

**Name:**

bk // Brandon Klevence

**Contact:**

bklevence@uarts.edu // klevenceb@freelibrary.org

@bklvnc // @makerjawn

**Blog:**

www.makerjawn.org

**Links:**

<https://www.diigo.com/user/bklvnc>

**Area(s) of Interest:**

Informal Education / Participatory Design of Interactive Installations

/ Getting people making with electronics

**Contextual Brief:**

I will be implementing young adult programming at the Kensington Free Library Branch while overseeing similar programming at that Parkway Central Branch. Our focus is to improve digital skills and literacy of our library-goers through guided learning, exploration, workshops, and eventually collaboration on participatory design projects. This is a second round of implementing this type of programming. We're very interested in how to document our work and share it online. Specifically methods of getting our young-adults to document and talk about their own work.

My focus in particular will be creating kits to encourage exploration of various concepts and skills related to learning about and making electronic interactives or installations.

**Keywords:**

connected learning, digital literacy, electronics, making, maker, library, resources, underserved, after-school, teens, programming, computing, technology, understanding, play, exploration, workshops, etextiles, crafting, flat, teaching, guided learning, participatory design, eorigami, hi-low tech, mit, makered, digital media, internet, proficiency, sharing, collaborating, exposure, computation, programming, kids, youth, arts, craft, empowering, failure,

**What am I looking for?**

- peer reviewed research
- case studies
- other precedents of making in libraries
- educational kits for exploring topics/play
- scaffolded learning plans. see: (<http://learn.sparkfun.com/>)
- tools for guiding making/learning in workshops or public places
- suggestions for teaching different age groups, needs and best practices

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Fellowship Forum/Blog:

<http://www.hastac.org/>