

# **What Organizations Can Learn from Makerspace Culture**

**Kristin Fontichiaro**

**University of Michigan School of Information**

**SXSW :: U-M Booth :: Monday, March 10, 2013**

# What is Makerspace Culture?



# Inspiration

- What experiences, spaces, publications, speakers, conferences, and blogs can inspire employees to think big and think fresh?
- How can choice (e.g., Google's 20% Time) enliven the non-choice parts of the job?
- Avoiding "Dead Sea" culture



# Ideas

- Don't move too quickly to brainstorming (loudest voice wins)
- Ask for individual ideas, not just the group
- Push for many ideas up-front; narrow later



# Tools

- What does a team need to prototype ideas?
- Goal: build and evaluate ideas quickly



# Support

- What does a team need to prototype, test, and weigh their ideas?
- Goal: build and evaluate ideas quickly
- Promote a culture where asking for and providing feedback is the norm



# Community

- Reward open-source thinking among colleagues
- Encourage colleagues to build new ideas off of the seeds planted by others
- Take care that incentives reward all along the inspiration-to-decision continuum, not just the last miler



# Questions?

@activelearning :: font@umich.edu

