From Makerspace to Solve Space

Internet Librarian 2018
Whether you already have a makerspace or are ready to start developing one, this mini-workshop is filled with ideas and strategies to move forward. Filled with tips and techniques, our experienced speakers give you all you need to get started with a makerspace in your area and to move it into becoming a solve space! They share challenges such as dealing with tech and funding, present real-world examples, and inspire you with the impact of their initiatives.
Agenda for Today
Over the next two hours we will...

**Panel will introduce themselves, their background, and one challenge they are on a mission to solve**

**Panel will answer questions, share feedback and comments.**

**Introductions**
Each row will use the white paper to write one question to ask the group / solution to share about one of the challenges

**Recap**

**Follow Through**
How will you take your maker space to the next level?
How can libraries work towards solving sustainability goals by using strategic partnerships with community organizations or corporations?

**BRIAN PICHMAN**  
Director of Strategic Innovation  
Evolve Project

What is the experience you're trying to create and how can our space help to create solution(s) to the world's biggest problem?

**CHAD MAIRN**  
Innovation Lab Manager  
St. Petersburg College

How do we get academic, school, and public libraries working together more closely?

**DR. TOD COLEGROVE**  
Head of DeLaMare Library,  
University of Nevada, Reno

While spaces and technology continue to change in libraries, what do we do when our staff feel threatened or not on board of the new changes?

**SUSAN CONSIDINE**  
CEO  
Strategic Doing Consulting,

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What is the experience you’re trying to create and how can our space help to create solution(s) to the world’s biggest problem.
Roll up your sleeves, don't be afraid to try something new, connect with people, and have a desire to figure things out as you go.
“Libraries are a collection of experiences.”
CoSpaces Edu and Merge Cube VR/AR Workshops
Next batch of workshops!

- Structure Sensor Bundle
- Merge Cubes
- Merge VR Goggles
- Digitizing project
- CoSpaces AR

Source: https://goo.gl/Ee1W2j

Video: https://goo.gl/ZhxqzW
Gadgets for Good

RECYCLE your old laptop and/or electronics regardless of their condition at select SPC campus drop-off sites and help empower kids from all over the world!

January 2017 is #gadgetsforgood month at St. Petersburg College!

For more information about campus drop-off sites, please contact:
Chad Main at (727) 394-6917 or at main.chad@spcollege.edu
eSmart Recycling at (813) 501-7768 or at tony@esmartrecycling.com

#gadgetsforgood is an official campaign from eSmart Recycling

St. Petersburg College

SPC
3D prototype of a 2D histological image
Tactile Graphing Project for Visually-Impaired Students
Version 3

- ~ 172.0 mm
- X ~ 4.0 mm
- Y ~ 171.9 mm
birdsinhelpinghands.org.

https://www.magicleap.com
Invite Local Developers to Share Prototypes (Focus Groups)
A local company let us test a Meta!
It is **NOT** necessary to be a **S**cientist, **T**echnologist, **E**ngineer, or **M**athematician to do this. You have to be curious with a desire to figure things out!
Every.chance.you.get.

Share what you do!
Innovation Lab at St. Petersburg College Seminole Campus serves as launching pad for our next generation of programmers and engineers—providing our future tech geniuses resources to spark the next big idea.
Learn from failure!

Thrilled that we are collaborating with Culturing Solutions, Inc. on this exciting project!
Roll up your sleeves, don't be afraid to try something new, connect with people, and have a desire to figure things out as you go.
1. What is the experience you're trying to create?
2. How can our space help to create solution[s] to the world’s biggest problems?
Introduction

DR. TOD COLEGROVE
ACTIVE LEARNING & STUDENT PERFORMANCE

People Remember: when...

<table>
<thead>
<tr>
<th>Percentage</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>10%</td>
<td>Reading</td>
</tr>
<tr>
<td>20%</td>
<td>Attending a lecture</td>
</tr>
<tr>
<td>30%</td>
<td>Viewing images</td>
</tr>
<tr>
<td>50%</td>
<td>Watching movies &amp; demos</td>
</tr>
<tr>
<td>70%</td>
<td>Giving a talk &amp; group discussion</td>
</tr>
<tr>
<td>90%</td>
<td>Practicing &amp; just doing it</td>
</tr>
</tbody>
</table>

PASSIVE LEARNING

ACTIVE LEARNING

falconproducts.com blog
In a library of 2,100 square meters floor space, more than that in dry-erase writeable surfaces.
U. Nevada Library Offers 3D Printing Across the Board

By Yvette M. Chin on August 7, 2012

3D Printer at U. Nevada. Photo by Nick Croy.

(This story has been revised to show that the 3D printers in the Fayetteville Free Library were donated.)

The DeLaMare Science & Engineering Library at the University of Nevada, Reno, has become the first academic library in the U.S. to offer 3D printing and scanning services to all students and the community at large. Using specialized software to create 3D drawings, students can now print these objects on one of two 3D printers at DeLaMare—a Stratasys uPrint acquired in May and a 3D Touch, which can also image scans of objects. Users can take advantage of this technology for any purpose, from making models to helping those with disabilities. The library has committed to making this service available on a schedule that fits the needs of the community. At present, it is open to the public during the regular library hours.
While spaces and technology continue to change in libraries, what do we do when our staff feel threatened or not on board of the new changes?
How can libraries work towards solving sustainability goals by using strategic partnerships with community organizations or corporations.
About Me
Entrepreneur, Librarian, Innovator

Nice to meet you

• First job was within a library as a page.
• Director of IT for the Library.
• Build an interactive library space
• Explore the impact of start-ups to libraries.

Now I get to help libraries around the world with leadership strategies, funding and partnership initiatives, makerspaces and solve spaces, and IT tech trends/security.
Evolve Project

The Challenge:

- Renovate the entire Children’s library with a budget of a 165,000
  To include all new technology, furniture, space layout, and fresh colors.
- Introduce new technology frequently and host workshops sharing the technology.
- Teach patrons new skills as it relates to coding, electricity, engineering, or creative art.
- Build hype about the evolving library.

Changing the way people see libraries
Time Lines Of How We Got To Maker Spaces

1 Million Years Ago
Invention of Fire
One of the first inventions was considered fire

1980s
Hoardings of Ideas
Lots of idea building, often kept secret behind patents and NDAs

1990s
Hacking Movement
Taking things apart, rebuilding, looking at improving by breaking down existing things

2000s
Maker Movement
Taking the innovators and designers and blending them with the hackers to create new things
Libraries are Evolving

Less like Grocery Stores
More like Kitchens

Users of a library want an area where they can safely fail, learn skills, or for completion of a task.

People like to make things and work to innovate and collaborate.
Libraries as Community Anchors

What are libraries and what can be libraries

Unique Position Proposition

Libraries are in a perfect situation to utilize existing services coupled with understanding community issues to solve real world problems. Leverage community intelligence, library access, and build a better tomorrow.
The idea of taking a maker space and turning it into a solver space; by building tangible solutions to community based issues – solving poverty, water quality, homelessness, creating equality, etc.
What is the Sustainability Goals?

Make the world better

2030 Goals

In 2015, countries adopted the 2030 Agenda for Sustainable Development and its 17 Sustainable Development Goals. In 2016, the Paris Agreement on climate change entered into force, addressing the need to limit the rise of global temperatures.

Sustainable development calls for concerted efforts towards building an inclusive, sustainable and resilient future for people and planet.
What if....
You leveraged your space to help educate and build solutions to the global goals?

All stakeholders: governments, civil society, the private sector, and others, are expected to contribute to the realization of the new agenda.

A library space can be used to let people meet up, invite outside resources, use maker tools, and run sessions to educate either employees and their families or even the community.
Video Link
https://www.solve-os.com/solveos-video-part-1
GROUP DISCUSSION TIME


Group Discussions

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Contact Us
Makerspace and Innovation Visionaries

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