

From Hackers to Makers

Dale Dougherty

GOOGLE HACKS

TM

3rd
Edition
Covers Google
Maps

*Tips & Tools for Finding and
Using the World's Information*



O'REILLY®

HACKS
SERIES™

Rael Dornfest,
Paul Bausch & Tara Calishain
Foreword by Chris DiBona,
Open Source Program Manager, Google

hack (hăk) *n.*, A non-obvious solution to an interesting problem.

"A remarkable collection of characters...courageously exploring mindspace, an innerworld where nobody had ever been before." —*The New York Times*

hackers

heroes of the computer revolution

steven levy

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ASTRONOMY HACKS™

*Tips & Tools
for Observing
the Night Sky*



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*Robert Bruce Thompson &
Barbara Fritchman Thompson*

TiVo HACKS

100 Industrial-Strength Tips & Tools



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Raffi Krikorian

From Problems to Interesting Projects

Fun Process

Visible / Communicative

- Event-driven home monitor

- Radio PVR

- Music PC → Home stereo

- Roll your own PVR

- Laptop → Digital Pictureframe

- Sol

- Acco

- Crea

- Adap



C Programming Utility



*Managing
Projects with*

make

O'REILLY®

Andrew Oram & Steve Talbott

DOZENS OF HACKS AND HOW-TOS FOR YOUR GEAR **Premiere Issue!**

Make: technology on your time



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Dale Dougherty

The Making of Make:



More than mere consumers of technology, we are makers, adapting technology to our needs and integrating it into our lives. Some of us are born makers and others, like me, become makers almost without realizing it.

Maybe it started when I burned my first music CD, ripping individual songs from packaged CDs and assembling my own playlist. This was unthinkable just five years ago, and now it's how we make our own music — much to the chagrin of the recording music industry.

Maybe it started when I got Wi-Fi working, not just for myself but for my whole family. Suddenly, the computer wasn't locked down to a desk and wired to an outlet. It was free to roam, like a cell-phone, and I began finding new places such as coffee houses that I could call home, or at least home-office.

Maybe it started when I brought my digital camera and laptop on vacation and found that my slideshow was ready before the vacation was even over.

I'm sure that most of us share these experiences, and many others that demonstrate the impact of new technologies in our lives. Think of how many devices each of us interacts with on a regular basis today. And that's only the beginning. Neil Gershenfeld of MIT's Center for Bits and Atoms, who is featured in this issue, writes in his book *When Things Start to Think* that "personal computing has not gone far enough; it lets us shape our digital environment but not our physical environment." In other words, technology that allows us to create complex things will soon become as affordable as the technology we use to create and manage data. We are just beginning

to see the impact of technology in our personal lives. So much is possible.

MAKE is a new magazine dedicated to showing how to make technology work for you. At the core of the magazine are projects that show you how to use technology in interesting and practical ways. A MAKE project is rewarding and fun as an experience, and it produces something you can share with your friends and family. Becoming a maker is a lot like learning how to become a better cook — you can follow or improvise upon the work of experts.

In the process of developing MAKE, I have met all kinds of expert makers who were excited to contribute their ideas and their favorite projects. There are some I'd call *extreme makers* who bring highly specialized skills and experience working with both new and old technology. They specialize in the unexpected and go beyond what you or I would ever consider practical. We can learn a lot by following what they do, and I'm happy that MAKE provides a showcase for their work.

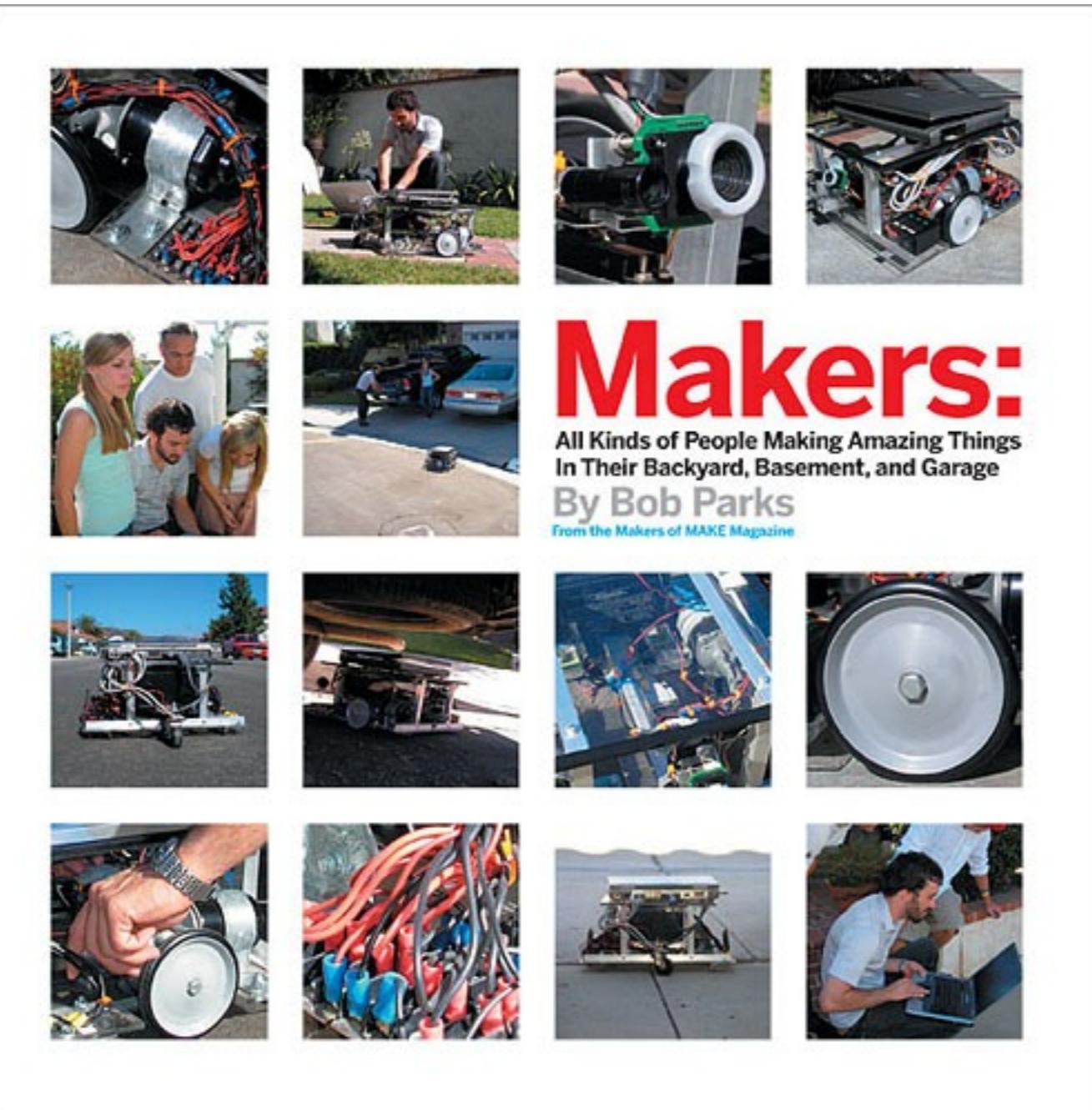
I hope you enjoy getting to know the experts as well as meeting other makers like yourself. We expect that our website will become a place to share your experiences building the projects in the magazine, as well as a home for projects that you develop. I look forward to meeting you there.

Let me know what you think of MAKE and how you use technology to make your own life better. You can contact me at dale@oreilly.com.

Dale Dougherty is the editor and publisher of MAKE and the publisher of O'Reilly Network (www.oreillynet.com).



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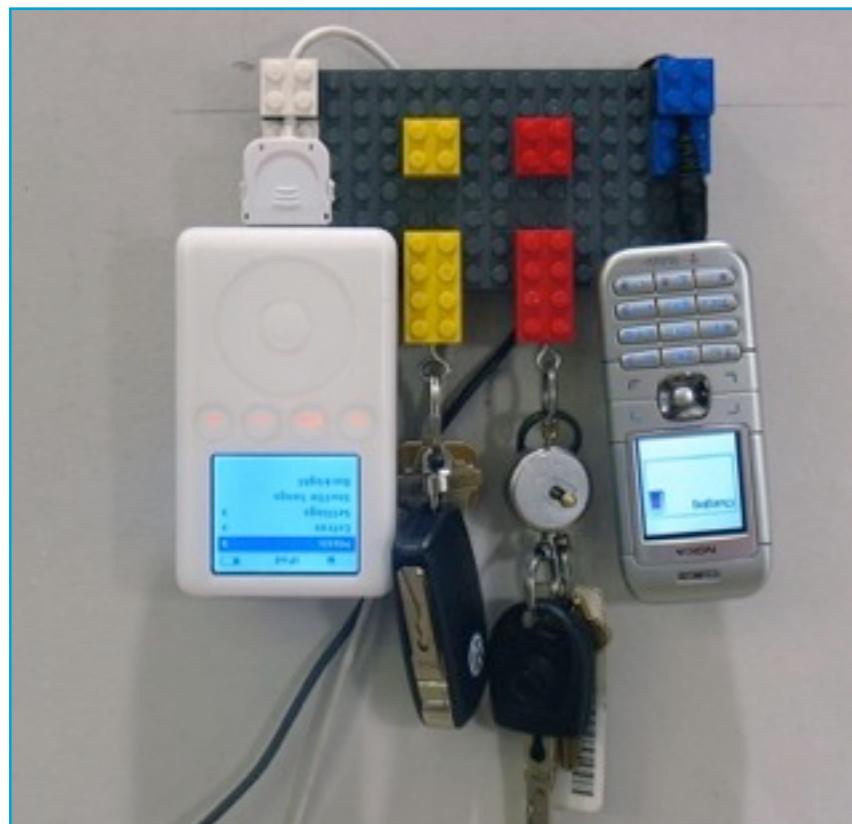
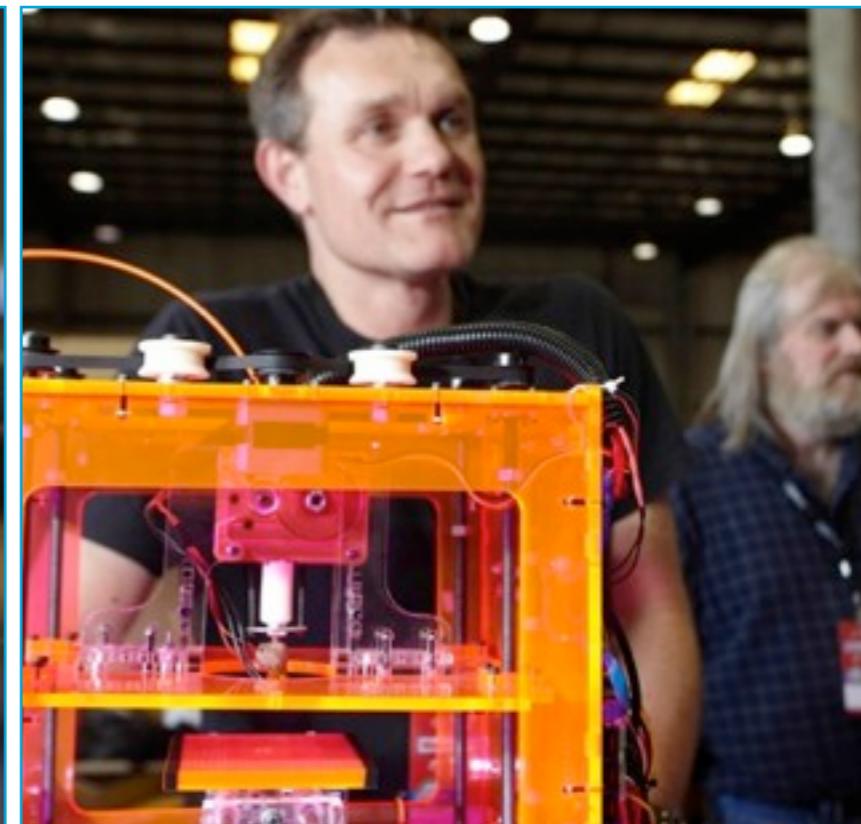
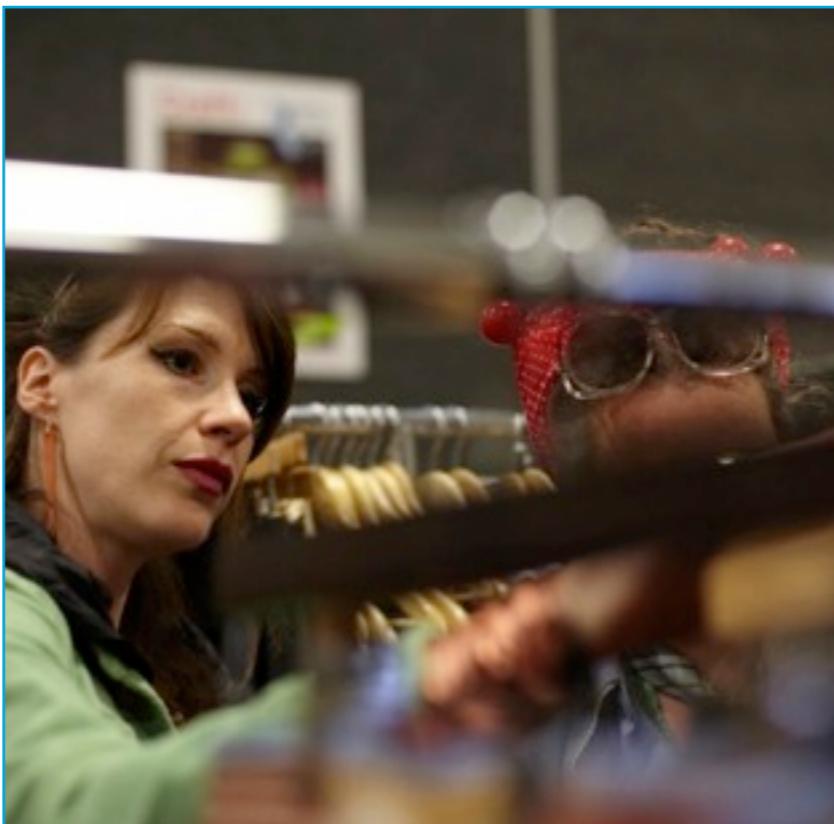
Makers:

All Kinds of People Making Amazing Things
In Their Backyard, Basement, and Garage

By Bob Parks

From the Makers of MAKE Magazine

Maker Faire®



Maker Faire®



Maker Faire Playbook

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Hackerspaces in America



Makerspace

a space that supports young makers and education

MENTOR Makerspace



Establish digital and physical workspaces
to support the collaborative practices of
making in high schools.

Make:



Makerspace

- A physical workshop space that organizes:
 - Tools
 - Materials
 - Expertise
 - Projects
- A variety of organizational models.



Having a good name is
important

Be open and inclusive

