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Collab: gadgITERATION
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In the last semester, I went to the Maker Faire as one of my Major Studio's Assignments. It was very impressive, definitely a great place to explore new technology and meet interesting people. People came from different backgrounds gathered together to share their knowledge and experience, and have fun. What surprised me the most was that there were so many 3D printing projects last year. I did notice that 3D printing technology was the trend for the last year, because 3D printers were seen almost everywhere in Maker Faire. Anyway, it was a valuable event for me because I got the chance to see tons of creative projects and really broaden my view of technology.

This year's event was different for me, because I attended the Maker Faire as a maker, not a visitor. Instead of asking how the project works and what is the goal behind it, explaining our project "noise maker" to visitors was my main goal. I feel lucky when I arrived our gadgITERATION booth on Sunday, because I was told there was a heavy rain on Saturday. But some of our Noise Makers didn't work because of the wetness. There were lots of visitors interested in our projects; some of them were parents with children, some were teachers, I even met one of our stakeholders (lucky!) By explaining to them how our Noise Makers works, what are our program and the goal of the gadgITERATION, I actually knew more about gadgITERATION. It is about creation and imagination. One kid just keep shouting "cool" when I told him that he can turn any trash into a project like this.

When I was off my duty, I went to see our Parsons' booth. What impressed me the most was a project called "blink blink", which made by Joselyn McDonald and Nicole Messier. It was always proud to see classmates from our program had meaningful project to show. The brilliant of this project was that it is for girls. I understand how hard it could be for young girls to explore the science/ technology; personally, I had a really hard time learning science and technology during my childhood… I really appreciate the way that they invite female STEM role models to guide those girls. As for our website, inviting some well-known STEM role models to give an online class sounds great for me.

The overall experience in Maker Faire really pushes me to think about how to be an educator, how to communicate better with people of different roles, how to make a meaningful project and fully explain it to people as well. Looking forward to the next year's Maker faire already!