

Collaboration in Makerspaces

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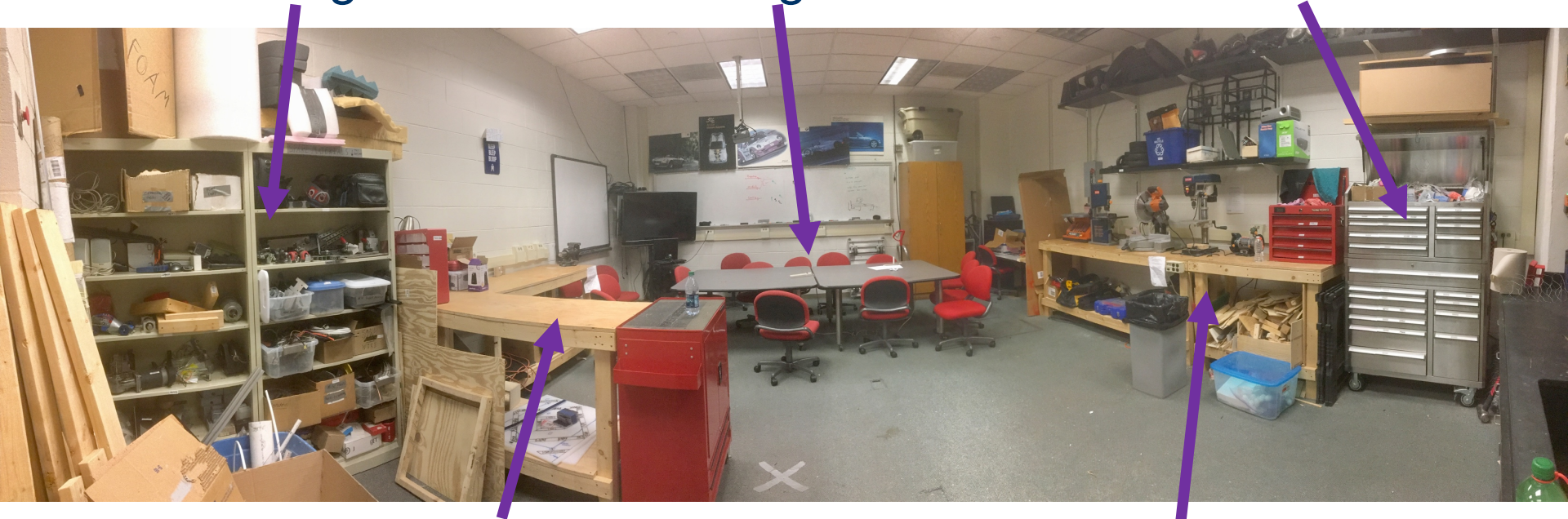
- A makerspace is a physical location that serves as a meeting space and houses the community's design and manufacturing equipment [1].
- On-campus examples include:
 - EIB 135
 - Watt Center 112, 3D printers
 - Cook Lab machine shop



Storage

Meeting table

Toolbox



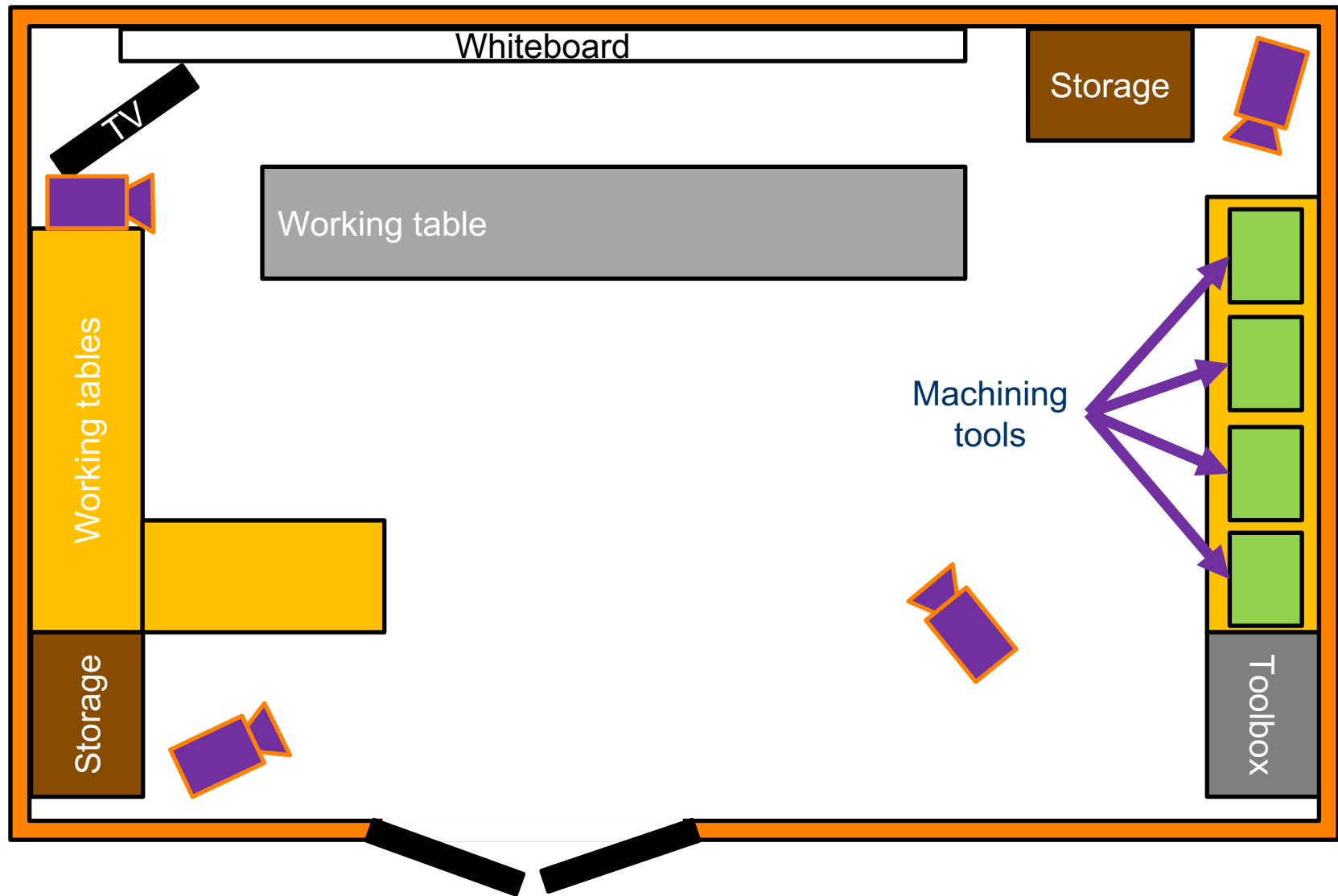
Working table

Machining tools

- Facility has support staff [1]
- Align access to facility with student schedules [1]
- Open environment to promote collaboration [1-4]
 - Promotes awareness of activities, projects, interests [1]
 - Dialogue and idea exchange in a public venue between diverse teams [1,3]
 - Promotes resource sharing [5,6]
- “...a technology and space for engaging curiosity, creativity, and collaboration.” [7]
- Maker movement described as “...a cultural norm of sharing designs and collaborating.” [8]

Does not answer in what way collaboration occurs.

- RQ1: How does a team of users collaborate in a makerspace?
- RQ2: When does a team of users collaborate in a makerspace?
- RQ3: Why does a team of users collaborate in a makerspace?
- Cameras to record student teams use EIB 135
 - Observe “how,” “when,” and provide insight into “why”
- Integrated camera-monitor network called MakerView [9]



Conclusion

- How, when, and why collaboration occurs in makerspaces not well defined
- Case study to observe and answer research questions

Future Work

- Specify and install cameras
- Begin having design teams use the makerspace more often
 - Creative Inquiry
 - ME4010

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5. Sheridan, Kimberly M., et al., “Learning in the Making: A Comparative Case Study of Three Makerspaces”, *Harvard Educational Review*, Vol. 84 No. 4, Winter 2014.
6. Crumpton, Michael A., “Fines, fees and funding: makerspaces standing apart”, *The Bottom Line: Managing library finances*, Vol. 28, No. 3, 2015
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9. Woolf, S., Danahy, E., “MakerView: An integrated camera-monitor network for promoting collaboration in educational Makerspaces”, *International Conference Frontiers in Education: CS and CE, FECS’16*, 2016.

