

BEING a MAKER

What's my relationship to maker culture?



What does it mean to be a MAKER?



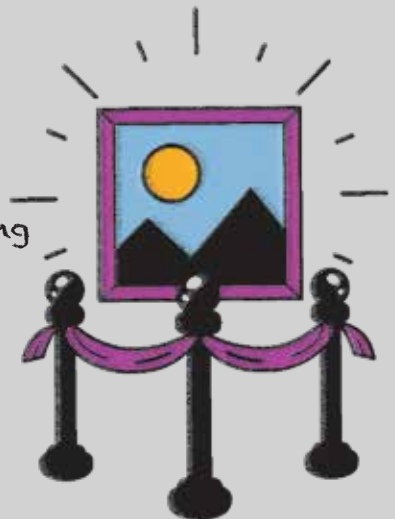
producing
food



crafting
physical
objects

A **maker** is someone who takes an idea and brings it to life. They create and produce something using their own skills in a creative way.

encouraging
people
to explore
interests



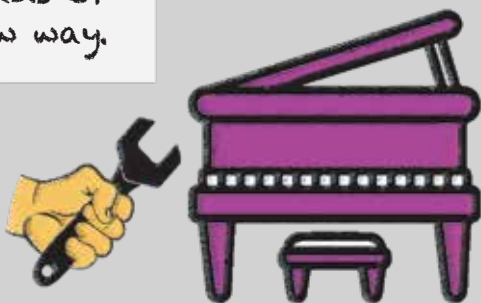


developing
digital
software

designing
clothes



Someone who
and brings it
can create or
something, often
with hands or
a creative way.



manufacturing instruments

applying
synthetic biology



What roles in society can a MAKER play?

The role of makers in society is diverse. On one hand,

they can contribute to



economic growth

by creating

new products and services, driving



and

innovation

. On the other hand, they can shape cultural

competitiveness



development by



challenging

established norms and

offering alternative perspectives on



. Makers

can use their skills and



creativity

to offer critiques of

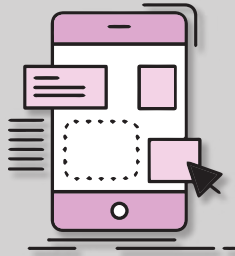
contemporary society and encourage critical thinking,

pushing us to reconsider our assumptions and biases.

How will MAKER's roles evolve in the future?

As  technology continues to advance and new  tools become available, Makers may increasingly rely on  artificial intelligence and other technologies to assist them in their work, blurring the lines between  human and  machine creativity. However, the essential spirit of making is likely to remain unchanged, as people continue to seek out new ways to  themselves and bring their ideas to  Life.

Myself as a MAKER



In 2019, I did an internship at Maple Leaf Foods as a designer and at Raymond James as a web developer. This was the year I gained hands-on work experience. I learned about meeting company's needs while collaborating with the team.

2017

My first proper encounter with the maker culture was when I entered university as a biomedical science student. In science classes, especially during biology labs, I learned to think about how one is able to contribute to the world as a maker.

2018

The more time I spent with fellow students studying computer science or engineering, I realized that I have more interest in development and design than science. While engineers mostly work on the back-end of any products, I decided to become a maker who takes part in the front-end near the end of my first year.

2019

Understanding and responding to the user's needs is crucial in the field of design. I want to become a designer who not only provides the best experience to the user but also knows how to interact with them.

Furthermore, in an era of rapid technological change, I will continue to improve my skills in using various design softwares. I hope to contribute to the ongoing development of maker culture and inspire others to embrace their own creative potential by sharing my designs to the world.



After coming back to school from a short break, I am continuing my studies in the field of design. Throughout years, I had opportunities to work with developers and also had times when I had to satisfy the user. I came to learn that one of the important roles of a designer is that they connect the user and developers. Broadening this view, I believe that maker's future lies in being able to communicate with people.



Thanks for reading!
Want to learn more about MAKER?

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