Making a Maker Space

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Hello.

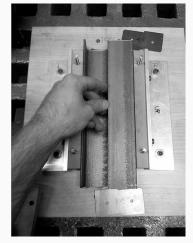
CHRIS

Background in Architecture, Design, + fabrication

Manages shops and adjunct faculty at Wentworth Institute of Technology, Dept. of Architecture

Member of Artisan's Asylum









Hello.

MARYA

Background in mechanical engineering, human factors engineering, and engineering education

Experience in designing maker spaces

Manages Tufts Mechanical Engineering design, instrumentation and fabrication labs.









The Plan

Background on Maker Spaces

Method 1: space critique

Method 2: space design

Wrap up

What is a Maker Space?

What is a Maker Space?

- Maker Space is a concept
- not simply rooms full of tools

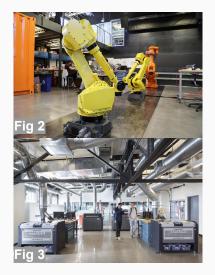
HIT

- social spaces which serve a community
- inhabited by people with a common interest in making

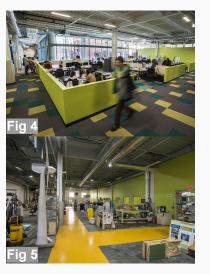
Maker Spaces are shaped by their community and their interests



institutional



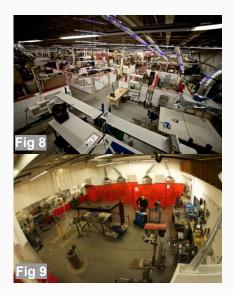
professional + coworking



educational



community workshop



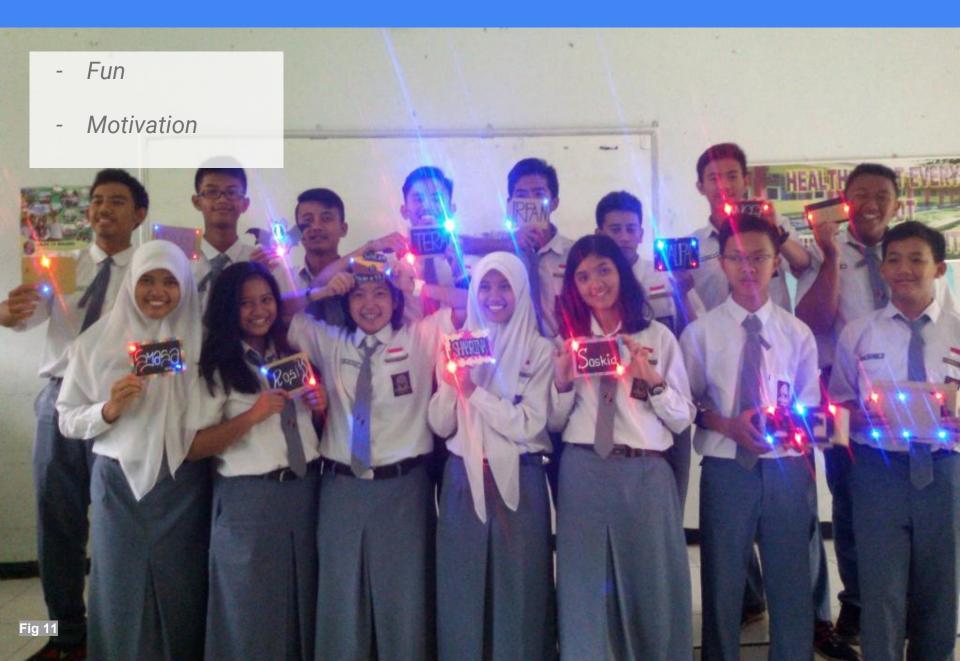














1/ CULTURE2/ EQUIPMENT3/ ENVIRONMENT

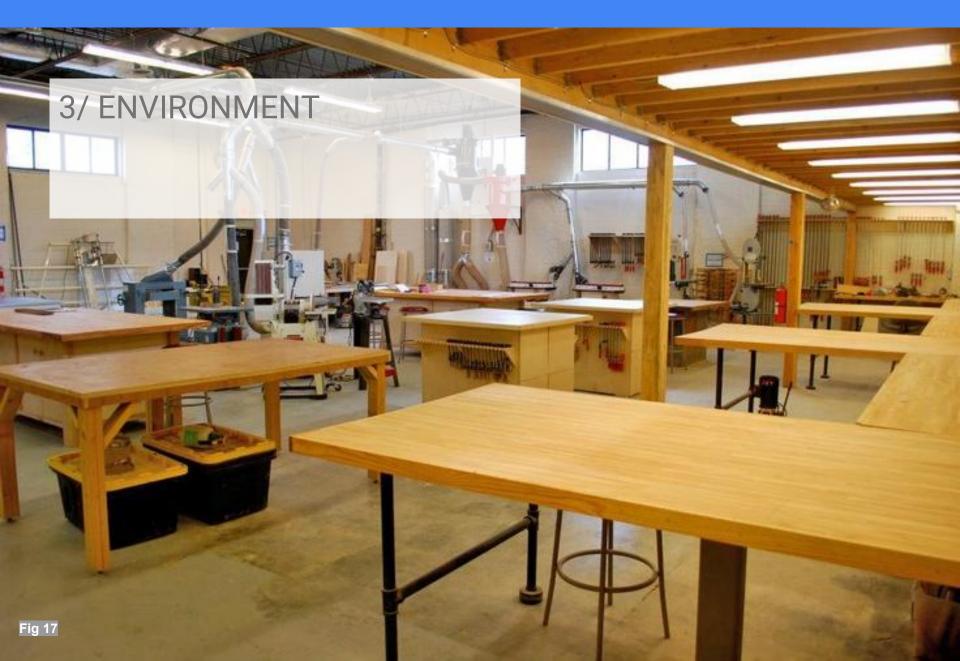


2/ EQUIPMENT



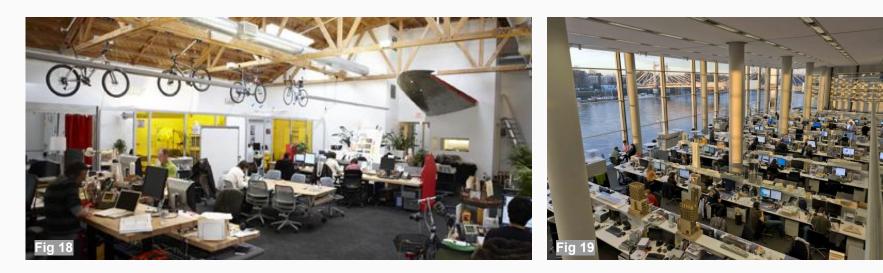






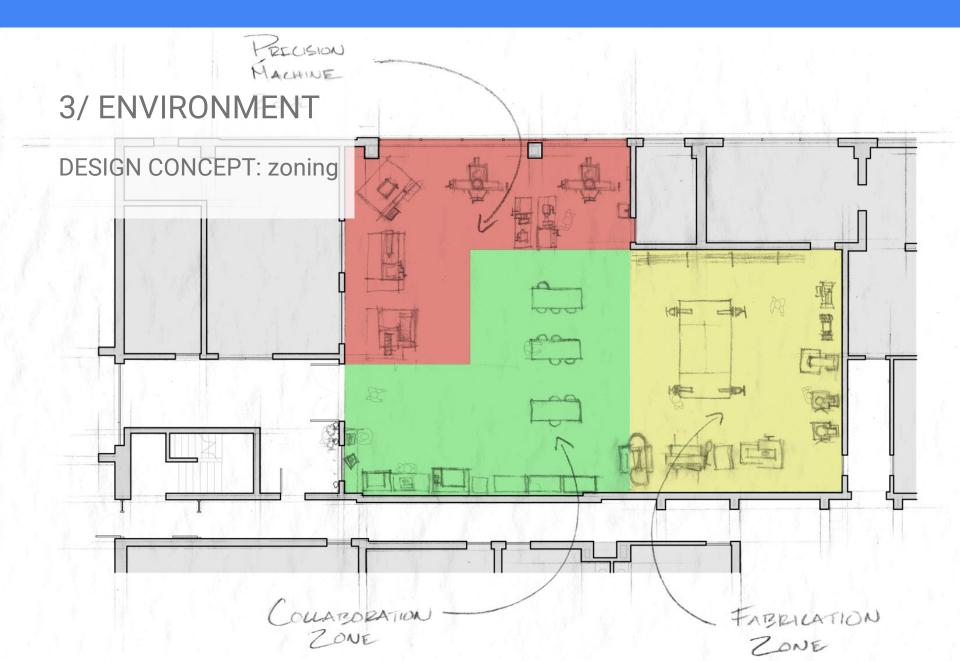
3/ ENVIRONMENT

The built environment is a reflection of the mission and values of the community. Form follows function.



IDEO - product + brand innovation

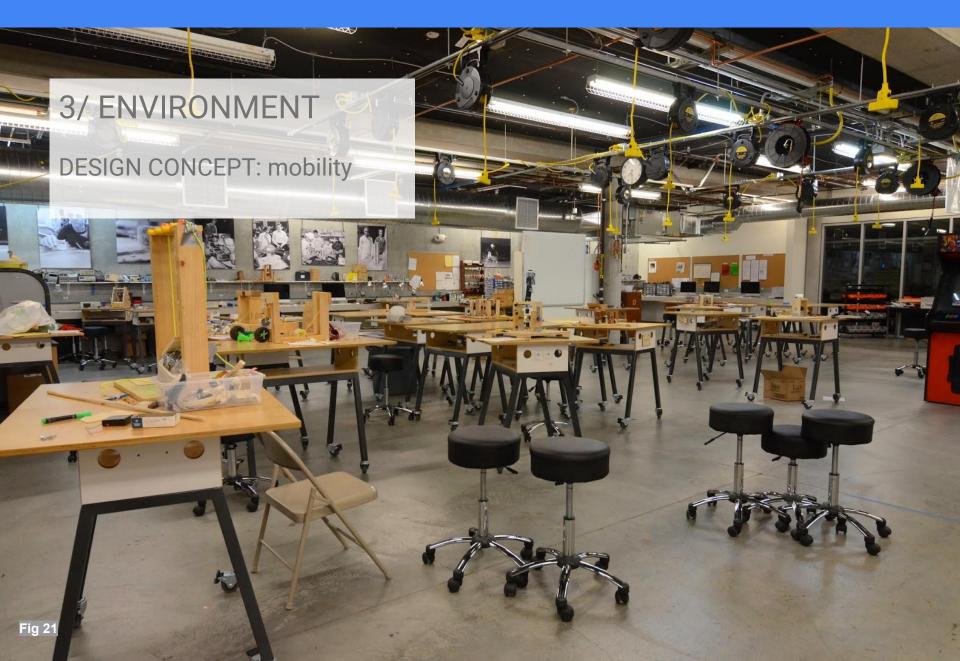
Norman Foster Architects

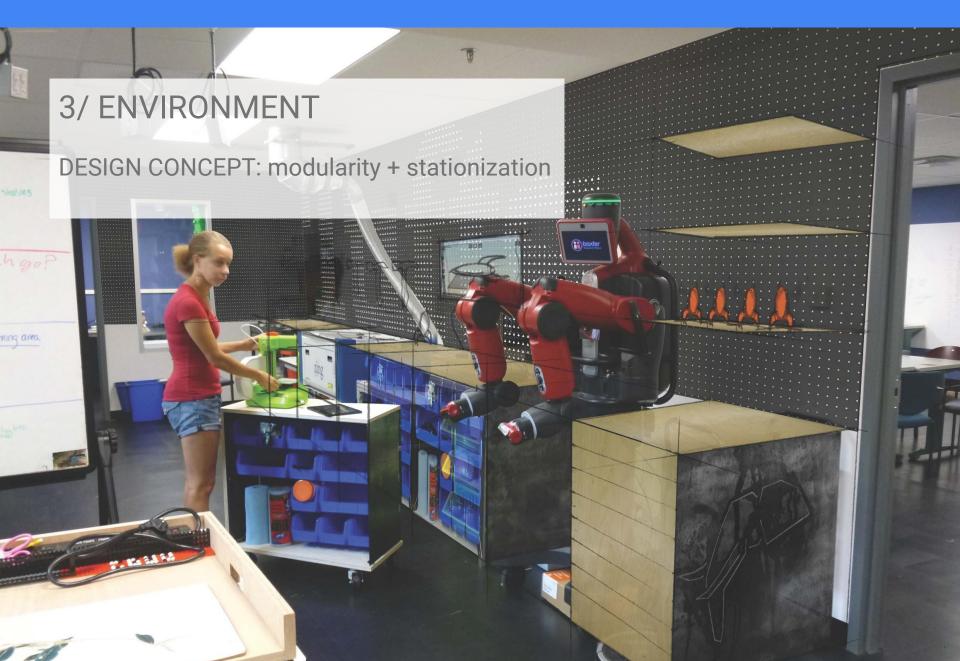


3/ ENVIRONMENT

DESIGN CONCEPT: defining space + zones







3/ ENVIRONMENT

DESIGN CONCEPT: LOTS of storage

UHHHH)

3/ ENVIRONMENT

Classroom

Fig 22

DESIGN CONCEPT: dynamic workspaces

Fig 24

Fig 23



Method 1: Space Critique

1/ What is/are the:

- Space and defined "zones"
- Strategies for spatial flexibility
- Storage strategy
- Workspace types
- Project display methods

2/ What types of use and behaviors does the design of the space encourage or discourage?

3/ What do you like about this space? Not like?

Stanford D.School

Stanford, CA





Tufts Crafts Center

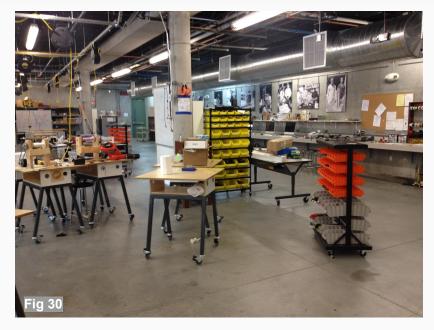
Tufts University, Medford MA





Menlo School

Atherton, CA





Port Discovery Children's Museum

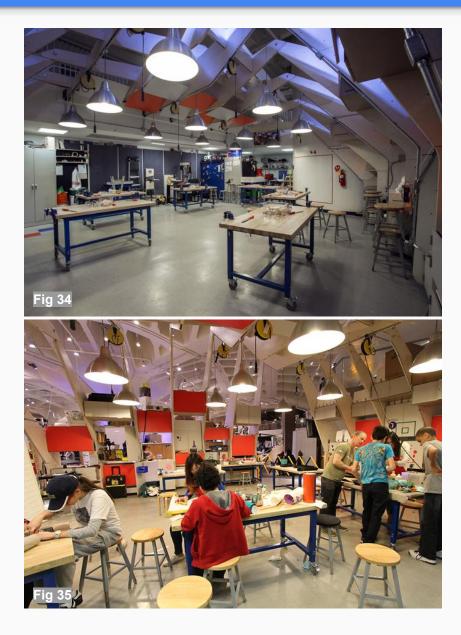
Baltimore, CA





New York Hall of Science

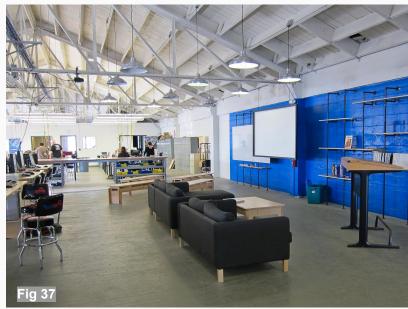
New York, NY



TechShop

San Francisco, CA





Method 2: Space Design

Method 2: Space Design



Method 2: Space Design



Wrap Up

Nedlam's Workshop - How engineering inquiry within a maker context could change the way students and teachers come to recognize and value what counts as productive and academic knowledge.

Investigating STEM Literacy Practices in Makerspaces - A study of experienced makers to identify the ways in which they use texts and other representations as they go about their work.

Play, engineering, and making - Examining how narrative accompanies making, how different forms of documentation can allow us access to the thinking and reasoning of young makers, and how playfulness exists and supports making.

The Early Childhood Makerspace at Eliot-Pearson - An interactive Maker Space that will unify novel and traditional approaches to child development within a constructionist education framework.

Research and Critique Other Spaces

Visiting other spaces

Online research

Maker Space Playbook School Edition - http://makered.org/

Fab Foundation - <u>http://www.fabfoundation.org/</u>

Make Space by Scott Doorley and Scott Witthoft

How can the space reflect the values of your community?

What is the role of the space within your institution?

What potential programming would you like to provide?



Fig 1: Artisan's Asylum. Digital image. Artisan's Asylum: A Warehouse of Creativity in the Old Ames Envelope Building. Boston Area Small Press and Poetry Scene, 6 June 2014. Web. 2 June 2016.

Fig 2: Autodesk Robotics Lab. Digital image. Exclusive: Inside Autodesk's Robotics Lab Of The Future. Fast Company, n.d. Web. 2 June 2016.

Fig 3: Autodesk's Pier 9 Workshop. Digital image. The Next Chapter for Bolt. Bolt Blog, n.d. Web. 2 June 2016.

Fig 4: Greentown Labs. Digital image. Greentown Labs. Silverman Trykowski Associates Inc., n.d. Web. 2 June 2016.

Fig 5: Greentown Labs. Digital image. Greentown Labs. Silverman Trykowski Associates Inc., n.d. Web. 2 June 2016.

Fig 6: Maker Space, New York Hall of Science, 2012. Digital image. Maker Space. Situ Studio, 2012. Web. 2 June 2016.

Fig 7: Kelly, Andrew. Sandbox: Dowel Constructions. Digital image. DESIGN LAB. New York Hall of Science, n.d. Web. 6 June 2016.

Fig 8: Golnik, Tim. Digital image. Building Stompy the Giant Robot Inside the World's Biggest Hackerspace. Wired, 9 Aug. 2012. Web. 2 June 2016.

Fig 9: Artisan's Asylum. Digital image. Artisan's Asylum. Fab Labs, n.d. Web. 6 June 2016.

Fig 10: Indonesian high school students building with electronics. Digital image. SMAN 10 Malang in Action Part 2. SMART Space, 24 Feb. 2015. Web. 6 June 2016.

Fig 11: Indonesian high school students make electronic nametags. Digital image. SMAN 10 Malang in Action. SMART Space, 24 Feb. 2015. Web. 6 June 2016.

Fig 12: Fertig, Beth. *The Construction Kids Program in Brooklyn Offers Hands-on Workshops throughout the Year*. Digital image. *Putting Power Tools In The Hands Of 5-Year-Olds*. NPR, 11 Aug. 2014. Web. 2 June 2016.

Fig 13: Devers, Chris. Artisan's Asylum. Digital image. *Workshops at Artisan's Asylum*. Wunderkammer, n.d. Web. 2 June 2016.

Fig 14: Other Machine Co. Digital image. '3-D CUTTER' OTHERMILL GOES ON SALE. Popular Science, 27 Oct. 2014. Web. 6 June 2016.

Fig 15: Digital image. *Intro to the Design Thinking Series: The Art of Brainstorming*. USGBC Studio, 6 July 2015. Web. 2 June 2016.

Fig 16: Digital image. Introduction to the Multicam Industrial CNC Router. Eventbrite, n.d. Web. 6 June 2016.

Fig 17:Table to Table Space. Digital image. Philadelphia Woodworks. N.p., n.d. Web. 2 June 2016.

Fig 18: IDEO Palo Alto. Digital image. Palo Alto. IDEO, n.d. Web. 2 June 2016.

Fig 19: Young, Nigel, and Foster + Partners. Digital image. *Foster & Partners Headquarters*. Archilovers, n.d. Web. 2 June 2016.

Fig 20: MAKE SPACE, HOW TO SET THE STAGE FOR CREATIVE COLLABORATION – GOOGLE BOOKS-1 Make Space, How to Set the Stage for Creative Collaboration - Google Books-1. Digital image. Startup HQ. N.p., n.d. Web. 2 June 2016.

Fig 21: Own, Lindsey. *Menlo School*. Digital image. *School Make/Innovation Spaces*. Teaching Science in the 21st Century, 8 Nov. 2013. Web. 2 June 2016.

Fig 22: Digital image. *First Physical Google Learning Space Launched in Brazil*. Malaymail Online, 25 May 2014. Web. 2 June 2016.

Fig 23: Own, Lindsey.Nueva School. Digital image. *School Make/Innovation Spaces*. Teaching Science in the 21st Century, 8 Nov. 2013. Web. 2 June 2016.

Fig 24: Digital image. Lullabean. Entrepod, n.d. Web. 2 June 2016.

Fig 25: Muggenborg, John. New York Hall of Science: Design Lab, 2014. Digital image. NYSCI Design Lab. Situ Studio, 2014. Web. 2 June 2016.

Fig 26: Campers in the DMA Studios program gather at Stanford's D School or the Institute of Design, for one of the first main production meetings. Digital image. *DMA STUDIOS FILM CAMP KICKS OFF AT STANFORD'S D SCHOOL*. Digital Media Academy, n.d. Web. 2 June 2016.

Fig 27: DaSilva, Peter. At Stanford, the Hasso Plattner Institute of Design, or d.school, helps business students learn to think creatively. Digital image. The New York Times, 10 Jan. 2010. Web. 2 June 2016.

Fig 28: Digital image. The Crafts Center at Tufts University. Facebook, 21 Apr. 2016. Web. 2 June 2016.

Fig 29: Digital image. The Crafts Center at Tufts University. Facebook, 21 Apr. 2016. Web. 2 June 2016.

Fig 30: New Whitaker Lab 1. Digital image. Pilot Profile: The Menlo School. Makerspace, 30 Nov. 2012. Web. 2 June 2016.

Fig 31: Engineering Teacher Joanie Banks-Hunt in the Arthur Allen Whitaker Lab. Digital image. MENLO SCHOOL. NAISAC, n.d. Web. 2 June 2016.

Fig 32: Port Discovery Children's Museum. Digital image. Port Discovery Children's Museum, Baltimore, Maryland. Minitime, n.d. Web. 2 June 2016.

Fig 33: Port Discovery - Baltimore - Tourism Media. Digital image. Port Discovery. Expedia, n.d. Web. 2 June 2016.

Fig 34: Kelly, Andrew. Interior, New York Hall of Science, 2012. Digital image. Maker Space. Situ Studio, 2012. Web. 2 June 2016.

Fig 35: Maker Space, New York Hall of Science, 2012. Digital image. Maker Space. Situ Studio, 2012. Web. 2 June 2016.

Fig 36: Krejci, Kevin. *TechShop, San Francisco*. Digital image. *Makerspace: Towards a New Civic Infrastructure*. Places Journal, Nov. 2015. Web. 2 June 2016.

Fig 37: Digital image. TechShop in San Francisco. Autodesk Blogs, 14 Feb. 2011. Web. 2 June 2016.