

Designing a makerspace and its operations

Design?



A Design day at your school:

- Future working
- Co-creating
- Design methods

What is a maker learning environment?



brainstorm

build

tinker

**design
instrument**

programme

play an

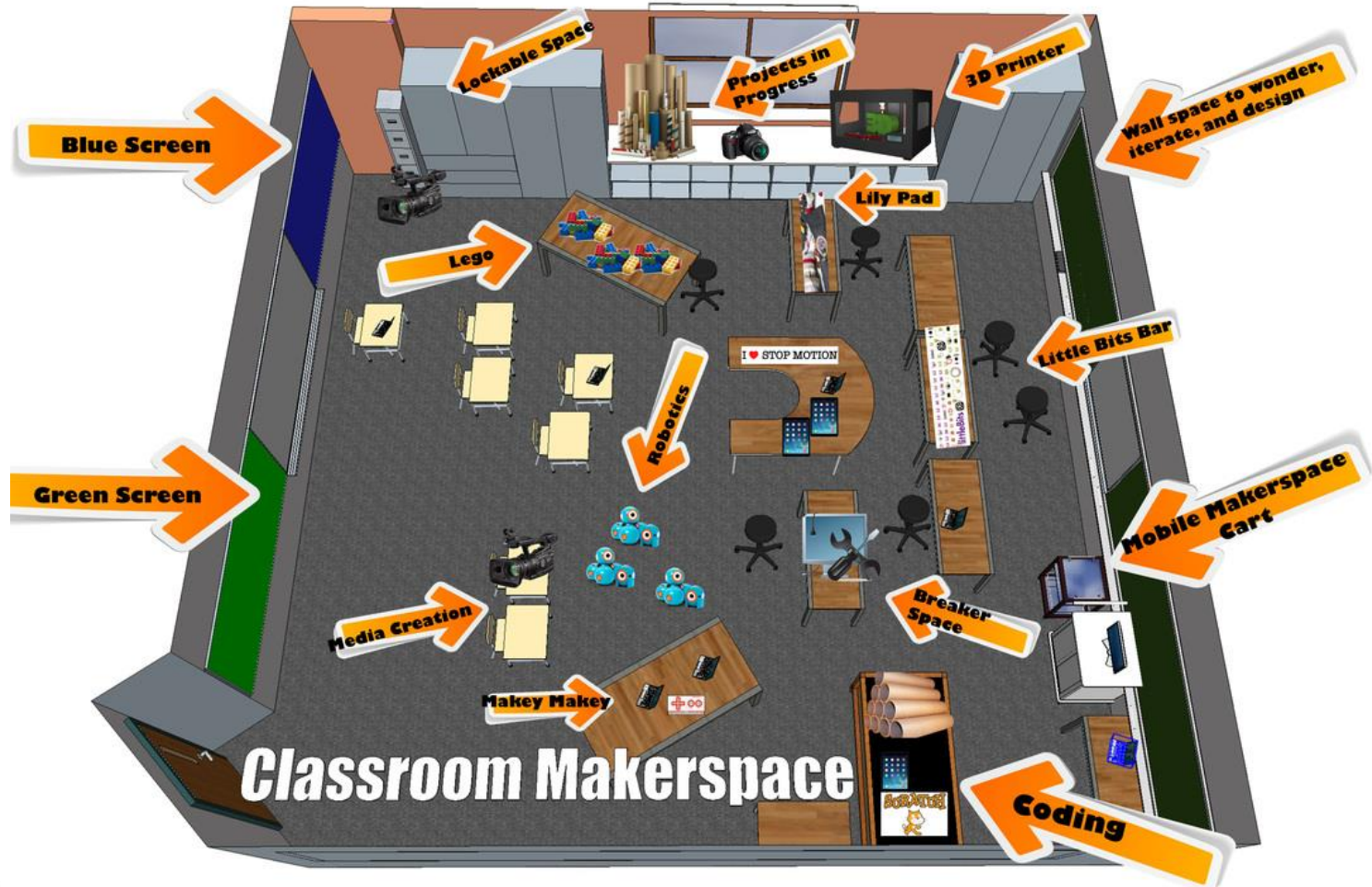
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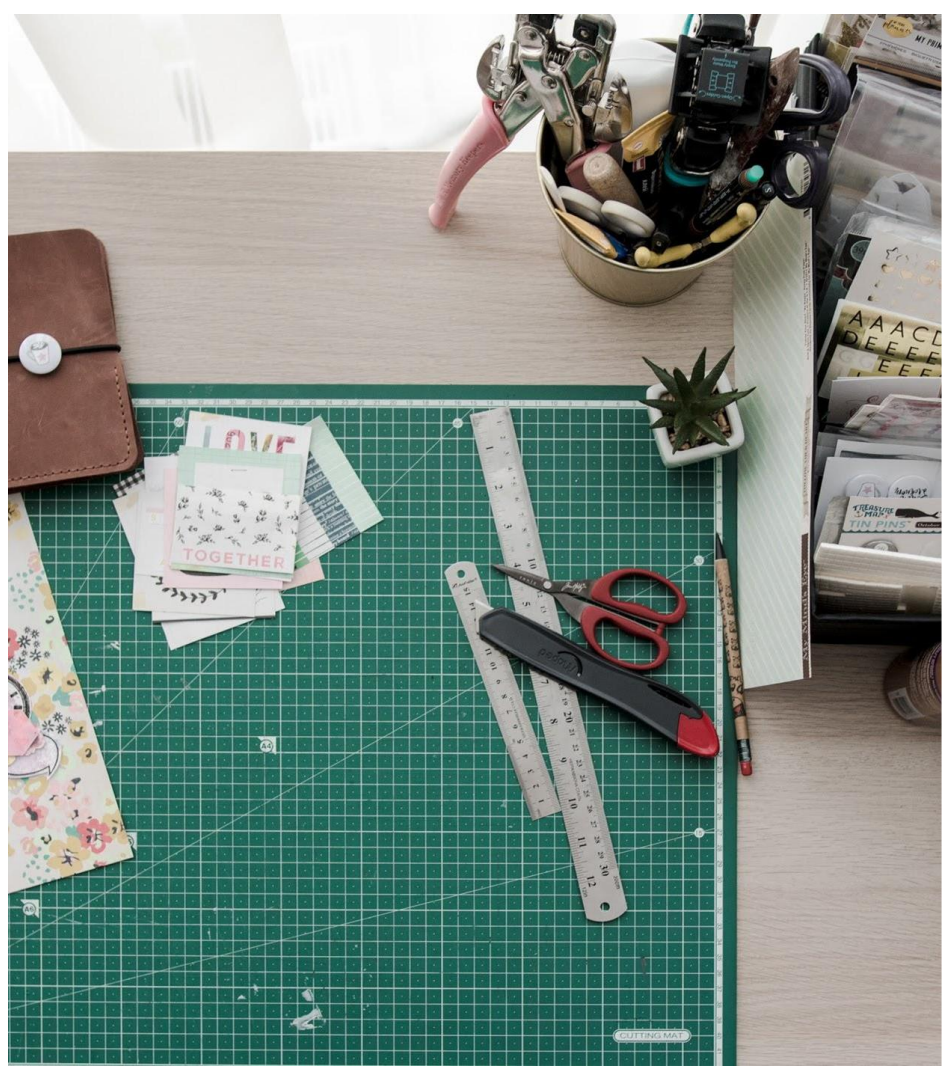
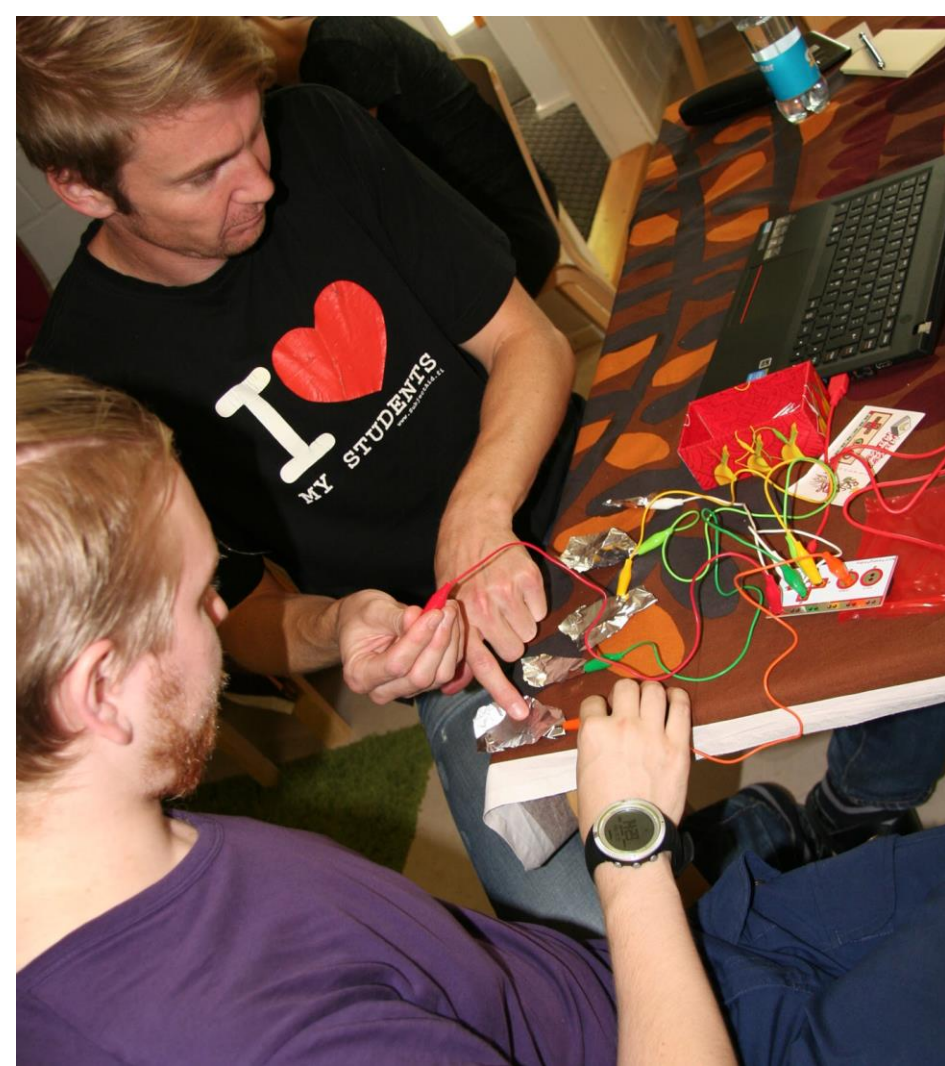
solder

record a video

craft

3D print





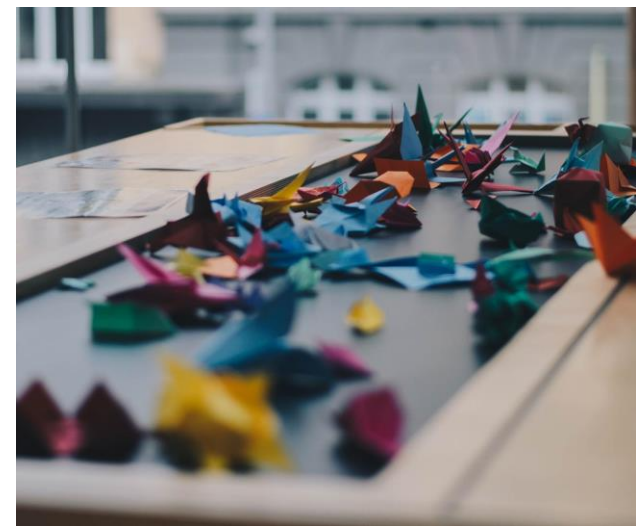
artist

fashion designer

programmer

professor

physician



What does the future look like?

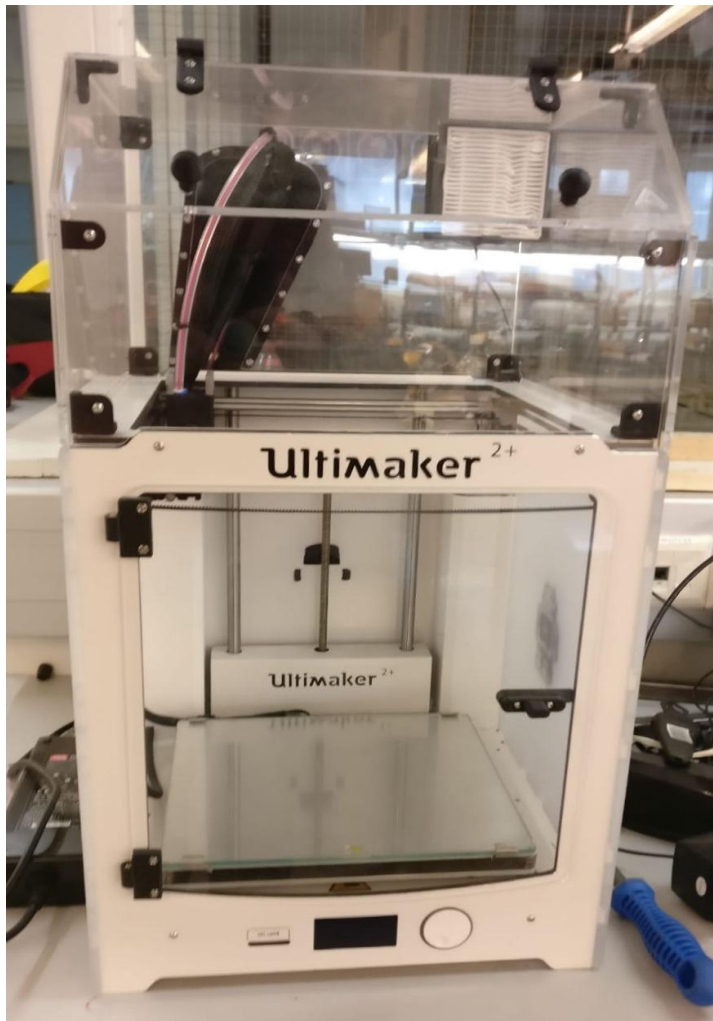
‘The future is not some place we are going, but one we are creating. The paths are not to be found, but made.’

John Schaar

What is the school of future like?

Sitra's megatrend cards

Discuss and place the cards on the future table.



Brainstorming makerspace operations



Brainstorming

What kinds of things I want to design?

What would I like to know how to make?

What kinds of skills can I teach to others?

What kinds of devices, equipment or materials do I want to use?

When do I want to tinker?

Who will look after the space?

Designing the learning environment of your dreams



AR spatial modelling software





Layout

Window?

Couch?

Table?

Chair?

Stove?



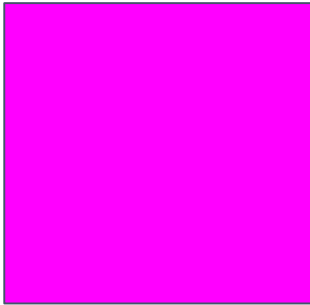
What is good?



Praise and encourage!

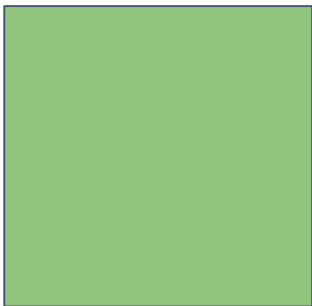
Focus on the good and functional points!

What could be difficult



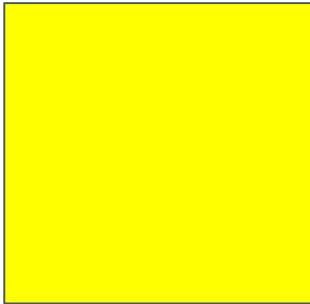
*What could be
difficult if this plan
is implemented?*

How will the difficult thing be solved?



*Find a solution for
the challenge on
the red note!*

**What else
would you like
to include in
the space?**



*Come up with
new ideas for the
plans!*

Finished scenarios

Review the feedback you have received.

Make the necessary changes.

Present your work to others by explaining what changes you made.

Thank you!