

# Makerspace Summer 2023 Professional Development and Team Building: Makerspace Stories

## Theme: Stories

The theme of the 2023 TRU Library Makerspace summer professional development days is stories. One thing we've learned is that the things being made in the space aren't really what's valuable and interesting pedagogically. Instead, it's watching users develop efficacy, confidence, and belonging. This is reflected in the literature on Makerspaces, especially in regard to equity-seeking groups that don't typically engage with STEAM spaces. Furthermore, the things being made often don't reflect the underlying value of what is happening. For example, an 3D printed character from an anime story might seem on the surface to not be valuable, but we know acts as entryway for many user who otherwise wouldn't engage with 3D design and printing, and when displayed in the space acts as a signifier to others that the space is also for them. So instead of just capturing and talking about things we see made in the space, we want to talk about our users' stories.

Specifically, this summer and fall we want to think about how we:

- **Capture** vibrant examples of what happens in the Makerspace as examples of what is possible for other users and to demonstrate to stakeholders why the Makerspace is valuable.
- **Learn** from these stories to improve the Makerspace. Not all stories are going to be 100% positive and that is okay. What are the stories that show ways we can improve? How do we ask good questions of stories? What stories aren't we telling or aren't even happening?
- **Make** more stories happen. It's hard to write your own story! Sometimes you need some help getting started! How can we create situations, games, provocations, incentives, or scaffolding that supports users writing their own stories?

The outcomes for summer PD days are going to be broadly based on this theme:

- Podcasting and other recording: We will all be recording audio, video, and images during these days. The goal will be to become more comfortable with equipment and create 1-2 short (2-4 minute) audio/video podcasts about our professional development days.
- Game design: We will be brainstorming and prototyping a bunch of silly, quick, bad games build around using or working in the Makerspace, with the hope that (a) this will be fun, and (b) these might be shared with users and turn into orientation activities, things faculty can use, etc.
- Mini-D&D Games: We will be building characters and doing a short mini-campaign as a team building activity and as an example of collaborative storytelling.
- Story Capturing: We will be brainstorming user and staff stories to create a list of stories we already have and start thinking about how we might capture and represent these stories

## Provocations

- How do we make the entryway more inviting? What stories can it tell that invites and welcomes people into the space?
- How do we help people be more self-reliant in the space?
- What stories are there that reinforce that mistakes are the most valuable thing that can happen in the Makerspace? That mistakes ARE research and a sign of success and creativity.
  - o <https://www.kimwerker.com/mighty-ugly/>
- How do we see people change in the space?
- What is the link between art and science and how is that reflected in what people do in the space?

## Logistics

- Coffee and snacks and lunch will be provided both days
  - o Day 1:
    - Snacks:
    - Lunch:
  - o Day 2:
    - Snacks:
    - Lunch:
- Joey will be in attendance 8-1pm both days

## Schedule

### Pre-work (only if time)

- Reading background material on board games (book in Makerspace collection, google things)
- Week of
  - o Order snacks and lunch if needed early
  - o Set up podcasting stuff on Thursday
  - o Print out sheets
  - o Valentine brings in dice

### June 16<sup>th</sup>

- 8-8:30: Coffee and snacks, talking about stories
- 8:30-10:
  - o D&D Character Building – Valentine

- 10-10:30 break and walk outside
- 10-30 – 12
  - Board-game brainstorming and prototyping
    - As many as possible
    - As dumb as possible
    - Opportunity to use ChatGPT
    - Provocation: can we link these to the stories we are starting to collect
- 12-1pm: Lunch
  - Lunch:
    - Sushi via skip the dishes
  - User and staff story-telling brainstorming (white-boards)
    - What stories do we know?
    - What are our stories?
    - Stories we are NOT telling: we often talk about Geordie and Manny, but what about people we see but don't engage with? What about people who sometimes cause us problems? What are their stories?
- Afternoon 1-3pm (with 15 minute break)
  - 3D Scanning each other to make minis of each other
    - OBJECTIVE: Learn more about settings to reduce size of files while retaining quality
  - Capturing ideas, files, etc. from devices into Teams
    - Maybe some editing and trimming so we only save the good things.

Between June 16 and July 21<sup>st</sup>: Individually

- Print 3D Minis
- More board-game brainstorming
- Finishing D&D characters

July 21<sup>st</sup> : Day 2

- Morning
  - 8-8:30 coffee and snacks, setting up recording equipment
  - 8:30-10 Makerspace game prototyping (try to get to beta version 1 on a couple games)
  - 10-10:30 break and walk outside
  - 10:30-1pm: mini-d&d game and lunch (Dungeon master is Joey)
- Lunch 12-1

- Pizza?
- Afternoon 1-3
  - Finalizing games for the Makerspace
  - Capturing media
  - Very Ambitious: make a second 1-2 minute podcast about the day