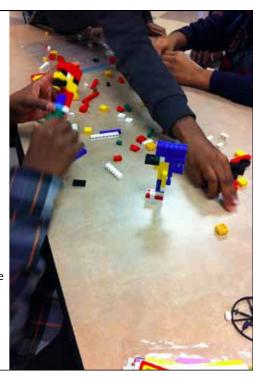
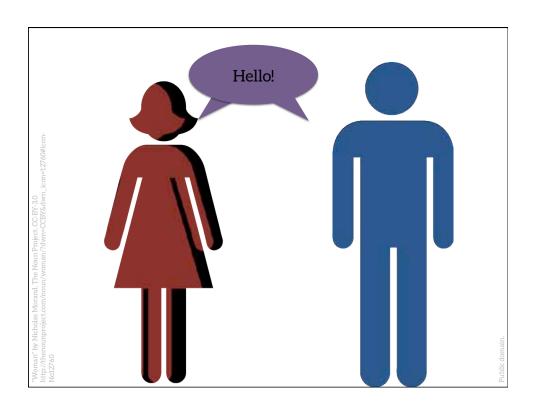
### MAKERSPACES, THE MAKER MOVEMENT, AND BEYOND

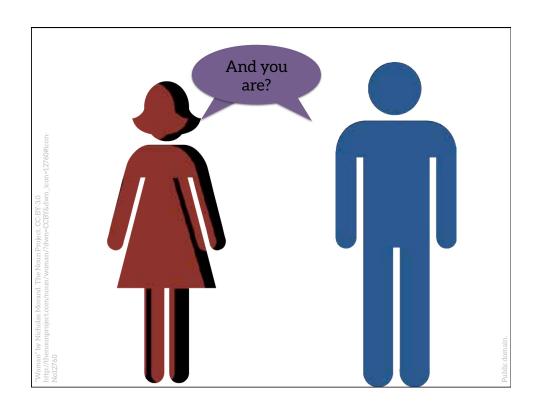
Kristin Fontichiaro and Charles Severance University of Michigan School of Information @activelearning @drchuck



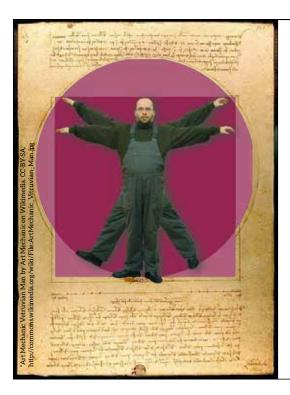




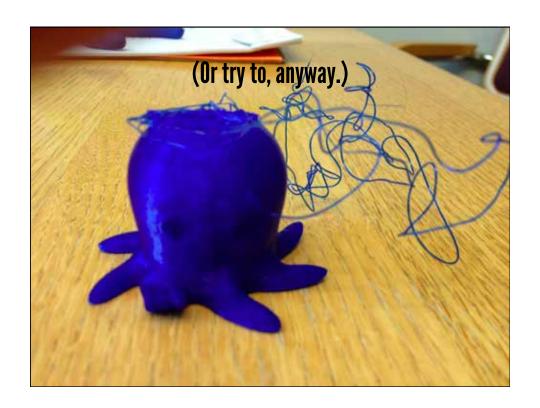




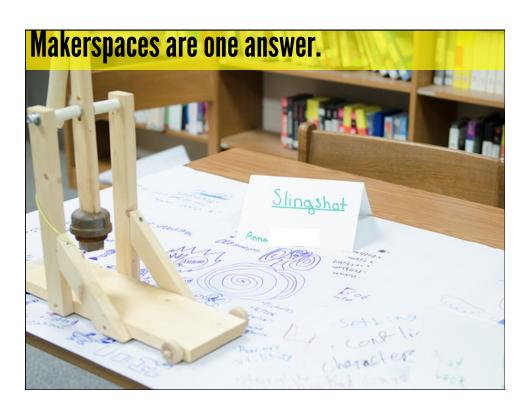




# Makers Transform Stuff.













And so is this.







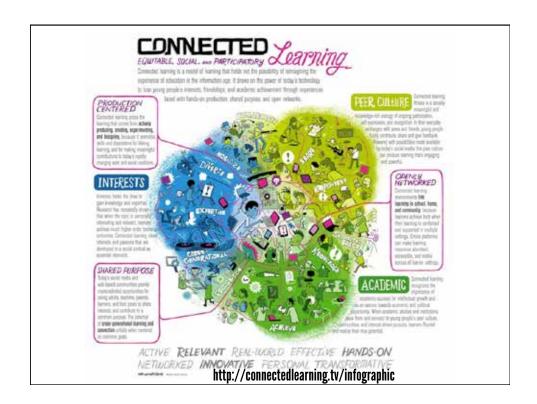






# No Two Makerspaces Are The Same.







### **#1: KNOW YOUR PURPOSE.**

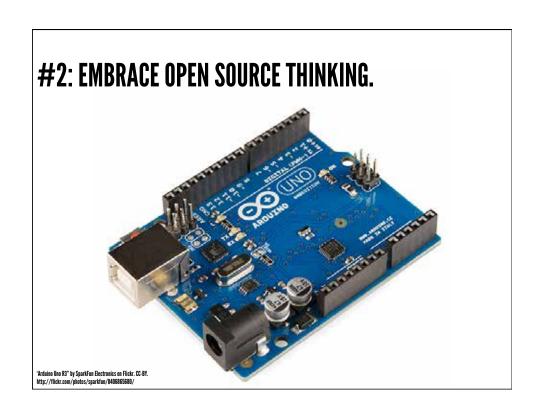
Entertain? Inform? Educate?

Enhance academics? Fill a void in academics?

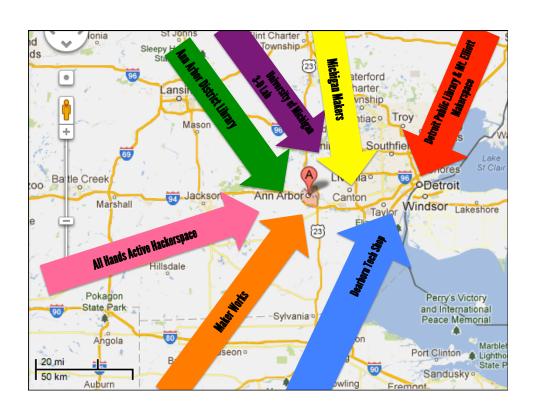
Introduce concepts and tools or provide them for savvy users?

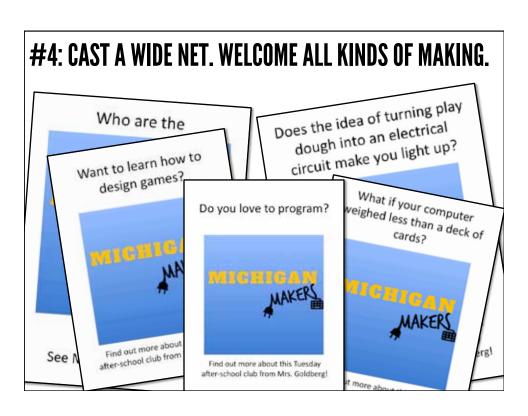
Create an extended community? Serve as an-ramp?

Welcome new makers? Provide new services for existing makers?













PLYMOUTH-CANTON

Scott i Prin Christopher N

4/24/13

I am writing about Michigan Makern, an after-school programs at East Middle School. In Michigan Makers, you learn differently than you would in a regular classroom. You term about how to middle makers, you learn differently than you would in a regular classroom. You term about how to make a modess lost of things, Makers learn how to work with programs like Serach. They also learn about things that other makers around the world have created, like Adulation, and the Easyberry Ft. Mikers learn about other consepts like board game design, conductive (say, 3D printing, making comics adswarps 100, What aft these things, you are feet to see your centivity in coming powth your own creations. But it's much more than that. Along the way, you learn about teamwork and problem solving, You meet other people who have completely different brains and ideas and thoughts, and who have the same interest in making that you do.

The graduate students same every week to our school. They spent tons of their time to make it work, and they trught us so mouth. They were very posient, and endured all of our questions. They made the learning firm, and actually learned with us foo. The students encouraged us to step out of what we were used to doing. We could show our projects and creations to them, and they would give us helpful feedback. They would give us their honest viewpoints: what was great, and what we could fit. They didn't teach us by fanding us tethodos and assignments. They tragglit us they grid in use figure things out on our own and solve problems in our own way.

The main thing I got out of Michigan Makers is a love of making. I met fascinating people. I got an understanding of how to use different programs and new skills. I also got many more ideas for cool projects I could work on in the future.

A school/library/community center/company should hire the graduate students because they are very dedicated. They have a lot of patience and know how to work well with people. They are enthusiastic about every idea. They have tons of unusing ideas, and they can make anything possible.

Sincerely,

Himaje

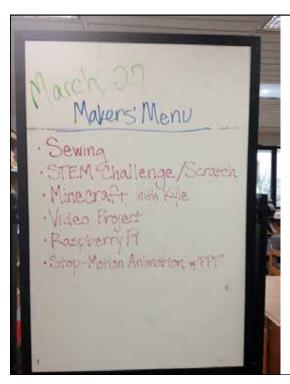
In Michigan Makers ... you are free to use your creativity in coming up with your own creations.

But it's much more than that. Along the way, you learn about teamwork and problem solving.

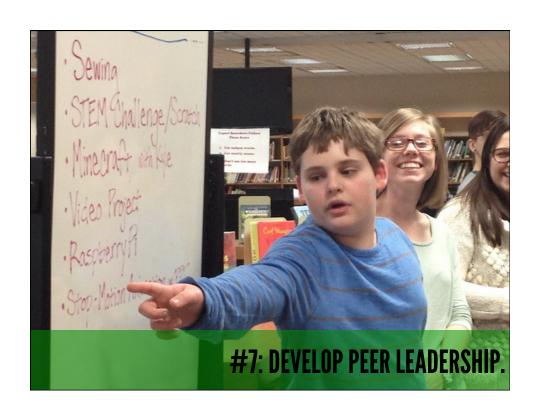
You meet other people who have completely different brains and ideas and thoughts, and who have the same interest in making that you do ...

The [graduate] students encouraged us to step out of what we were used to doing. They taught us by guiding us, then letting us figure things out on our own and solve problems in our own way.





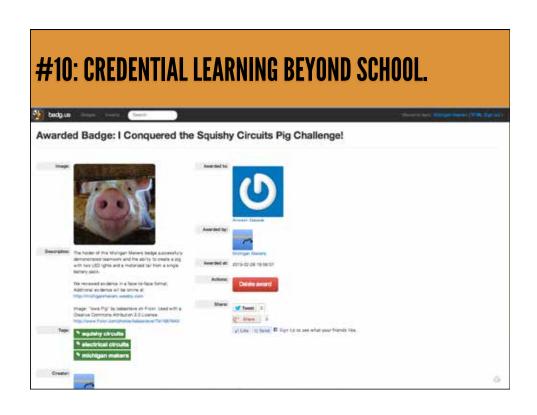
#6: Think windows and mirrors.





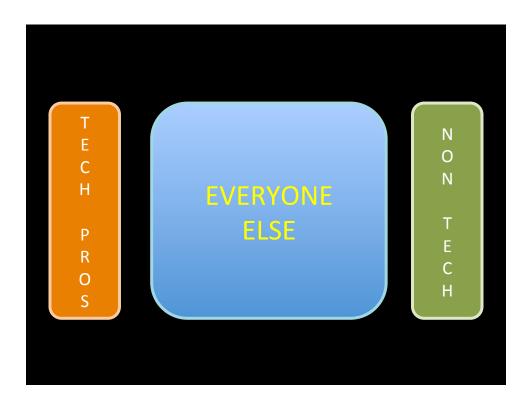


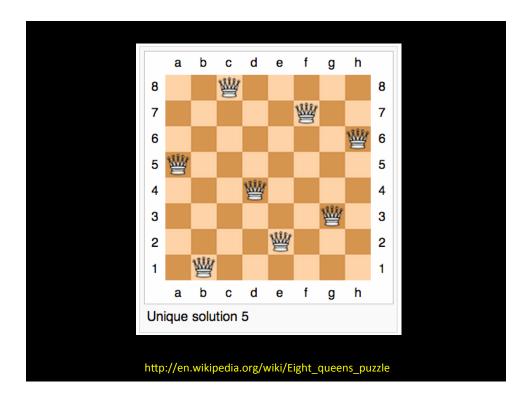




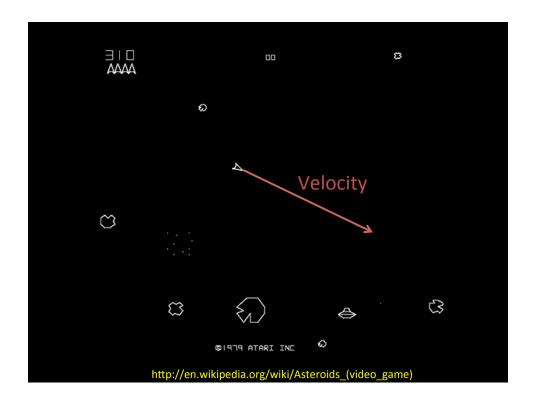


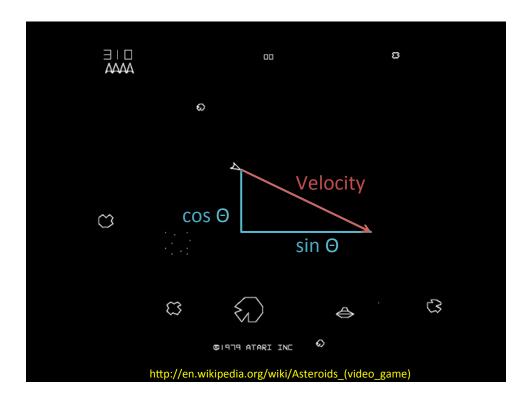




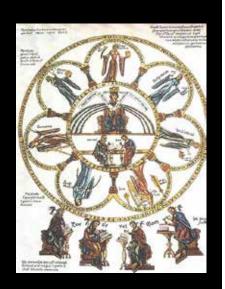




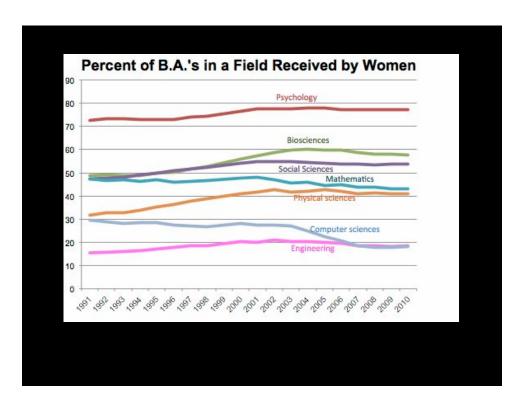


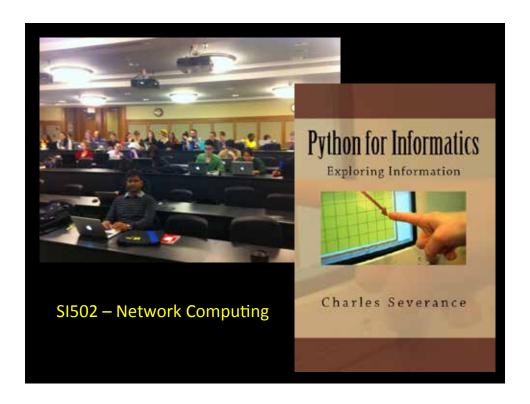


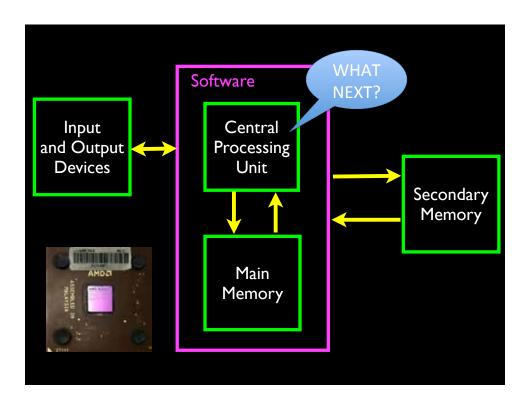
The liberal arts (Latin: artes liberales) are those subjects or skills that in classical antiquity were considered essential for a free person (a citizen) to know in order to take an active part in civic life

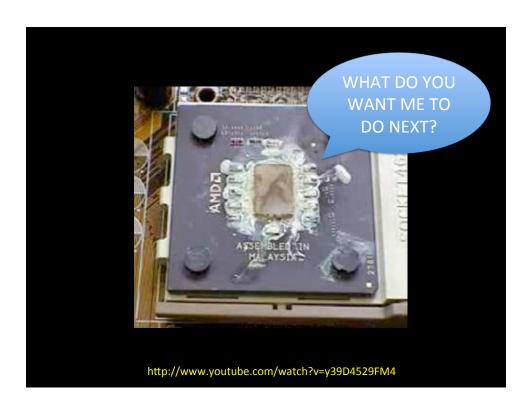


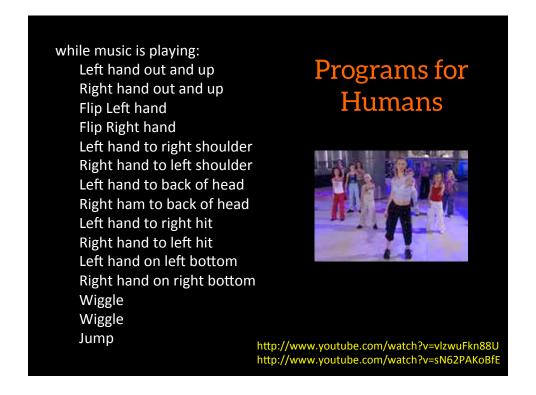
http://en.wikipedia.org/wiki/Liberal\_arts\_education









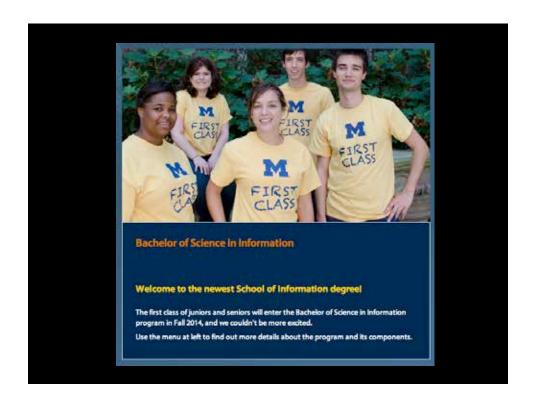


while music is playing: Left hand out and up Right hand out and up Flip Left hand Flip Right hand Left hand to right shoulder Right hand to left shoulder Left hand to back of head Right ham to back of head Left hand to right hit Right hand to left hit Left hand on left bottom Right hand on right bottom Wiggle Wiggle Jump

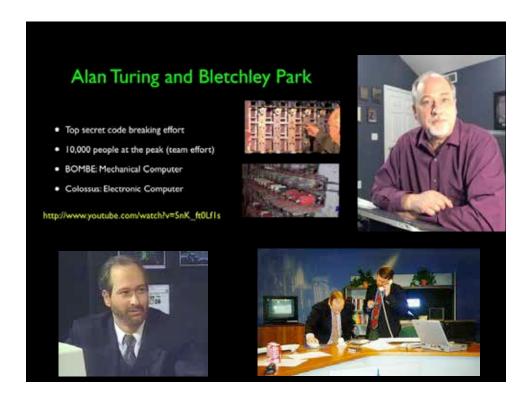
## Errors in Programs for Humans

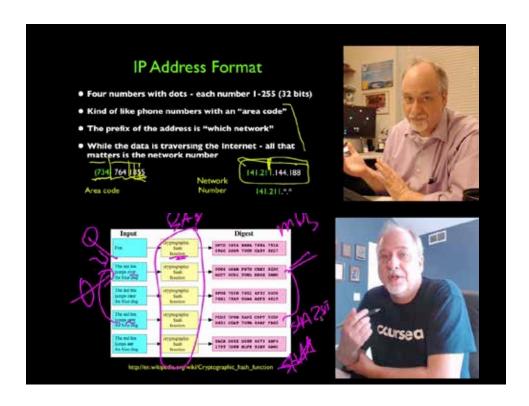


http://www.youtube.com/watch?v=vlzwuFkn88U http://www.youtube.com/watch?v=sN62PAKoBfE









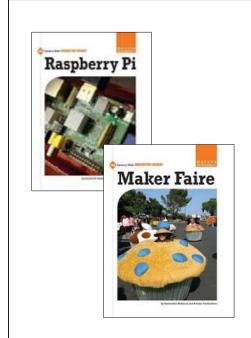












### **QUESTIONS?**

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#### **CHUCK SEVERANCE**

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