



## Results

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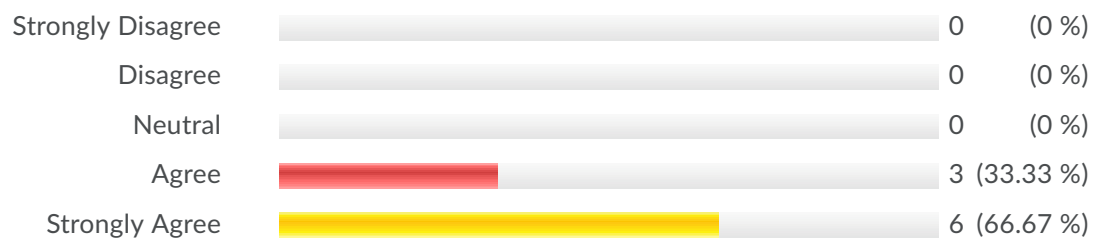
## Completion Summary

8 attempts have been completed

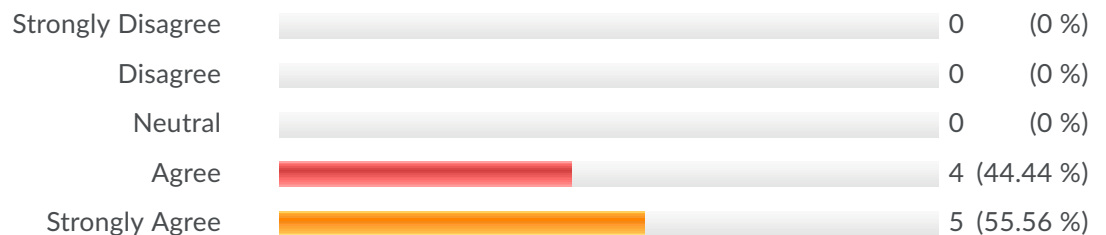
### Question 1

The impact of the class on you:

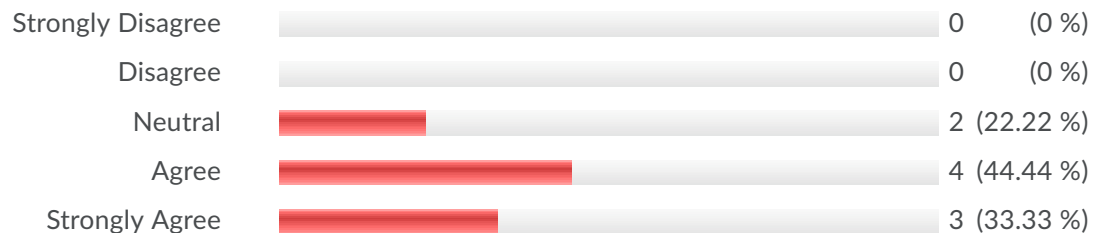
As a result of this class, I am much more likely to use a Makerspace.



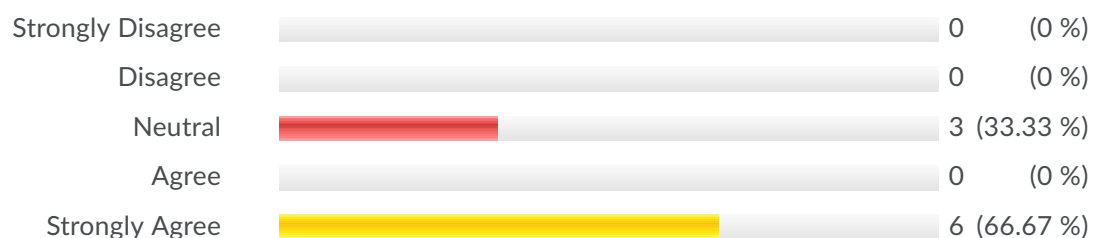
As a result of this class, my confidence in applying Maker technologies to projects has increased greatly.



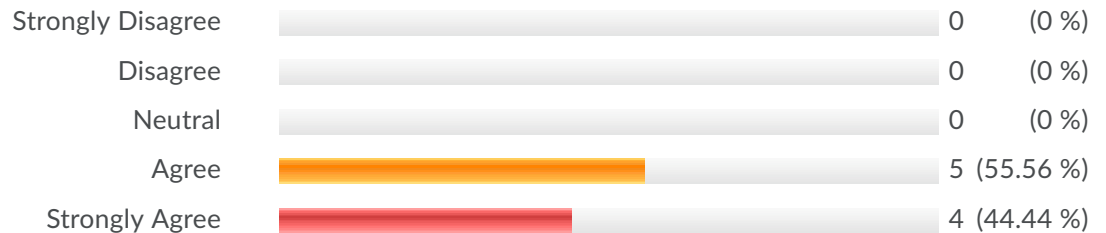
As a result of this class, my ability to persist through failure has increased greatly.



As a result of this class, my curiosity about the world has increased greatly.



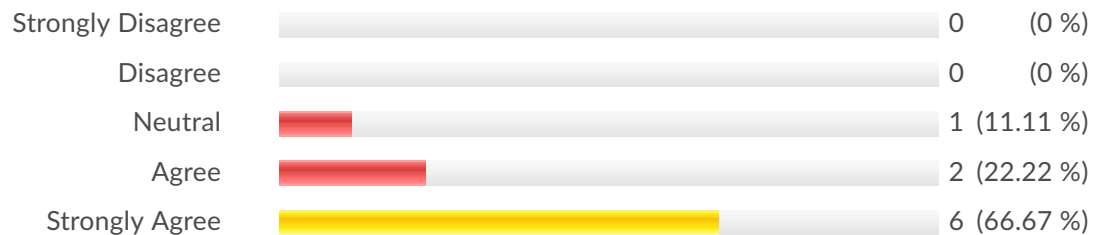
As a result of this class, my comfort with starting an open-ended personal project has increased greatly.



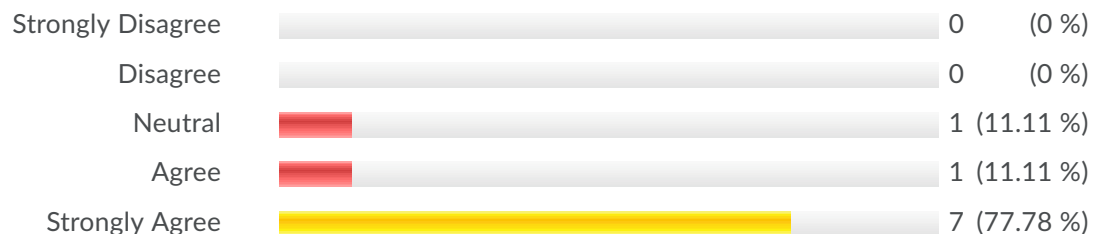
As a result of this class, I am much more likely to share my project progress, successes, and failures with others.



As a result of this class, I see the value of collaborating with others in a Maker environment, even when working only on personal projects.



I would recommend this class to other students in my major.



## Question 2

What was the most impactful experience that you had in this course that you have not had in other courses?

### ▼ Collapse Responses

- ▶ That there was no hard limit or rubric for the projects, i.e final project which clearly depicted on how projects actually go on the daily. Though I am so used to rubrics that kind of got lost of how much I need to improve at every step/update.
- ▶ This class was very laid back but very useful. There was not much pressure in comparison to other courses. The rubric/grading style where there were multiple ways to get the same points was a great touch. This course allowed me to get exposure to a lot of different technologies that I would not have learned otherwise because I wouldn't think I would be interested. Because we get a very surface level understanding, once I figured out if I didn't like something, I wouldn't have to do it again. If I was taking another class like CAD and figured out I didn't like it, then I would've had to be more committed to it, which I don't think I would've enjoyed as much.

- ▶ Having conversations with classmates.
- ▶ Having a space to make things without it necessarily being for a class.
- ▶ I think this project is the one I've spent the most cumulative time on out of all of my past/current school projects. Not because it was too hard or absolutely impossible--It was one I was genuinely excited to go work on (even if I was usually frustrated), and I enjoyed being able to spend time in the Makerspace.
- ▶ It was when I was able to speak with others about my progress with my personal project. This is the only course I had ever had where I was able to discuss my work with others and ask for feedback and suggestions. And to my surprise, they were eager to help me!
- ▶ The variety of skills I was taught that I can utilize in future personal projects.
- ▶ This class really opened my eyes to a lot of the maker world and has lead me to be much more comfortable starting personal projects with a lot of technology I previously didnt have experience with.
- ▶ Outside of my art classes, I have never had a course dedicated to creating things before. It is the first time that I have had emphasis put on applications of STEM, rather than just learning theory. I would strongly reccomend this class to other students, as being able to create your own projects, through application of theory and learning from others, is an incredibly valuable skill.

### Question 3

Which aspects of the course (ie. grading scheme, weekly projects, broad scope, website submission, lessons during class, time in the construct) worked?

#### ▼ Collapse Responses

- ▶ Weekly projects worked great, you learn more by practically trying out things than just theoretically learning about it.

Lessons during class were very insightful and very engaging.

Website Submission was a great way to build confidence and provide us foundational website for the future, if we do build our website later.

- ▶ I'd say every aspect worked ranging from working fine to working perfectly.

- ▶ Grading scheme was awesome. Website submission was unique but maybe submitting a word document or PDF might make it easier/more consistent.  
  
Class time was super long some days. Some days it would go by super fast but other days it would go by painfully slow. When we did more hands on things like soldering or the resin making lessons then it went by a lot faster than sitting and doing lecture or independent work time.
- ▶ I think the interactive activities during class were the most helpful. I see how it is hard to fit all of the maker technologies in a course that only meets once per week, but the activities were well-planned that I felt I had gained enough experience to get started with it. I also think the grading scheme is very flexible, and greatly appreciate the allowance of late submissions.
- ▶ Grading scheme, weekly projects, website submission
- ▶ Grading, weekly projects, and time in the construct
- ▶ I think that the weekly projects and grading scheme worked best, as they allowed for the most creative freedom with the course.
- ▶ Everything about the class worked pretty well,\. The weekly projects werent too difficult to get done and were pretty fun and engaging, the webiste is super cool and I will definately be using the knowledge I gained of html in the future. The lessons were a little dry at times, but since the class is so new I didnt mind at all. The work periods and hands on projects made up for the lectures anyways.
- ▶ Weekly projects worked well for me and I was typically able to finish them on time. I also enjoyed how we uploaded them through the website instead of just a dropbox.

#### Question 4

Which aspects of the course (ie. grading scheme, weekly projects, broad scope, website submission, lessons during class, time in the construct) did **not** work?

##### ▼ Collapse Responses

- ▶ Broad scope helped our imagination run wild but people did become quite ambitious i.e me.  
  
Grading scheme I guess could have been more detailed or maybe have a rubric on what type of quality/quantity is required. But I guess for full beginners like it worked well as I still don't have much clue what I am doing with my final project (gave code to someone else, so could help him).

- ▶ Lecture days.  
  
CAD workshop could be improved, maybe making a recording to go alongside to supplement the live workshop. When I got lost at one step I ended up being lost forever because then it would move on too fast at that point it was too late to catch up without disrupting the entire class. It felt a bit frustrating and boring to sit through at that point.
- ▶ If I'm being honest I did not like the website submissions and the in class lessons at times went way too quickly. It needs to be remembered that while the teachers have a lot of experience in these fields, the students do not. Slow down.
- ▶ The balance of lessons/time in the makerspaces was difficult -- I spent a lot of time outside of class working on things.
- ▶ I thought that the lessons during class were dry at a lot of times, but other than that there were no other aspects that didn't work.
- ▶ The lessons in class were a lot especially since it is being taught from scratch. We couldn't finish the IOT activity since there wasn't enough time to finish the lesson. One way to make this work is to require us to read/watch material before class in place of the activities for assignments. The assignments can then be done in class and counted as classwork.
- ▶ I personally found the final project to be a bit broad. I appreciate the room for creativity, but found it hard to pick a project within my expertise, time frame, and personal interest.
- ▶ I think that the time spent in class was not used to its full effectiveness. Lectures and step by step tutorials were not overly engaging, and I didn't feel as free to play with the technologies as I did with the homework.

## Question 5

What would you like to see in future offerings of the course (things to keep, things to cut, things to add or change)?

### ▼ Collapse Responses

- ▶ Things to add: A list of skills each student has, so its easier to collaborate with each other. Add a workshop of all the machines in the Construct and how to use them (lathe, milling, CNC).

Things to keep: everything

- ▶ Everything offered was interesting. I think as the course is offered more, the presentation of the content will be better planned out. As it was the first time, sometimes we had too much class time where it was boring but then sometimes not enough. More practice will flesh the class out better but overall, it was very interesting to take this class and I found it useful.
- ▶ Add the possibility for more collaboration on weekly projects, such as being able to submit projects in groups or pairs. This would allow for greater creativity.
- ▶ I feel the story telling class was not useful.
- ▶ Definately keeping 3D modeling/printing, 2D design, etc. Maybe this is just because I'm not an electronics person, but I felt like there was too much time spent on it/it was difficult to engage with it.
- ▶ Most of the activities we did could be done alone and didn't really required any sort of talking with peers. So I think if the course had activities that encouraged more groupwork, it would promote collobaration which I learn is key aspect of maker culture.
- ▶ My only possible suggestion would be an altercation to the final project. Maybe several ideas are provided, and we can choose from one to create it on our own. These project ideas could be based on what is available to us in The Construct, and is possible to be made mainly off the what was taught in class. I have felt confused and behind on my final project, however I can say that I have learned a lot from it. The option to choose our own project could also still be included along with the provided options.
- ▶ I would love if they kept all the electronics stuff since most people dont know much about that. The 3-D printing segements of the class led me to become very comfotable in the construct so I would recommend keepign that. The website is a must keep, this is one of the best things I learned from the class.

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class for STEM majors?

### Question 6

Tell us about how this course has changed you or your perspective on your major.

#### ▼ Collapse Responses

- ▶ Makes me want to change my major but a little too late for that.
- ▶ This course has created a positive atmosphere around my major for me.

- ▶ It has made me appreciate my major more. I always wondered what it would be like to be a CAD student and honestly, I thought the work they did was easy. However, after doing the CAD assignment I realized a lot more work goes into it than I thought.

There wasn't mostly computing things so I learned a lot. I realized that I really enjoy software over hardware.

- ▶ This course made me realize that I didn't need to be an expert to get started in something. All I need to do is to get started and learn as I go. And most importantly, ask others for help. After taking the course, I feel more excited to start on more personal projects outside of the programming realm and head to the Construct.

- ▶ It convinced me that I should be taught some of these in my core courses! 3D printing technology is something I'll probably use in most class projects going forward, because it's so versatile and accessible on campus.

- ▶ It hasn't but I liked being in the class

- ▶ I now feel much more confident in my abilities to make things. I think that without this class, I would not feel as good about my portfolio.

- ▶ This course has lead me to be comfortable in places I wasn't before. I am now able to 3-D print with ease and am confident asking assistants in the construct for any help I need. I am now much more open minded on projects and the design and prototyping that goes into making them, which is super helpful for my major.

- ▶ As a computer science major, I realized that I could use my programming skills in my maker projects. This allowed me to visually see my code work, such as when I programmed a sensor to activate a servo when I waved my hand in front of it.