

Makerspace is a term generally used to describe a designated space with the tools and materials necessary for creation and creative collaboration.

“Making and building can foster learning in a variety of ways that mesh with long-established theories of how learning unfolds.”

Martin, *The Promise of the Maker Movement for Education*

Our intent is to establish a makerspace that fosters collaboration, as well as provides a space for hands-on, high impact and creative experiences related to classwork and beyond.



Your financial contribution would help students by:

- ❖ Renovating existing space for the startup of the makerspace
- ❖ Purchasing tools needed for crafting/art, electronics/robotics
- ❖ Creating engaging programming and events

Help us to:

- ❖ Provide experiences that creatively and actively engage students
- ❖ Provide a challenging, engaging opportunity to live what they study outside of the classroom
- ❖ Provide a collaborative learning community where students feel they belong

Full proposal details at:
LIB01.UWEC.EDU/MakerspaceProposal

Makerspace Task Force Chair:
Dan Hillis, HILLISDR@UWEC.EDU, 715-836-4961
McIntyre Library Director:
Jill Markgraf, MARKGRJS@UWEC.EDU, 715-836-4827



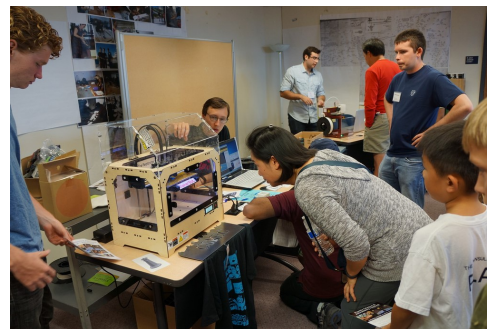
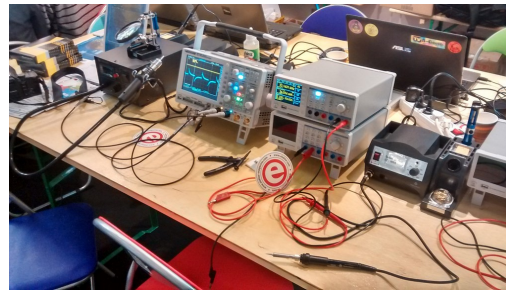
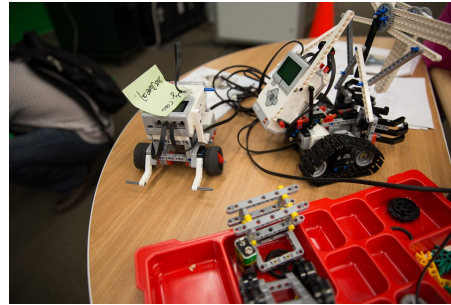
Makerspace Proposal





Tools & Resources

- ❖ 3D Printer
- ❖ Hand and power tools (including hammers, screwdrivers, wrenches, saws, cutting tools, wired and battery-powered drills, dremels)
- ❖ Crafting/Art supplies (including sewing machines, easels, die cutters, vinyl cutters, button makers, t-shirt press)
- ❖ Electronics and Robotics (including soldering irons, multimeters, oscilloscope, power supply, function generators, breadboards, Arduino, Raspberry Pi, Lego Mindstorm)



Programming

A key component for a makerspace is hosting events to both promote the facility and foster collaboration

- ❖ Leadership training (for Resident Assistants, student groups, etc.)
- ❖ Eau Claire Maker Fair (Collaborate with area makerspaces to highlight members' creations)
- ❖ Creative competitions (designing a miniature golf hole for After Dark, balsa wood bridge building, etc.)
- ❖ Introductory courses to machinery and technology (2D to 3D printing, basic sewing, etc.)

