COMMUNITY IN THE MAKING

Intersectionality and Interdisciplinary Participation in the University Makerspace

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THE MAKERSPACE
The Makerspace Mission

- Cultivate a diverse, inclusive community space with the goal of providing access to and literacies with emerging technologies and digital humanities scholarship.
Approaches to Making Community

- 1) improving critical technology literacies and access to maker tools and resources for underrepresented and underserved student populations
Targeted Events

Video Games, Psychology, and the User Experience with Dr. Celia Hodent (Epic Games)
Feb 2, 2018
4:00 PM to 5:00 PM
AT THE
Auditorium, D. H. Hill Library

Making Glove Controllers
Apr 18, 2018
6:00 PM to 9:00 PM
AT THE
D. H. Hill Makerspace, D. H. Hill Library

The Wizardry of Augmented Reality (AR) with Carla Gannis
Mar 27, 2018
6:00 PM to 9:00 PM
AT THE
D. H. Hill Makerspace, D. H. Hill Library
NCSU Libraries Inclusive Gaming Initiative

RAIDERS OF THE LOST ARCADE

Thursday, November 1
4:00 p.m. - 6:00 p.m.
D. H. Hill Library Fishbowl Forum
Supporting Campus Initiatives

Why Sustainability?

NC State develops leaders and solutions for challenges impacting the environment, economy and society.
Approaches to Making Community

1) supporting faculty across campus to bring their courses into the makerspace and help develop syllabi and course projects
Approaches to Making Community

- 3) encouraging free play and exploration as a mode of learning to diminish the intimidation resulting from lack of experience with emerging digital technologies
Tinker & Play!
Glitches & Failures
MAKE-A-THON
NCSU Libraries, 2017 & 2018
THE EVENT

Day 1: Team Formation

Day 2: Build Day

Day 3: Judging and Prizes
<table>
<thead>
<tr>
<th>Logics at Play</th>
<th>Entrepreneurial</th>
<th>Institutional</th>
<th>Creative</th>
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<tbody>
<tr>
<td></td>
<td>• Focus on product</td>
<td>• Product to better serve university or municipality</td>
<td>• Uniqueness</td>
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<td>• Marketability</td>
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<td>• Best use of commercial product</td>
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TECHNICAL
Tools, techniques, digital media

COMPOSITIONAL
Organic and technical bodies

EXPERIMENTAL
“Meaning” made post-session
THANK YOU!