McIntyre Library Makerspace Final Report

# What is a makerspace

A makerspace is a space where our students can learn by hands-on creation of digital and physical projects. Where we have projects, materials, and expertise, but students are encouraged to bring their own ideas and learn from each other.

We will provide a space for future educators to experience the makerspaces they are already finding in high schools, middle schools, and even grade schools.

When a student wants to start a podcast on European politics, we will provide them with the hardware, software, and expertise needed to record and produce their project.

When a student wants to create an interactive Halloween costume, we’ll help them design, create, and test their electronic circuit. And then provide the sewing resources necessary to assemble it.

# Who will the makerspace serve

The McIntyre Library makerspace will serve university students, faculty, staff, and external groups who are affiliated with the university, such as Blugold Beginnings

# What kind of services will the makerspace provide

* 3D Printer
* Electronics/Robotics (soldering irons, multimeters, oscilloscopes, Arduino)
* Hand tools (Hammer, wrenches, screwdrivers)
* Power hand tools (drill/driver, Dremel, jigsaw)
* Crafting/Art (vinyl cutter, button maker, easels, paint supplies)
* Fabrics (sewing machines, iron, needles, scissors)
* Modelling (putty, silicone forms, papier-mâché)
* Digital media – Audio (mixers, microphones, software, Blugold Radio)
* Digital media – Visual (cameras, lighting, green screen, software)
* Creative fun (Legos)
* A clearing house of services provided by other university departments (pottery facilities in HFA)

# How will these services be provided

* We will provide some resources as kits to be checked out with online project tutorials
* During fall and spring semesters, the makerspace will be open and staffed for 8+ hours per day
* We will work with University professors to include makerspace projects into curriculum
* We will host weekly events such as:
	+ Getting Started with 3D Printing
	+ Learn 3D Design Software
	+ Start Podcasting
	+ Basic Sewing 101
	+ Learn to Solder (Build a Guitar Effects Pedal)
* Eventually, have a yearly maker fair (Perhaps regional to include Chippewa Valley makerspaces)

# What will the initial startup costs be

* $15,000 – Space preparation
* $5,000 – Furniture
* $20,000 – Equipment/tools
* $5,000 – Initial materials
* $5,000 – Contingency

Total startup costs: $50,000

# What will the yearly operating costs be

* $7,000 – Staffing
* $7,000 – Materials
* $1,000 – Maintenance

Total operating costs: $15,000