

TRU Library Makerspace Program Description

April 18, 2024

The TRU Library Makerspace is an active learning space that facilitates experiential learning with generative tools, technologies, and design methodologies. Our values include equitable access, belonging, community, Indigenization, sustainability, and critical making.

Makerspace Values

Makerspace provides **equitable access** to technologies, supplies, and spaces at no cost to all current TRU students, staff, and faculty (learners), regardless of program or experience.

Makerspace strives to be a place of **belonging** where learners feel the safety required to try new things, work on personally meaningful projects, and become confident and resilient life-long learners.

Makerspace promotes **community** by collaborating with individuals, campus groups, and other departments to foster experimentation with the technologies, pedagogies, and methods championed in the space.

Makerspace supports **Indigenization** by facilitating and where possible resourcing Indigenous-led workshops and activities. Indigenous instructors maintain control over their knowledge, practices, and tools and determine the participants of their workshops and events.

Makerspace inspires **sustainability and critical making**, encouraging learners to consider their work's cultural, social, and historical context and impact on the environment, community, and society.

Makerspace Pedagogies

Makerspace facilitates learning based on the following pedagogies:

- **Active learning:** Makerspace learners learn by doing. Makerspace intentionally places tools and technologies into the hands of learners.
- **Self-directed learning:** Makerspace learners are responsible for their own learning. Project and inquiry-based methods are used to independently explore technologies and their application to problems and contexts. Makerspace provides encouragement, help

troubleshooting, and some tutorials, but the emphasis is always on self-directed learning.

- **Interest-based learning and autonomy:** Makerspace learners are encouraged to work on projects that genuinely interest them, including personal projects, and have the autonomy to choose their methods and media as long as they fall within other Makerspace guidelines.
- **Experimentation and play:** Makerspace learners engage through experimentation and play. Technologies and guidelines encourage learners to experiment with new ideas, designs, and technologies. Makerspace is designed for all levels of learners and is primarily a prototyping and learning space.

The TRU Library Makerspace supports curriculum-linked assignments that align with our operational constraints (staffing, hours, size, etc.), follow the Makerspace's values and pedagogies as outlined above, and do not significantly impact other learners' use of the Makerspace. All curricular-linked activities, including tours and assignments, must be approved by the Makerspace Librarian.