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The maker faire last weekend was a great experience for me as part of gadgiteration and also as a maker. It inspires me in many ways and makes me rethink about who is maker and why to be a maker. What I take the most out of this event is the way we are making projects in the future should put more thoughts from user perspective. As makers, we tend to make very complex systems that hold as many technologies as we think they are cool. In that way, we are just enjoying the process of making stuffs, and ignore the simple fact that makers are groups of people eventually make stuffs for more people. Essentially, everything goes down to three questions: Who are we making for? Why are we making? and how do we expect people to interact with the things we made?

In this sense, I strongly agree with the core values of gadigation and I think we are on a right track to simplify the technologies to suit everyone, but also keep the extendability for further exploring. During my shift of tabling for gadigation, one of the parents come to me and started a conversation. He was very interested in leading his children to explore more in technologies at their early ages. However the past experiences he has with several educational boards are not very pleased or meeting his needs. He takes makey makey board as an example, the board itself is great, but it does not function out of box since it requires a certain amount of knowledges about circuits and electricity in advanced to put parts together. Most of time, they are struggling to put pieces together and end up giving up with frustrations. Therefore, again, i think gadgiteration does a fantastic job on making the function-rish board simple enough to use for everyone. I can say that during my 3 hour shift, I successfully taught every child stop by our table about how simple circuit works with powerful human circuit demonstration and other playful projects.

Unfortunately, I could not have enough time to look around other projects on that day. But the biggest impression I have is the huge variety of projects across different fields. And I can really tell that makers have been working really hard to push the latest technologies into people's lives. Taking 3D printer as an example, it seems very unreachable years ago, but people now have a chance to take one back home from the maker faire. Technology is developing and improving in a faster track than we can ever imagine before, it is a truly great opportunity for us to do something amazing and impact the world.

As I mentioned before, the experience of maker faire really pushes me to rethink about the maker culture and things I should do in terms of designing our gadgiteration website. Hardware-wise, noise maker has already done a good job to make it functional and fun to interact. How we can lead children to explore more and to open their mind is something we should do in our website. Therefore, I think a well designed tutorial and courses section should really be on our website, this section should categorized with multiple topics. In terms of difficulties, the section should has multiple levels of them and they should not too hard to follow but hard enough to let children push themselves a little bit further and get amazing outcomes.

In general, the maker faire is very eye-opening and worth to go. It lets me to get to see the aspects that I do not usually see or pay attention to before as a maker.