

COMMUNITY IN THE MAKING

**Intersectionality and Interdisciplinary
Participation in the University Makerspace**

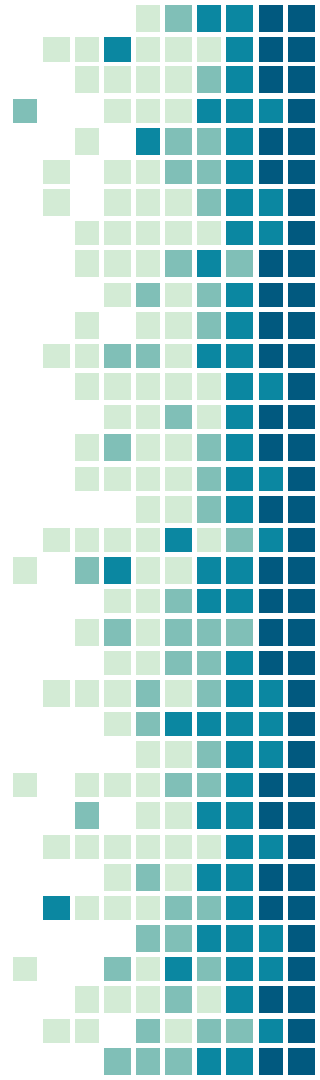
Jessica R. Elam
Rockhurst University

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.



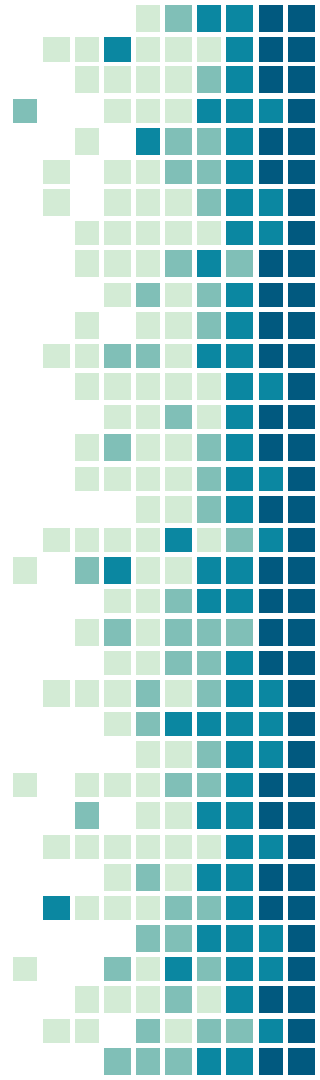
CRDM Symposium 2016

Critical Invention: Media, Engagement, Practice



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, 2016

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

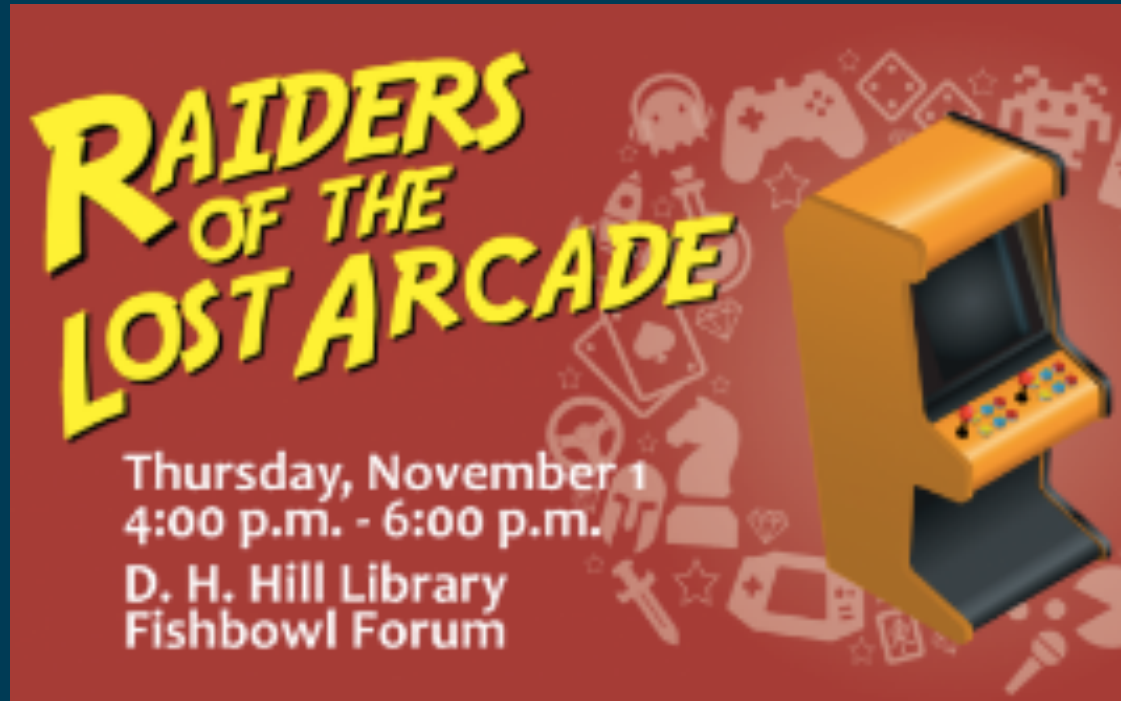
Mar 27, 2018

6:00 PM to 9:00 PM

AT THE

D. H. Hill Makerspace, D. H. Hill Library

NCSU Libraries Inclusive Gaming Initiative



Supporting Campus Initiatives

WOMEN &
MINORITY
ENGINEERING PROGRAMS

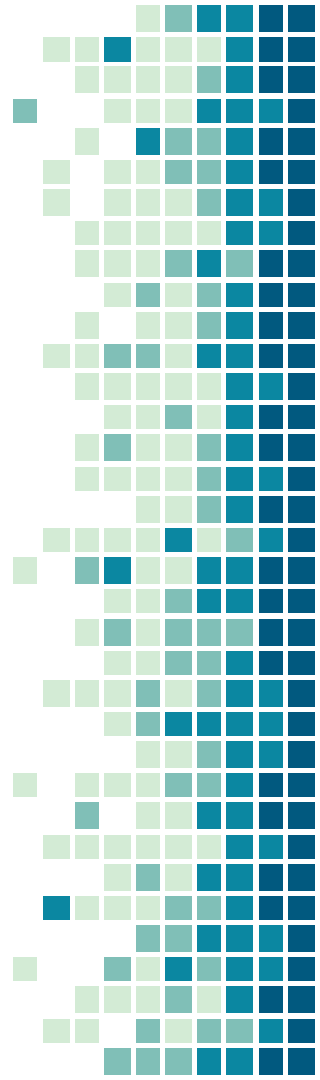
Why Sustainability?

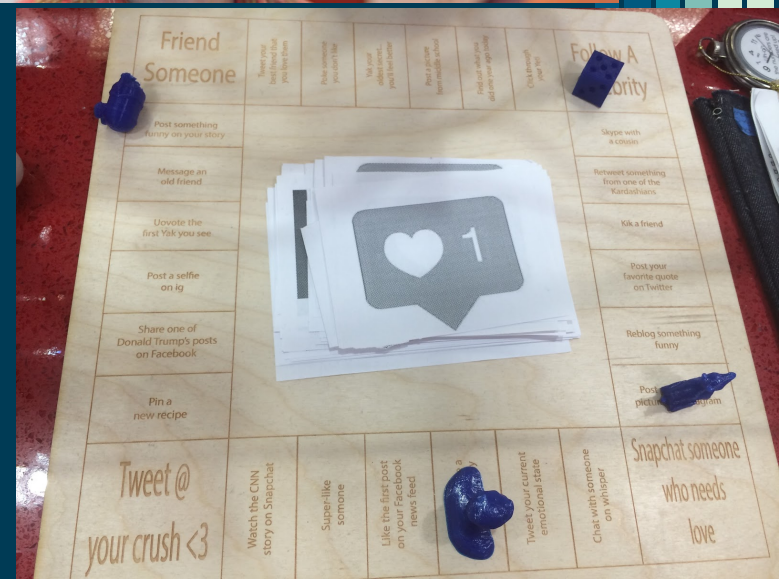
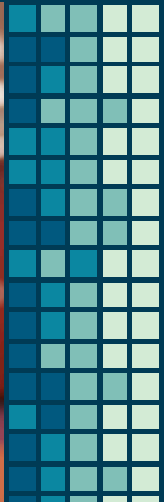
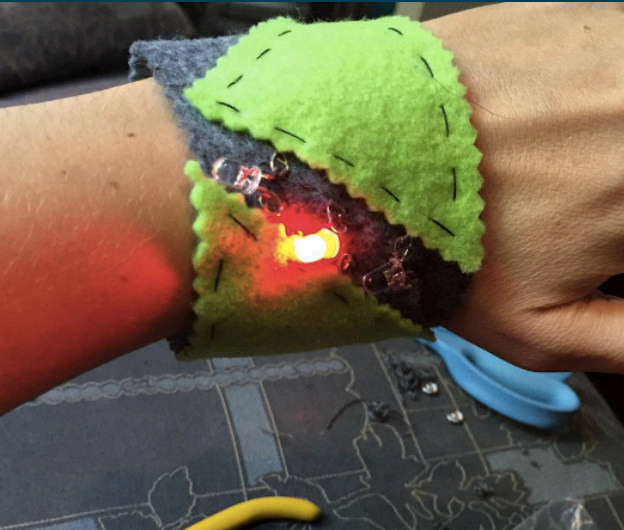
NC State develops leaders and solutions for challenges impacting the environment, economy and society. →



Approaches to Making Community

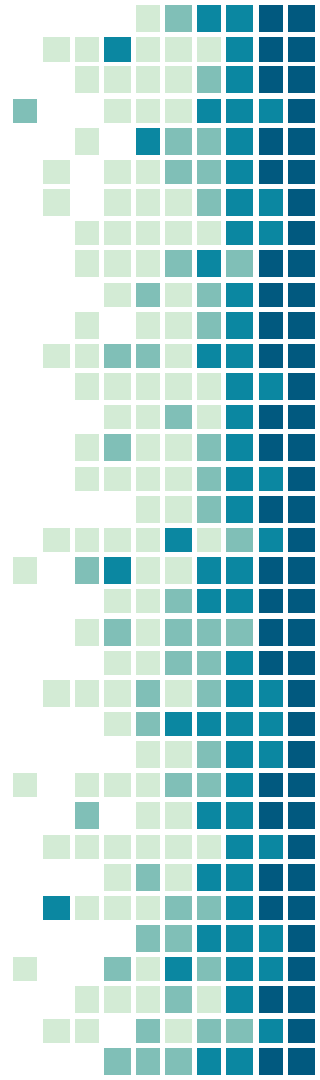
- 2) supporting faculty across campus to bring their courses into the makerspace and help develop syllabi and course projects





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!



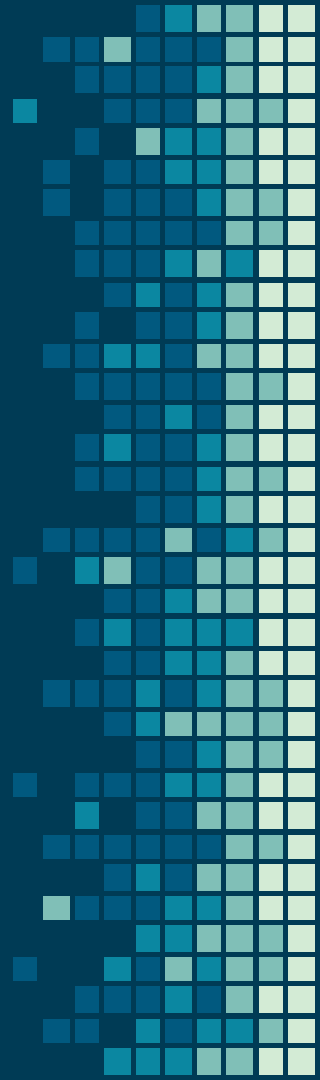
Glitches & Failures



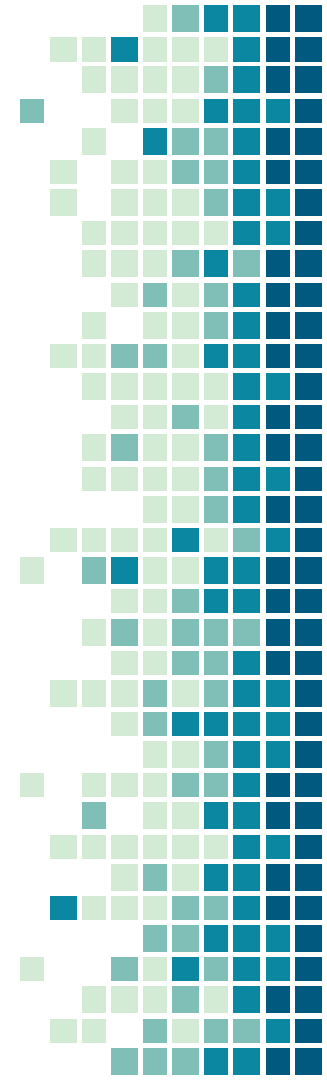
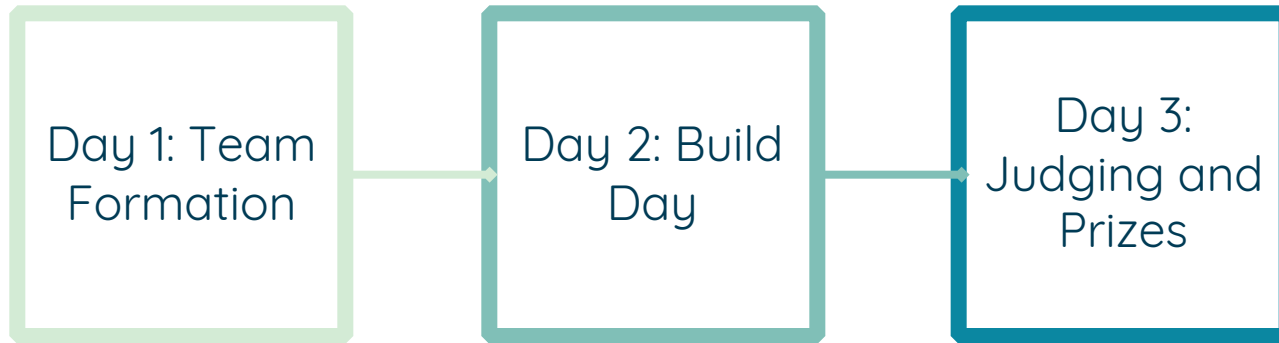


MAKE-A-THON

NCSU Libraries, 2017 & 2018



THE EVENT



LOGICS AT PLAY

Entrepreneurial

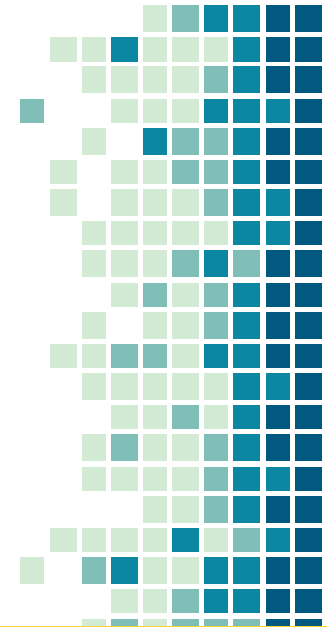
- Focus on product
- Marketability
- Best use of commercial product

Institutional

- Product to better serve university or municipality

Creative

- Uniqueness



A WEEKEND OF
ALL-OUT INNOVATION



TECHNICAL

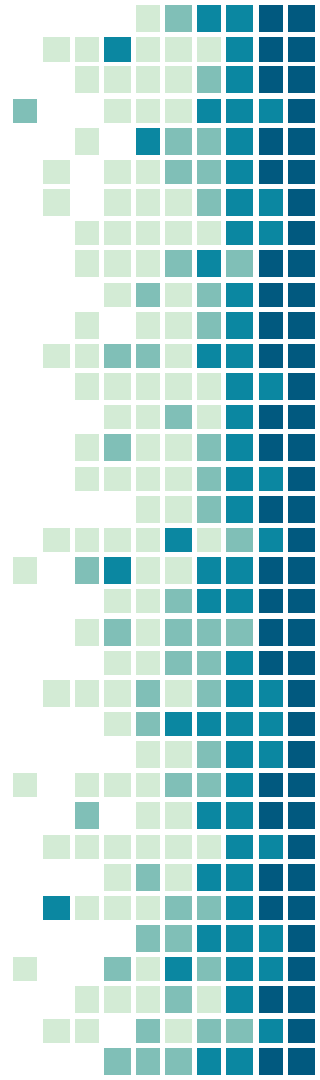
Tools, techniques, digital media

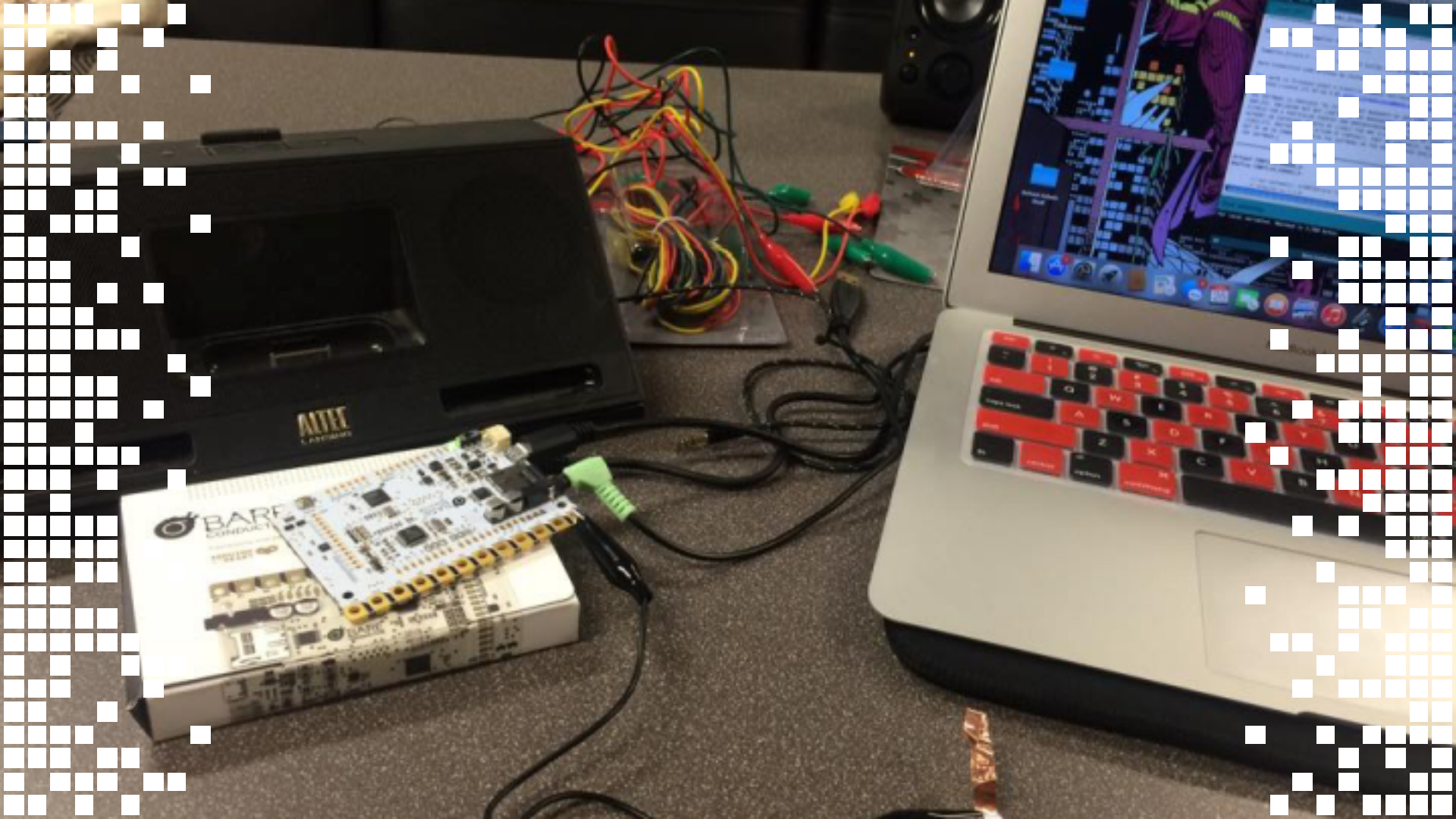
COMPOSITIONAL

Organic and technical bodies

EXPERIMENTAL

“Meaning” made post-session





THANK YOU!

