

***I will have access to internet at some point tomorrow. Gives me an extra moment to look over/think about stuffs.***

*In addition, the concept of this years Summit is "From Open Making to Open Manufacturing"*

*What does that mean? Our focus and goal is to broaden and challenge the definition of what open means. Now more than ever before, we are shifting from a one to one, to a one to many structure. It is about changing not just our hardware but our houses, our cars- how we live!*

*This year, we are looking to artist, architects, cooks, hackers to lawyers, doctors and farmers. . We want to know how you are changing the way we live.*

Brandon Klevence (bk)  
klevenceb@freelibrary.org

**bio:**

Brandon Klevence and K-Fai Steele lead the Maker Jawn Initiative (makerjawn.org) at the Free Library of Philadelphia. Maker Jawn is dedicated to providing free access to creative open-source technology through guided mentor-led daily workshops for non-dominant youth in community libraries in Philadelphia.

**organization description:**

The Maker Jawn Initiative at the Free Library of Philadelphia is uniquely poised to address the growing digital divide in accessibility to not only creative technology, but to open source hardware for a generation and population of youth, in a safe, supportive community-embedded environment: the public library. Maker Jawn is embedded in over ten neighborhood library branches across some of the most critically impoverished, underserved communities in the United States. 33% of the city's children live below the poverty level (in families of more than four earning approximately \$25,000/year), with fewer than 2% of adults employed in professional, scientific, or technical fields. The youth in these communities who participate in afterschool library programs are at a critically high risk of dropping out, and even if they remain in school they face formal, no-frills schooling, and often lack guidance counselors, or arts or computing education. The mission of the Free Library is to advance literacy, guide learning, and inspire curiosity. Its vision is to build an enlightened community devoted to lifelong learning.

**photo** (makerjawn logo)

**organization:** The Maker Jawn Initiative at the Free Library of Philadelphia

**What's the title of your talk?**

oneKey: Library-Embedded Open Hardware for Non-Dominant Youth in Philadelphia.

**Why is this important?**

The oneKey is a simplified version of the MaKey MaKey, an educational toy and invention kit that turns anything into a keyboard key. The aim with this low-cost single-input derivative of the MaKey MaKey is to sustainably introduce non-dominant youth to learning about and constructing hardware they can tinker, play, make with, and take home, all in the context of a neighborhood library branch. Digital media tools such as the MaKey MaKey are becoming

increasingly common in informal learning spaces (e.g., libraries), however at \$50/device, the MaKey MaKey is relatively expensive to use across large populations. Furthermore, it did not satisfy our goals of introducing youth to building and modifying hardware. The oneKey is a direct response to these problems. The oneKey is cheap (<\$2 a device), and in deploying the oneKey we've seen youth aged 7 to 14 hack and share it. This shows that informal education environments are capable of making their own educational hardware via desktop manufacturing and production methods. Youth in this program feel a sense of ownership over hardware because they not only use it, but modify, and repurpose it as well. In a city where fewer than 1% of African-American and Hispanic students-- who comprise 56% of the District's enrollment-- ultimately earn bachelor's degrees in STEM fields, the Free Library is directly addressing the accessibility of technology, both through these daily workshops at over ten branches, but also through directly involving youth in the creation of open-source hardware. one-Key, and the Maker Jawn Initiative, are changing public libraries into spaces where non-traditional technology users gain free access to technology and learning resources.

<https://github.com/makerjawn/jawnware>

### **Ideal Talk length requested**

7 to 10 Minutes

\*\*\*\*\*old stuff\*\*\*\*\*

description of last year's talks: <http://2013.oshwa.org/schedule/>

Hannah Perner-Wilson talk OHS2012 <http://vimeo.com/64001216>

The oneKey is created using a vinyl cutter and 3M copper tape to make a low-barrier and low-cost method for creating circuits. The process of making It allows participants to learn

how usb human interface devices work while honing basic soldering skills and learning about electronic components.

~~If we hustle, we can drop something about little bits(jawnware v2 in my mind). If you have brain space and time for that on Wednesday maybe I/we can make a quick prototype. (maybe.. i think we should just stick with this as a concept and keep it simple).~~

introducing non-dominant youth to open-source hardware through a low-cost MaKey  
MaKey derivative at libraries in Philadelphia...

a low-cost MaKey MaKey derivative exploring how non-dominate youth can build educational hardware to learn about and tinker with interactivity. (increases access for non-dominant youth...)

embedded currently in six libraries in North and West Philadelphia, in some of the most underserved communities in the United States. In North Philadelphia, Our goal is to introduce non-dominant youth to playing creatively with and de-black boxing technology through creative communal projects in supportive, community spaces (the neighborhood library) alongside caring and supportive mentors.

Talks (September 30th)

Expected duration for talks is between 7 and 20 minutes, depending on the number and quality of submissions.

All talks to be plenary (i.e. presented to the entire summit audience).

Talk submissions primarily containing marketing for a product, non-profit, or company, will not be accepted.

However, talks that share knowledge and insight derived from work on commercial products or organizations are welcome.

Workshops and Co-Creative Sessions (October 1st)

Expected duration for workshops is between 1h and 3h depending on the number and quality of submissions.

Workshop submissions primarily containing marketing for a product, non-profit, or company, will not be accepted. However, talks that share knowledge and insight derived from work on commercial products or organizations are welcome.

Maybe a line about how kids have responded to it? Kids have seemed to take greater ownership over it? How it's changing the way they view technology, any new interest in open-source hardware?

I decided to just put something about modifying and repurposing it above. Makes more

(we can expand upon maybe how we have seen it

hacked: blowing up LEDs / finding out how to make it blink on input ..

ownership: the want to share the experience of making with others / the realization they can physically shut down the computer by shorting traces on the circuit . .

they have a new interest in soldering things)

Another tangent which may not be relevant is the use of language in making,  
solder=maKeyMaKey Hotsauce and everything else is wires or that spider thing.