

Oliver Stickel

Fab Lab Manager & Founder

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Experience

- Lab Manager at Bochum Makerspace** - I manage two sub-labs (IT / integrated electronics and plastics fabrication) and I'm involved in the overall development / management of RUB-Makerspace, a 2000sqm innovation space with a team of 15 people. [Ruhr-Universität Bochum](#), Germany. 2020–today
- Writer, researcher, consultant.** Book project “Handbuch Fab Labs” and consultation work for organizations interested in Maker-/innovation spaces. [Self-employed](#), Germany. 2019–2020
- Researcher, project manager.** After graduating, I stayed at Uni Siegen as a researcher to continue building Fab Lab Siegen into a sustainable infrastructure. Apart from the Lab, I worked on/in in different projects (see below) and did a lot of teaching. [University of Siegen](#), Germany. 2015–2019
- Guest researcher, consultant.** Field research, consultations and development of joint project proposals in/with collaborators from the Middle East. [University of Birzeit](#), [Univ. of Technology Oman](#), [Goethe Institute](#), others, (mostly) Palestine. 2014–2019
- Founder and manager.** I founded Fab Lab Siegen and managed it on its journey from a student initiative in a literal storage room on campus outside the city to a wonder- and colorful, open and community-oriented space of about 300sqm filled with people, ideas, tools and machines right in the city center. [Siegen](#), Germany. 2013–2019
- TA, student researcher.** During my student times, I was a teaching assistant (mostly in HCI), assisted in different research projects (mostly with qualitative field research) and was in IT support/maintenance. [Universities of Siegen and Duisburg-Essen](#), Germany. 2009–2015

Education

- M.Sc. Human Computer Interaction** (honors) - Socio-technical systems design based on qualitative methods. [University of Siegen](#), Germany. 2012–2015
- B.Sc. Applied Cognitive and Media Sciences** - Combination of Computer Science and Psychology (without the advanced engineering and clinical aspects, respectively), grounded in quantitative methods. [University of Duisburg-Essen](#), Germany. 1998–2002

Selected Publications

- Handbuch Fab Labs: Einrichtung, Finanzierung, Betrieb, Forschung & Lehre** by Iris Bockermann, Jan Borchers, Anke Brocker, Marcel Lahaye, Antje Moebus, Stefan Neudecker, Oliver Stickel, Melanie Stilz, Daniel Wilkens, René Bohne, Volkmar Pipek, Heidi Schelhowe. [Bombini-Verlag](#). 2021
- shARe-IT: Ad hoc Remote Troubleshooting through Augmented Reality** by Thomas Ludwig, Oliver Stickel, Peter Tolmie, Malte Sellmer. [Journal on Computer Supported Cooperative Work](#) 30, pp. 119–167. 2021
- Fab:UNiverse - Makerspaces, Fab Labs and Lab Managers in Academia** by Oliver Stickel, Melanie Stilz, Anke Brocker, Jan Borchers, Volkmar Pipek. [Workshop at Fab Learn Europe Conference '19](#). 2019
- Fab Lab Education in German Academia** by Oliver Stickel, Anke Brocker, Melanie Stilz, Antje Möbus, Iris Bockermann, Jan Borchers, Volkmar Pipek. 2018

Proceedings from the Fab14 Conference '18, pp. 39-46.

Computerclubs und Flüchtlingslager - Ein Diskussionsbeitrag zur 2018

Forschungs- und Bildungsarbeit aus praxistheoretischer Perspektive by Oliver Stickel, Konstantin Aal, Marén Schorch, Dominik Hornung, Alexander Boden, Volker Wulf, Volkmar Pipek. Tagungsband Do it! Yourself? Fragen zu (Forschungs-)Praktiken des Selbermachens.

3D printing/digital fabrication for education and the common good by 2017

Oliver Stickel, Konstantin Aal, Verena Fuchsberger, Sarah Rüller, Victoria Wenzelmann, Volkmar Pipek, Volker Wulf, Manfred Tscheligi. **Workshop** at Communities & Technologies conference '17.

User Integration in Agile Software Development Processes: Practices 2016

and Challenges in Small and Medium Sized Enterprises by Oliver Stickel, Corinna Ogonowski, Timo Jacobi, Gunnar Stevens, Volkmar Pipek, Volker Wulf. In: Cockton, G., Lárusdóttir, M., Gregory, P., Cajander, Å. (eds) - Integrating User-Centred Design in Agile Development. Springer.

3D Printing with Marginalized Children – An Exploration in a Palestinian 2015

Refugee Camp by Oliver Stickel, Dominik Hornung, Konstantin Aal, Markus Rohde, Volker Wulf. Proceedings of the 14th European Conference on Computer Supported Cooperative Work (ECSCW) '15, pp. 83-102.

Bottom-Up Kultur in Siegen: Ein Bericht über aktuelle Strukturen, 2014

Entwicklungen und Umnutzungsprozesse by Oliver Stickel, Alexander Boden, Gunnar Stevens, Volkmar Pipek, Volker Wulf. In: DIAGONAL - University of Siegen's annual journal 35, pp. 55–70 (2014).

Towards Sociable Technologies: An Empirical Study on Designing 2014

Appropriation Infrastructures for 3D Printing by Thomas Ludwig, Oliver Stickel, Alexander Boden, Volkmar Pipek. Proceedings of the Designing Interactive Systems Conference (DIS) '14, pp. 835–844.

Full publication list at researchgate.net/profile/oliver-stickel.

Projects and funding

SMAPS - the center for smart production systems - was a research- 2019–2022

infrastructure project on additive fabrication and smart systems for industrial tooling (mainly forming processes). I was part of the proposal team and briefly involved in the ramp-up phase (mainly procurement). European EFRE-fund (EFRE.NRW), Germany, about 3m€

FAB 101 was a joint research project of four German universities on Fab 2017–2020

Labs and digital fabrication in academic. It focused on cooperation, tools, education and infrastructure. I developed the core idea for the project, led the proposal and was overall project manager as well as part of the operative team.

Federal Ministry of Education and Research, Germany, about 1.2m€.

YALLAH - "You All Are Hackers" was a student exchange project. Students 2016–2018

from Palestine and Germany visited each other for multiple stays and worked on socio-economical issues using "maker-methods". I had the project idea after my own visits to Palestine as a student, led the proposal and helped to recruit and set up the staff who took over the project. German Academic Exchange Service (DAAD), about 225.000€.

ZEIT.RAUM Siegen was a regional project to build a 3D-printed, interactive 2016–2018

city model and a regional Wiki for an installation in a local museum. I coordinated the ideation phase, wrote most of the proposals and was part of the negotiation team. In the project, I built the first prototypes for model and wiki and recruited the project staff.

Regional societies, University of Siegen, other sources, about 190.000€.

Internet-Cafe4Refugees was a project we set up when Uni Siegen housed 2015–2016

hundreds of refugees. We provided tech support, hardware and internet connection together with the local freifunk.net community.

Volunteer work, hardware donations and enough local funding for student aids to cover daily opening hours.

Fab Lab Siegen was my baby for many years and my first real experience in regards being a founder and the world of fundraising. My old team is still running and growing the Lab and it has become local infrastructure. Calls for student projects, donations, other sources, about 100.000€ in money during the first 2-3 years (later, funding strategies changed). The spaces for the lab were/are co-sponsored by private-public partnerships and there were/are hardware donations as well.	2013–today
CUBES was a research project on community-based innovation in software and usability for small and medium sized enterprises. I was involved as a student, then researcher, then (interim) project manager for the project reporting and closing. Federal Ministry for Economic Affairs and Energy, about 800.000€.	2012–2015

Community roles

I co-organized Fab:UNiverse multiple times and maintain its website - it's a conference for Fab Lab managers at universities. I've also (co-)organized a lot of different events, temporary (Maker)spaces and meetups such as the Usability Day Siegen (2014-2018).

I have been an elected member of different bodies of (self)-governance such as the Senate commission on Strategic University Development at Uni Siegen and head of the student representatives ("Fachschaftsräte") at Uni Duisburg-Essen and at Uni Siegen respectively. Occasionally, I've been asked to fill roles in regional and national expert committees (mostly in relation to innovation and community spaces).

As a researcher, I was reviewer/chair for conferences and journals like CHI, JCSCW, C&T or M&C.

Teaching

I enjoy teaching and learning a lot. At Uni Siegen, I've been responsible for the practical part of the mandatory introduction to Human Computer Interaction for many years - i.e. mentoring up to 40 students per iteration through big, semester-long projects ending in submissions to and wins in national student challenges. Additionally, I've held many different seminars ranging from reading classes on literature about "Making" to very practical seminars on rapid prototyping methods. I've made it a point to try and be open in teaching and have frequently had students from other faculties or external guests in my seminars.

As a thesis advisor and co-advisor, I have accompanied about 8 Bachelor and Master Students along their paths to graduation. Topics have varied from participatory-design-oriented field investigations to studies about Makerspaces in teacher training to engineering and fabrication of additive tools for industrial processes. Additionally, I've been involved in co-advising state-certified technicians as a pilot project between a university and a technical vocational college.

Nowadays, I'm less involved in structured, academic teaching but mostly teach and learn whatever is needed to help many different Makerspace community members from (many different) disciplines with their - many different - projects.

Awards and honors

Honorable Mention Paper Award , "Mensch und Computer" (M&C) conference of the German Informatics Society (GI).	2015
Best Graduate of the faculty , University of Siegen, Germany.	2015
Scholarship Tallinn Summer School on research methods in Human-Computer interaction, University of Siegen, Germany.	2014
First Prize Student Usability Challenge , German Informatics Society (GI).	2013

Skills in Keywords

Making - Rapid Prototyping (many different methods), CAD/CAM, general (basic) coding, (traditional) web development, electronics and integrated systems for rapid prototyping. Makerspace operation / management / safety.

Human Centered Design - UX design, HCI, usability methods, design thinking, convergence of agile and user centered methods.

Projects and People - Project development, social innovation, fundraising, agility / Skunkworks, community and team development, operations (with)in public service and public administration.

Methods - Constructionism, human-centered teaching and learning, mixed-methods, action and field research, participatory methods and participatory action research, (Maker-)space(s) as a method.

Languages

Native: German

Fluent: English

Basic: French

Links

makerspace.rub.de

fablab-siegen.de

fab101.de

fab-universe.de

yallah.exchange and exhibition.yallah.exchange

Interview "Deutsche Welle" about Fab Labs

News article on 3D printing with children

News article on working with refugees at Fab Lab Siegen

Interview "Deutschlandfunk Kultur" on Makers

A talk by me about Fab Lab Siegen (from way back when)

Guest lecture on Socio-Informatics at RWTH Aachen

Usability Method Finder

My old blog posts on the Fab Lab Siegen website

Personal

Birth date: 12 June 1987

I enjoy camping, kayaking, cooking and good books.

Last updated: October 2022