What’s Next? Post Makerspace

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Internet Librarian 2018
As libraries continue to evolve, what is after makerspaces? What can we learn from others (CES, SXSW, etc)? What should libraries be looking toward in the future? Should they focus on the collection of information, building community repositories, educating and training communities of skills? This session covers ideas to help take your library to a new level. If you are a forward thinker, want to take a few risks, and really expand what a library can do, this is an interactive for you. Let’s brainstorm and build the library of tomorrow.
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.
What defines a "leading edge" library?

- Passion for their community, user base, library
- Level of impact of activities ran or resources provided to community
- Planning for next year instead of tomorrow
- Can we take makerspaces to solver spaces?
Post Makerspace Initiatives
Items to tackle

SOLVE SPACES
How can we evolve our spaces to solve problems both in the community and globally?

MARKETING DIFFERENTLY
How should libraries look at their existing services and engage other audiences?

STRATEGY AND DATA
How could we look at the data the library has to build better service delivery. What types of strategic partnerships can a library create?

CONFERENCE ATTENDING
What is the purpose of attending non-library based conferences?

Continual Innovation
Marketing Differently
Post Makerspace Initiatives

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Value of Libraries
How People See Libraries – PEW Research

53%
Used a library in the last 12 months
Value of Libraries

How People See Libraries – PEW Research

- 53% Used a library in the last 12 months
- 75% Read a book in past 12 months
Value of Libraries
How People See Libraries – PEW Research

53%
Used a library in the last 12 months

75%
Read a book in past 12 months

76%
Library is important to me/family
Value of Libraries
How People See Libraries – PEW Research

- 53% Used a library in the last 12 months
- 75% Read a book in past 12 months
- 76% Library is important to me/family
- 91% Libraries are important to the community

Why is there a 38% difference between people who have visited the library but also say libraries are important?
Get Out To Users
Survey users to get to see what THEY want to do in the library space

PLEASE HELP
CAN YOU TAKE THIS SURVEY?
Find Patrons With Talents
Identify Skill Sets

YOU GOT SKILLS
MACGUYVER APPROVED
Conference Attending
Post Makerspace Initiatives

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Consumer Electronic Show – Jan 8\textsuperscript{th} – 11\textsuperscript{th} @ Las Vegas

Evaluate and hear about new technology that is on the horizon.

Get your hands on the latest consumer technology at CES and hear from industry leaders and visionary speakers at CES conference sessions.
A great way to expand your network, develop your skills, and get amazing hands on experiences as it relates to education, technology, and arts.

SXSW– March 8th – 17th @ Austin

Featuring a variety of tracks that allow attendees to explore what’s next in the worlds of film, culture, music, and technology, SXSW proves that the most unexpected discoveries happen when diverse topics and people come together.
Attending Other Conferences

Use conferences as an opportunity to
- Pitch your ideas you’re working on and get valuable feedback
- Find people to work on events in your library or have them help promote your library
- Explore new ideas and get insights from outside our “bubble” that can impact our industry.
- → → As an example: it can and it will replace transactional employees

Important to TALK and NETWORK at Conferences
Strategy and Data
Post Makerspace Initiatives

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Continual Innovation
Data within our library
Use it to make informed decisions

There is a lot of data logged about how your users interact with your website, the physical resources in your library.

How do you leverage your survey feedback data?
- Do you act on “bad programs”
- Do you act on “Cost Per Attendee”

How do you use your library website usage statistics?
- Do you understand what your users are looking for?

How do you review circulation information?
- Do you notice usage trends and understand why they occur?
- Who uses what in the makerspace and why?

Actually sit and analyze your data – what does it actually mean and how to use it.
Put measurable objectives on items. A good program should have X cost per user. Important information on your website should be found in X amount of clicks.
Put strategic plans around the data. Make improvements when declining services or products are discovered.
Partner up with community groups and organizations that match the trends your library identifies, which is backed by actionable data.
By doing these steps, you can have stronger programs, better attendance, and a more reputable brand for delivering strong services to your users.

Put Together
Process
Inform and Build
Improved Service Layers

Understand
Solve Spaces
Post Makerspace Initiatives

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Continual Innovation
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
- Hoarding 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
What’s in a Makerspace?

And how can we continue to evolve it?
Photography, Video, Digital Art

What's in a makerspace

Things You Can Do:

• Take and Edit Photos and Video
• Host an Photo Gallery / Movie Night
• Host Workshops, Seminars
• Go out to your users and take photos/videos
• (Special Events, Documentation Purposes, Etc)
• Add videos to the collection, and art to the walls.
Things You Can Do:

• Plant A Garden
• Great Year Round Activity
• Donate to Local Pantry
Sewing / Knitting
What's in a makerspace

Things You Can Do:

- Brings People Together
- Sewable Circuits are a thing!
Music and Audio
What’s in a makerspace

Things You Can Do:

• Brings people together (morale booster)
• Battle of the Bands events
• Learn the mechanics of audio and sound recording – good for podcasts, training videos, etc.
Things You Can Do:

- Learning how to code as a skill and thought process can help build critical thinking skills
- Code automations for day-to-day tasks
Robotics
What’s in a makerspace

Things You Can Do:

• Competitive Robotic Building / Coding
• Builds upon programming experience
3D Printing / CNC Machines
What’s in a makerspace

Things You Can Do:

- Create attractive swag, signage, and more
- Learn about prototyping ideas or manufacturing solutions to problems
Things You Can Do:

- Host baking classes / workshops
- Donations or Fundraising
- Help feed community in need
Recap
What’s in a makerspace

Less like Grocery Stores
More like Kitchens

Users of a library want an area where they can safely fail, learn skills, or for that competition of a task that needs some level of assistant from a library.

People like to make things and work to innovate and collaborate.
Successful Library Initiatives

**EDUCATION**
Libraries all over have been able to educate their users and community in new and exciting ways that lead to job growth by remove skill gaps and introduced opportunities for younger patrons.

**DEVELOP**
Libraries such as Fayetteville Free Library have participated in national robotics competitions. Other libraries have been able to spawn off business ideas and bring revenue into community.

**RESOURCES**
There are tons of success stories of library patrons 3D printing out prosthetics or handicap aids for people in need.

**LEADING EDGE**
Libraries are in a unique space to offer services that most departments can’t tackle. Leveraging resources and connections can enable you to reach new heights.
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.
Resources
https://www.un.org/sustainabledevelopment/

THINGS YOU CAN DO FROM YOUR COUCH

- Save electricity by plugging appliances into a power strip and turning them off completely when not in use, including your computer.
- Stop paper bank statements and pay your bills online or via mobile. No paper, no need for forest destruction.
- Share, don’t just like. If you see an interesting social media post about women’s rights or climate change, share it so folks in your network see it too.
- Speak up! Ask your local and national authorities to engage in initiatives that don’t harm people or the planet. You can also voice your support for the Paris Agreement and ask your country to ratify it or sign it if it hasn’t yet.

THINGS YOU CAN DO AT WORK

- If you have a fruit or snack that you don’t want, don’t throw it out. Give it away to someone who needs and is asking for help.
- Does everyone at work have access to healthcare? Find out what your rights are to work. Fight against inequality.
- Mentor young people. It’s a thoughtful, inspiring and a powerful way to guide someone towards a better future.
- Women earn 10 to 30 per cent less than men for the same work. Pay inequality persists everywhere. Voice your support for equal pay for equal work.
- 4 billion people lack access to basic sanitation services. Lend your voice to talk about the lack of toilets in many communities around the world!
Sustainable Development meets the needs of the present without compromising the ability of future generations to meet their own needs.

Environmental Protection
Climate change is already impacting public health, food and water security, migration, peace and security.

Economic Growth
ending poverty must go hand-in-hand with strategies that build economic growth

Social Inclusion
addresses a range of social needs including education, health, social protection, and job opportunities

For sustainable development to be achieved, it is crucial to harmonize three core elements. These elements are interconnected and all are crucial for the well-being of individuals and societies.
#1: End poverty in all its forms everywhere
#2: End hunger, achieve food security and improved nutrition and promote sustainable agriculture
#3: Ensure healthy lives and promote well-being for all at all ages
#4: Ensure inclusive and quality education for all and promote lifelong learning
#5: Achieve gender equality and empower women and girls
#6: Ensure access to water and sanitation for all
#7: Ensure access to affordable, reliable, sustainable and modern energy for all
#8: Promote inclusive and sustainable economic growth, employment and decent work for all
#9: Build resilient infrastructure, promote sustainable industrialization and foster innovation
#10: Reduce inequality within and among countries
#11: Make cities inclusive, safe, resilient and sustainable
#12: Ensure sustainable consumption and production patterns
#13: Take urgent action to combat climate change and its impacts
#14: Conserve and sustainably use the oceans, seas and marine resources
#15: Sustainably manage forests, combat desertification, halt and reverse land degradation, halt biodiversity loss
#16: Promote just, peaceful and inclusive societies
#17: Revitalize the global partnership for sustainable development
Each goal is important in itself ...
Each goal is important in itself … And they are all connected
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
Setting Up A Solve Session

Structured processes with a maker space
Key Components of a Solve Session
How to set one up

Introduce Core Topics and Time Line of Events
Present on general topics, such as the sustainability goals and history of technology to get a feel for the room and audience.

Everyone Should Have Basic Understanding of Topics
Provide simple one-page documents to members so everyone is on the same “page”. If you are tackling “hunger and poverty” share relevant articles about what's in the news, nutrition requirements, core needs.

Task Out Assignments
Throughout the conversations during Reading Levels and Ideas, you will start to see areas in which attendees hope to “solve”. Lay those out and let people vote on which buckets they find most relevant to them.

Prototype or Build Towards a Working Solution
Using the knowledge gained from Reading Levels and discussions through the Work Buckets, people can prototype how they hope to solve an issue.

Measure, Implement, Coach
In order to take the Prototype to the Solve stage, accountability must be assigned to those groups. Document the entire days event and share pictures and videos of what people worked on to continue the conversation and for reference points.
Between Each Step
You will want to do the following

Rapidly share and report out
A core component of a Solve Session is the ever rotating process of learning and exploring, reporting out in a smaller group, and bringing everyone back together in what’s commonly referred to as a Quaker Circle.

Learning and Exploring
Everyone essentially has knowledge on particular topics. By sharing knowledge amongst smaller teams, information can be shared quicker while tracking key ideas or conversations. These key pieces of information are then highlighted for reporting out to the entire group.

Report Out
This enables to share the key outcomes from learning and exploring to all attendees, further getting everyone “up to speed” without having to waste time on the smaller facts (which if documented can still be shared post session).

Quaker Circle
This is less organized where people are no longer sharing things from a smaller group perspective but sharing what they personally learned, are thinking, or key take-aways to everyone.
Video Link

THANK YOU FOR COMING
ANY QUESTIONS?
CONTACT ME

Let's continue the conversation

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