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MakerLab & Make It VIP: Annual Report 2017

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MakerLab & Make It VIP

Annual Report 2017



Introduction

Albertsons Library's MakerLab and the College of Innovation's Make It VIP form a makerspace available to all students, staff, and faculty at Boise State University. This space is free for all, and successfully creates an environment where students are able to obtain job skills, while also inventing and building their own ideas, prototypes, services, and businesses.

As a radically inclusive community, providing democratized access to emerging technologies, the makerspace creates an innovative culture of learning. Students participating in this environment obtain job skills including: rapid prototyping, 3D design, 3D printing, interdisciplinary problem solving, teamwork, cultural competencies, communication, training, curriculum development, customer service, design thinking, and education.

2017 Statistics

- 33 instruction sessions for courses on campus
 - 455 students, staff, and faculty who actively use the makerspace
 - 9 3D printers in the makerspace, including fused deposition-modeling, and stereolithography
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- 20 makerspace coaches and leads who either work, or volunteer, their time coaching and empowering others about emerging technologies
 - 1500 attendees at Innovation Day, held annually at JUMP, who experienced the research of Boise State University students
 - 1800 hours per use on each of the 3D printers
 - 14 students hired for external positions in connection with their work in the makerspace
 - 56 members of the club, the Creative Technologies Association
 - 30 involved faculty members
 - Students come from all disciplines on campus

Grant Partnership

Albertsons Library MakerLab Selected as Partner on National Grant along with Carnegie Mellon, University of Massachusetts Amherst, University of Texas Arlington, University of Nevada Reno, and University of North Carolina.

[Boise State Update article](#)

[University of Texas Arlington article](#)

Articles

[Encouraging a Diverse Maker Culture by Amy Vecchione, Deana Brown, and Ann Delaney](#)

[Recommended Practices for Equitable Makerspaces by Amy Vecchione in the Journal of New Librarianship](#)

[Building Entrepreneurial Competencies in Library Staff: Getting Started](#)

Strategic Goals 2018

- Create a signature, high quality educational experience for all students
 - Increase number of users
 - Empower and support makerspace student employees
 - Integrate faculty and their courses into the makerspace, addressing maker competencies
 - Implement user satisfaction survey as part of research regarding diversity of the makerspace
 - Improve best practices for diversity and inclusion in the makerspace
- Transform our operations to serve the contemporary mission of the university
 - Library staff and faculty confident about maker instruction
 - Library staff and faculty confident about makerspace resources

Presented by Amy Vecchione
