

## Example #1

Makerspace has a huge place in education. One of the projects that interested me was the Sustainability Project. In my undergrad, I studied a lot about Sustainable Design. It is a hot topic today. For the past 15-20 years, sustainability has been talked about, but really in the last 7-10 years Sustainable Design has come into the forefront of everyone's mind. Sustainable Design can be used in education as the example showcased. Teaching Sustainability through Makerspace has a huge benefit, as it can showcase capabilities in a variety of scenarios.

I look to use the idea of Sustainable Design in education in future projects. The ideas from the article stuck with me, as well as were similar to ideas taught currently by professors in the Sustainable Design Program.

Another project that stuck out to me is the 3-D Printing example. 3-D Printing is definitely a technology that has a huge benefit for education of students. In terms of its ability to showcase its future in terms of technology, so many items can be made from 3-D Printing. There have been prosthetics made from a 3-D Printing machine, as well as so many Automotive Parts.

These two projects in a way, go hand and hand. Being able to educate Sustainable Design, 3-D Printing could be utilized. Being able to reuse a variety of polymers for the 3-D Printing Machine in order to showcase Sustainable Design. This is a huge benefit, for both Education and Design.

## Example #2

Some of the potential challenges with Makerspace is firstly not being able to have Technology. This can seem like a problem, but if one has things like Cardboard or Legos, Technology really won't be needed. Getting the proper tools to have the Makerspace setup is the first and crucial step. The benefits that are offered are huge! Being able to get hands on experience with tools and equipment. In terms of comparison, using Makerspace is appropriate for education, in terms of using it to make the most of education, and the involvement of students is almost incomparable.

Auto shop is a version of Makerspace as it utilizes a variety of tools and equipment in order to showcase Automotive Technology. In order to overcome some of those problems, there are ways to get more appropriately priced equipment and tools. Using a variety of Junkyard parts, as well as donated tools. Many of the heavy manufactured tools, will not last forever, and as new technology comes out, Warehouse are looking to recycle, or trash old equipment.