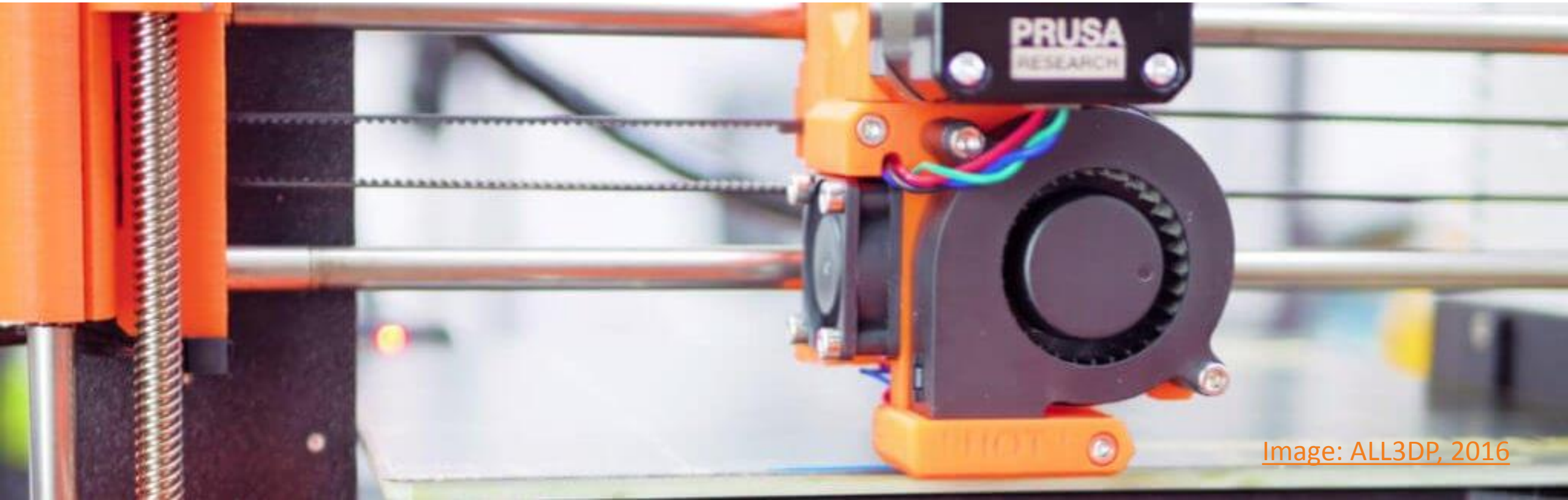Design for **research**, coursework or personal projects
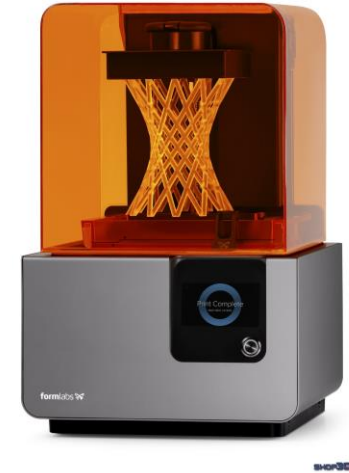
Image: ALL3DP, 2016

TEAM

A working group composed of members from the library staff and the Academic Development Centre (ADC) materialized the **vision** for the space, and chose key technologies that reinforce the library's information literacy objectives.

Image: Entrepreneur, 2016

TOOLS

- 3D scanners

- 3D printers

- Sewing machine

- Embroidery machine

- Button Maker

- Robotics

- Circuitry kits

- And more
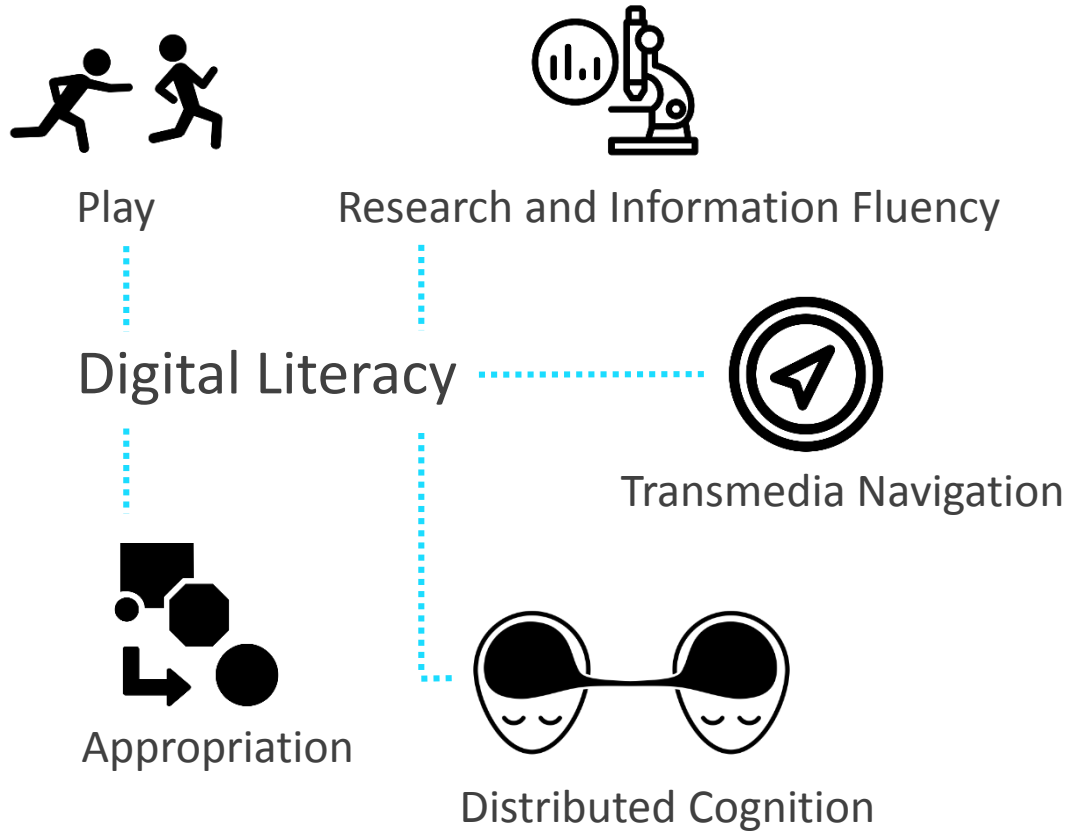
Images (left to right): Brother, 2017; Shop3D, 2016; Free Icons, 2016; Arduino, 2017; Silhouette Blog, 2016
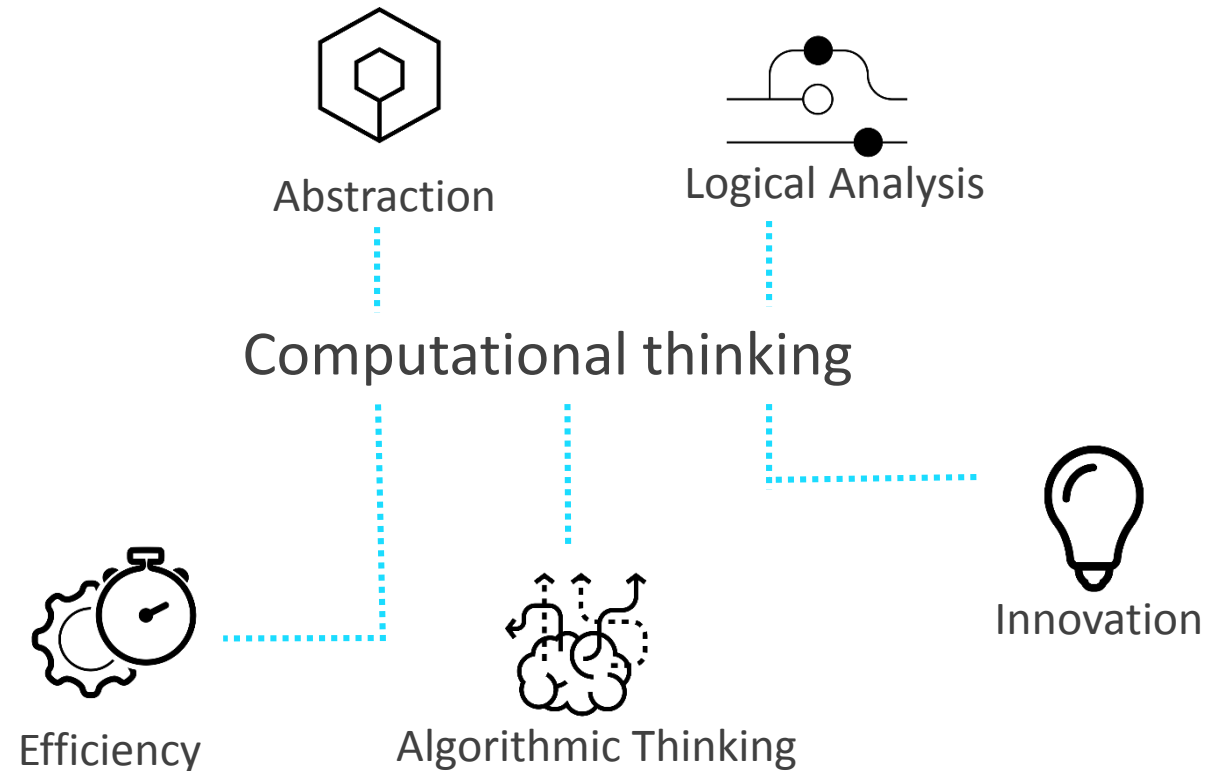
WHY THE MAKER STUDIO?

Digital Literacy

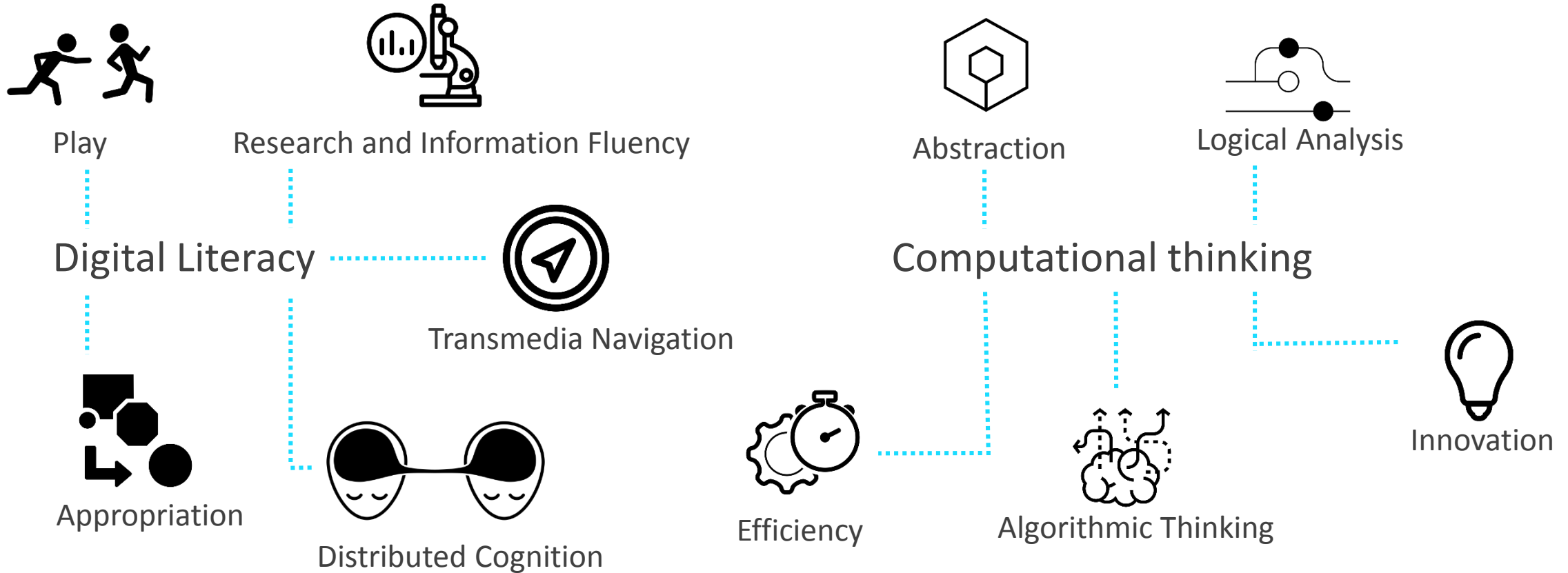Computational thinking

WHY THE MAKER STUDIO?

Play

Research and Information Fluency

Digital Literacy

Transmedia Navigation

Appropriation

Distributed Cognition

WHY THE MAKER STUDIO?

Abstraction

Logical Analysis

Computational thinking

Efficiency

Algorithmic Thinking

Innovation

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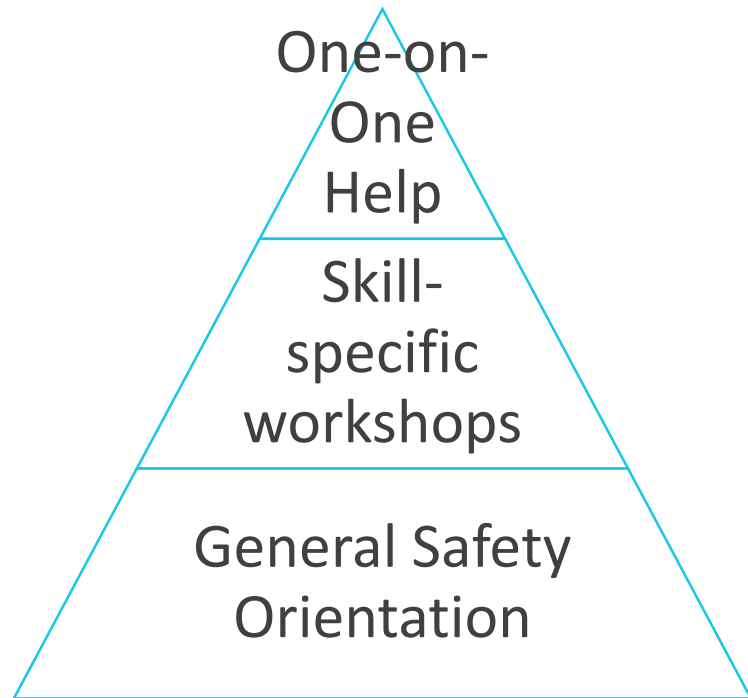Innovation

FACULTY AND CURRICULUM

Departments ranging from **Anthropology** to **Computer Science** are using **3D printers** and other maker technologies for learning and research

Subject librarians will **liaise** between faculty and Maker Studio staff to create open **communication** channels to facilitate projects

Images (Left to Right): PiBorg; cxem.net, 2014; Casa Jasmina, 2016; Thingiverse, 2013; LittleBits, 2014

PROGRAMMING

One-on-One Help

Skill-specific workshops

General Safety Orientation

Image: Harvey Mudd College, 2015

CLASSES, OUTREACH AND CLUBS

Classes and clubs are **encouraged** to book the Maker Studio for academic **development**

Relationships with groups such as ChicGeek are being established to remove **community** barriers

Image: Mount Royal University, Student Resources
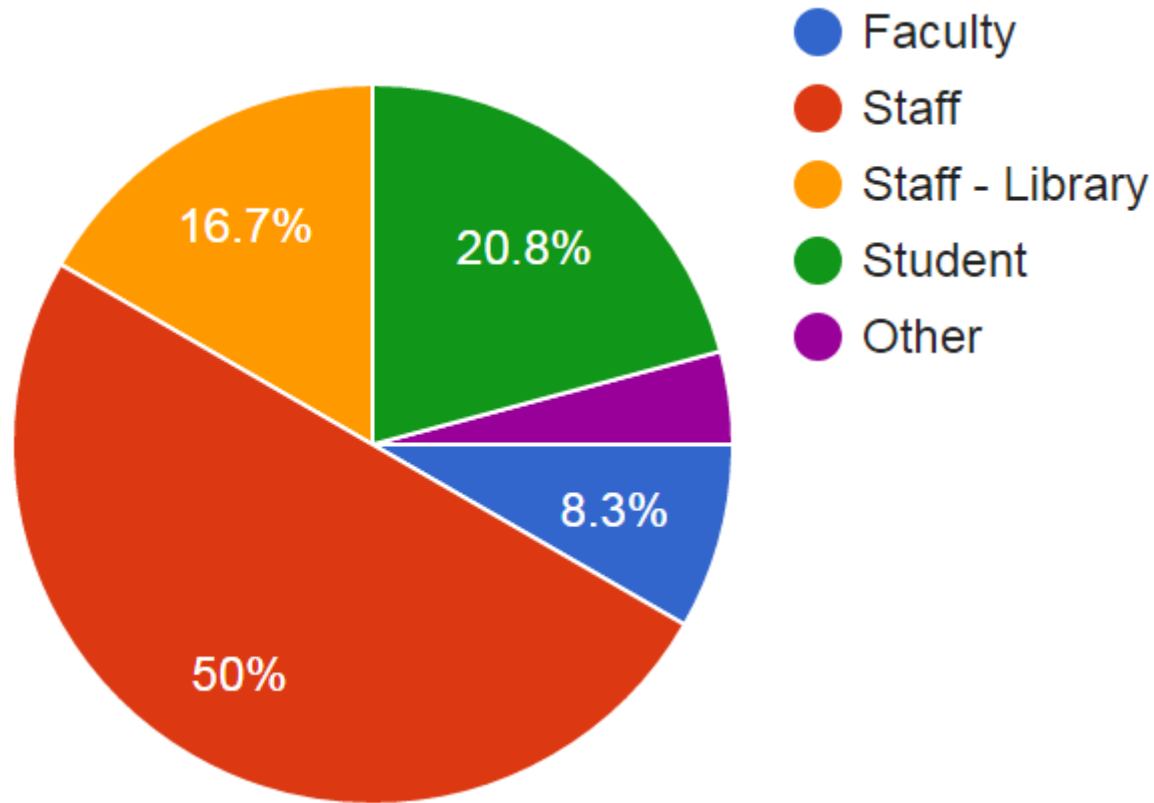
Image: Calgary Herald, 2015

EVENTS

In-House

- Maker-in-Residence

- End of Term Maker Studio Showcase

Community

- Beakerhead

- MakerFaire

- Calgary Expo

ASSESSMENT

Faculty
Staff
Staff - Library
Student
Other

16.7%
20.8%
8.3%
50%

We offered five sneak-peek workshops this term, three 3D printing workshops for library staff, and two 3D modelling workshops open to **everyone**

Registration was full for all five

Feedback survey revealed a demand for more **in-depth** hands-on 3D modelling and 3D printing workshops
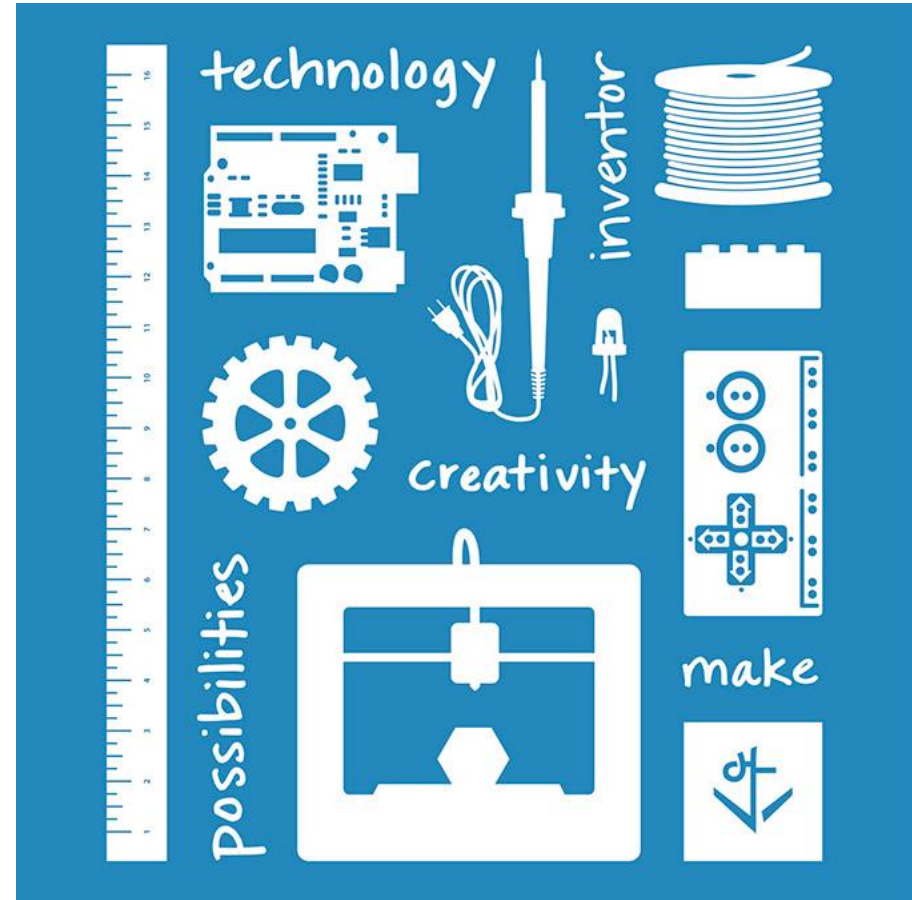
As the Maker Studio opens, **accessibility** to the equipment may disclose other interests from the **community**

CONCLUSION

The Maker Studio looks forward to supporting **learning** and research in a **collaborative** hands-on environment

The priority of the Maker Studio is to remove barriers to entry and **empower** users to be critical producers

Assessment will continue to **shape** the Maker Studio in accordance to the needs of our **community**

Image: A Principal's Reflections, 2015

THANK YOU QUESTIONS?

Image: Sutherland Shire Council, 2017