Maker Block Party (Title Pending) Action Plan

This genuinely hand written action plan that needs to be accomplished before the event, with set deadlines please feel free to add on to this document,

Also, this event is a pilot, and is intended to lead to a greater event next year:

Summary:

Maker Block Party is conceived as a preliminary communal festival that integrates Art with STEM, making it an event that brings together students across art, art media, and art history to collaboratively build tools, platforms, and ideas that support **contemporary artistic practice.**

Initially this event was planned as a hackathon, and as such, the event aims to connect the general student body with art the department (students and faculty), their university, their local community and beyond. A key goal is to align students with a network of peers, mentors and careers.

While competition is not necessary for this for this first iteration, it is not out of the picture, and we would like to explore how we could make a competition work in our time frame, and if it would be easier to incorporate existing events this semester like **Cadathon** already being worked on by the American Institute of Aeronautics and Astronautics & 3D Printing and Assistive Technology for Health

As a pilot event, our goal is to use the lessons learned and connections built this year to develop a framework for a flagship, fully realized version of this festival in the future.

This is a preliminary event for the art department designed to:

1. Get interdisciplinary engagement between the Art Depart and Stem on campus
2. Network our student with both their fellow student and faculty within the depart; but also the outside individuals, organizations, companies, and educational institutions, to help better lines up our student with their careers outside of their undergrad, and sponsor the event

3. Demonstrate the capabilities of our department's faculty through workshops, demo and keynotes
4. Helper better connect, both the students and faculty, with other creative resources on campus, like our maker space, etc.
5. Develop a framework for a potentially much more successful and fully realized version of this event in the following year due to the groundwork of this event.
6. Most importantly, **HAVE FUN AND ENGAGE** with our student base, the art department, so they can reap the benefits of these objectives

----
-

Primary Components

- Core Infrastructure (Reserved by 02/21)
  - **24-Hour Internet Café (Ongoing)**
    - This space functions as the social spine of the event.
      - Creates a continuous, welcoming commons
      - Supports endurance without glorifying burnout
      - Encourages drop-in participation
    - What It Includes
      - Coffee, tea, and snacks (VERY IMPORTANT)
      - Reliable Wi-Fi, power strips, and work tables
      - Open access for the full duration of the event
      - Light facilitation rather than supervision
    - This space is essential to making the hackathon feel humane and specific to an art-school culture. Ideal space: Black box theater (or similar flexible, comfortable environments such as the SAC ballrooms).
  - **An area to hold keynotes for guest speakers**
    - One short invited talk (ideally following the Idea Exchange session) ●
    - Visiting artist remains present for informal conversation and feedback, most likely have their own table
  - **An area for booth and Demos**
    - This could be a shared area with our cafe, but it is a space where our visiting talent can have their own both, and do live demonstrations of their work
  - **A room for workshops**
    - Workshops will be run throughout the event, a good

portion will probably require their own class like space
to run

- **Volenteers (Needed ASAP)**
  - A core group of student teachers should be developed to volunteer and make the event run spoothly

- **A Website (02/15)**
  - I would like to build a website that helps cleanly presents the details of the event in an artistic styling
    - **Example Websites**
      - [MakeMIT](#)
      - [TreeHacks (Standford)](#)

- **University Out Reach (Starts 03/02)**
  - Probably Needs it's own dedicated person
    - Creating flyers and emails to notify students about the event
    - Have faculty tell there students about the event

- **The Competion**
  - As mentioned, if I we like to run a competition, we could collaborate with Cadathon being run by [American Institute of Aeronautics and Astronautics](#) & [3D Printing and Assistive Technology for Health](#) (reached out to by 02/08)
  - Additionally, I would like to incorporate SBU's [Central Services](#) Surplus, so we could give new life to bin of technology that would just end up in the landfill as a component of the competition

- **Potential Workshops**, Key Notes, Tabling and Demonstrations - these organizations would need to be reached out to individually, which will probably require a few people if we would like to exhaust this list
  - Primarily this will be an opportunity to showcase work of our department's [many faculty and classes](#) in the department, so we should reach out to them first.
  - There are **733 Organizations** listed on [StonyBrook.campuslabs](#)
    - Potential organizations that might be interested in participating might be:

- The Robotics Team, Solar Racing, Girls Who Code College LOOPs, Embroidery Club, Crochet Club, Art Club, Fine Arts Organization, Artists in Medicine, Quiz Bowl And Trivia Club, Retro Gaming Board, Rhythm Gaming Board, Computing Society at Stony Brook, Game Development & Design Club, Make up Artists of SBU, SBU-TV And Film Productions, WUSB Radio Station, Stony Music Rocks, Music Makers, etc.
  - Additionally There are quite a few **Maker/Creative Spaces** that would like to show their work **(Will reachout to these by 02/15)**
    - The Space @ Engineering, The Cat Lab @ the Library, The Film studio @ Information systems, The Teaching & Learning Lab @ The Library, The Third Space @ Staller, The Future History Studio @Staller
- There are also plenty of similar events where we could find both locals and known creators and **sponsors** who can participate:
  - **Local**
    - I was looking into local events, and the university happens to be hosting [Makerfaire Long Island](#) with [The Long Island Explorium](#) over the summer, perhaps there could be some overlap in attendees **(Will reachout to these by 02/15)**
    - [Wonderville](#) is arcade located in Brooklyn is arcade where every game is independent and often built on custom hardware by local creators
    - [RoboBoston (MassRobotics Block Party)](#) - features university labs and startups showing off Boston Dynamics-style robots, drones, and autonomous vehicles
    - Other Local Hackathons:
      - [MakeMIT 2026](#)
      - [FAB26 (Fab Lab Conference)](#)
      - [https://hackaturi.com/](#)
      - [Stupid Hackathon](#)
  - **National**
    - [Open Sauce](#)
    - [Hackaday: Supercon](#)
    - [DEF CON](#)
    - [RockyMountainRepRapFestival](#)
    - [The "Robot Combat" Mecca: RoboGames](#)
  - **Other Local Organizations**
    - **Local Makerspaces**
      - [Makerspace NYC](#)
      - [NYC Resistor](#)
      - [Fat Cat Fab Lab](#)
    - **Other Local Organizations (Art Tech Houses, Museums, Applied Science)**

- - - Long Island CW (CW = CW Radio/Electronics)
    - Tesla Science Center at Wardenclyffe (Shoreham)
    - CultureHub (Manhattan)
    - Pioneer Works (Brooklyn)
    - Harvestworks (Manhattan)
  - **Potential Local Industry Sponsors**
    - Adafruit Industries (NYC)
    - Shapeways 3D Printing & Fabrication (Long Island City/Manhattan)
    - Estée Lauder Companies (Melville, LI)
    - Canon U.S.A. (Melville, LI)
    - Zebra Technologies (formerly Symbol) (Holtsville, LI)
    - SITU (Brooklyn)
    - Bednark Studio (Brooklyn)
    - Standard Transmission (Brooklyn)
    - Smooth-On (Based in PA, but active in NYC/LI)
    - B&H Photo Video (Manhattan)
    - IDSA (Industrial Designers Society of America) - NYC/Long Island Chapter
    - SEGD (Society for Experiential Graphic Design) - NYC Chapter
- **National Organizations**
  - **Most Forbes 500 Tech Companies, no need to list them all**
    - Google Developer Student Clubs (GDSC)
    - Microsoft Learn Student Ambassadors
    - AWS Community Engagement Grants
    - Adobe Creative Campus
  - **Other companies** -
    - MatterHackers (Education Division)
  - **Non Profits**
    - Futo
    - https://nyc.siggraph.org/wp/
    - iFixit (Education & Advocacy) - We can ask them to sponsor a **"Fix-it Clinic"** at our Block Party. They can provide toolkits (screwdrivers, spudgers) and repair guides. This hits your "Sustainability" and "Engineering" goals perfectly.
    - The OSHWA (Open Source Hardware Association)
    - Mozilla Foundation (Responsible Computing Challenge)
      - ^Very Exciting Grant
    - Alfred P. Sloan Foundation (Public Understanding of Science)
    - Raspberry Pi Foundation - Picademy

02
FEB 2026

LISTEN DEEPLY

Give full attention — to voices, sounds, silences.

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10 GBM	11	12	13	14 Siblings Weekend
15	16	17	18	19 WORKSHOP	20	21
22	23	24	25	26	27	28

03
MAR 2026

NOTICE NATURE

Look for life outside yourself. The sky alone can teach you presence.

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10 GBM	11 WORKSHOP	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27 CROSSROADS	28
29	30	31				

04
APR 2026

BREATHE CONSCIOUSLY

Let breath be your pause, your anchor, your reminder to slow down.

SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3 CADATHON	4
5	6	7 GBM	8	9 WORKSHOP	10	11
12	13	14	15	16 WILLIAM FLOYD	17	18
19	20	21	22	23	24	25
26	27	28	29	30		