



MAKERSPACE

2024 - 2025

MAKERSPACE

ANNUAL REPORT

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ABOUT US

CREATE • CONNECT • INSPIRE

OUR PURPOSE



The Makerspace provides opportunities to explore creating that bridge the digital and physical worlds.



The Makerspace is a collaborative place for students to connect through shared interests and build community.



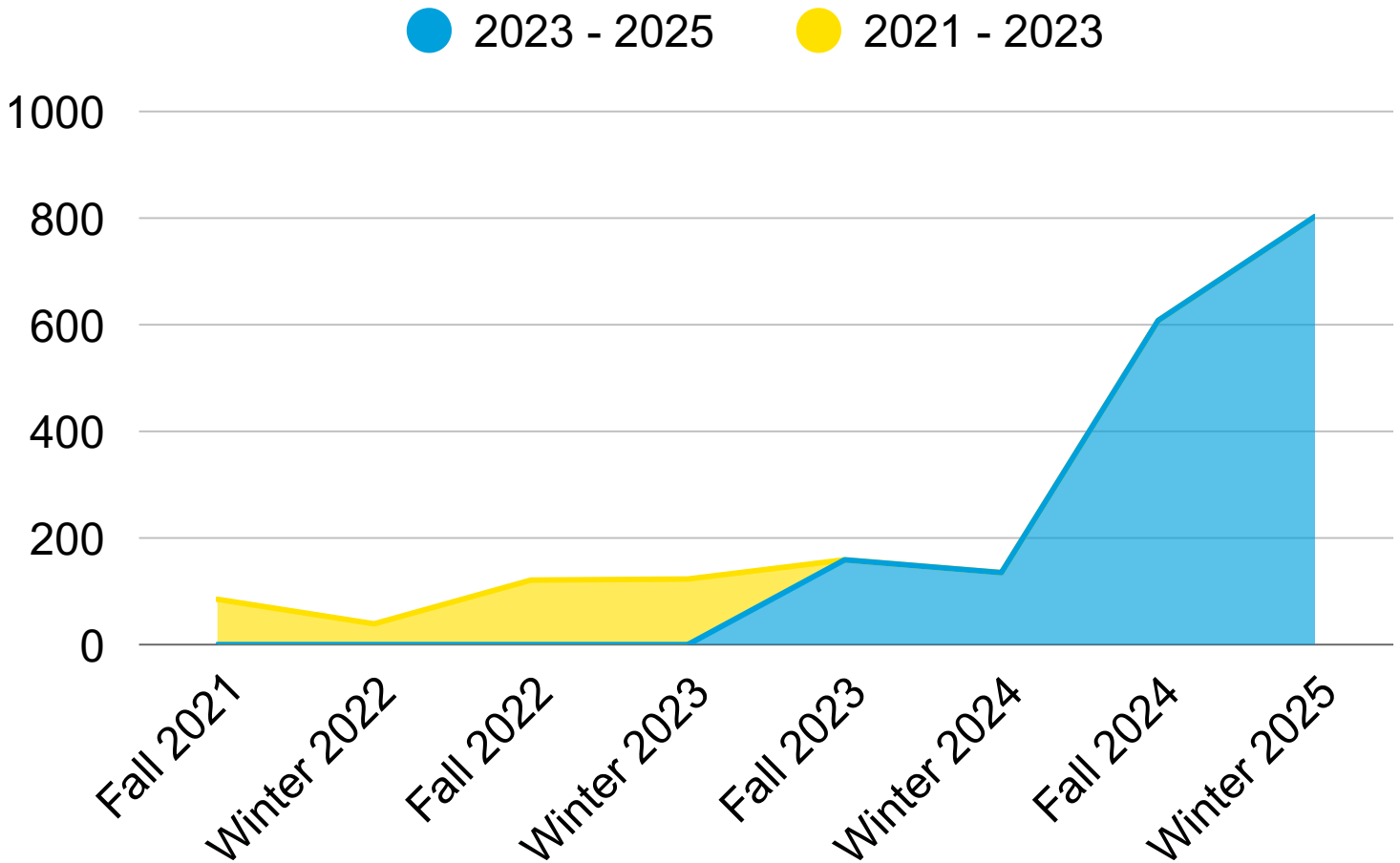
The Makerspace enhances innovation on campus and provides immersive learning opportunities.



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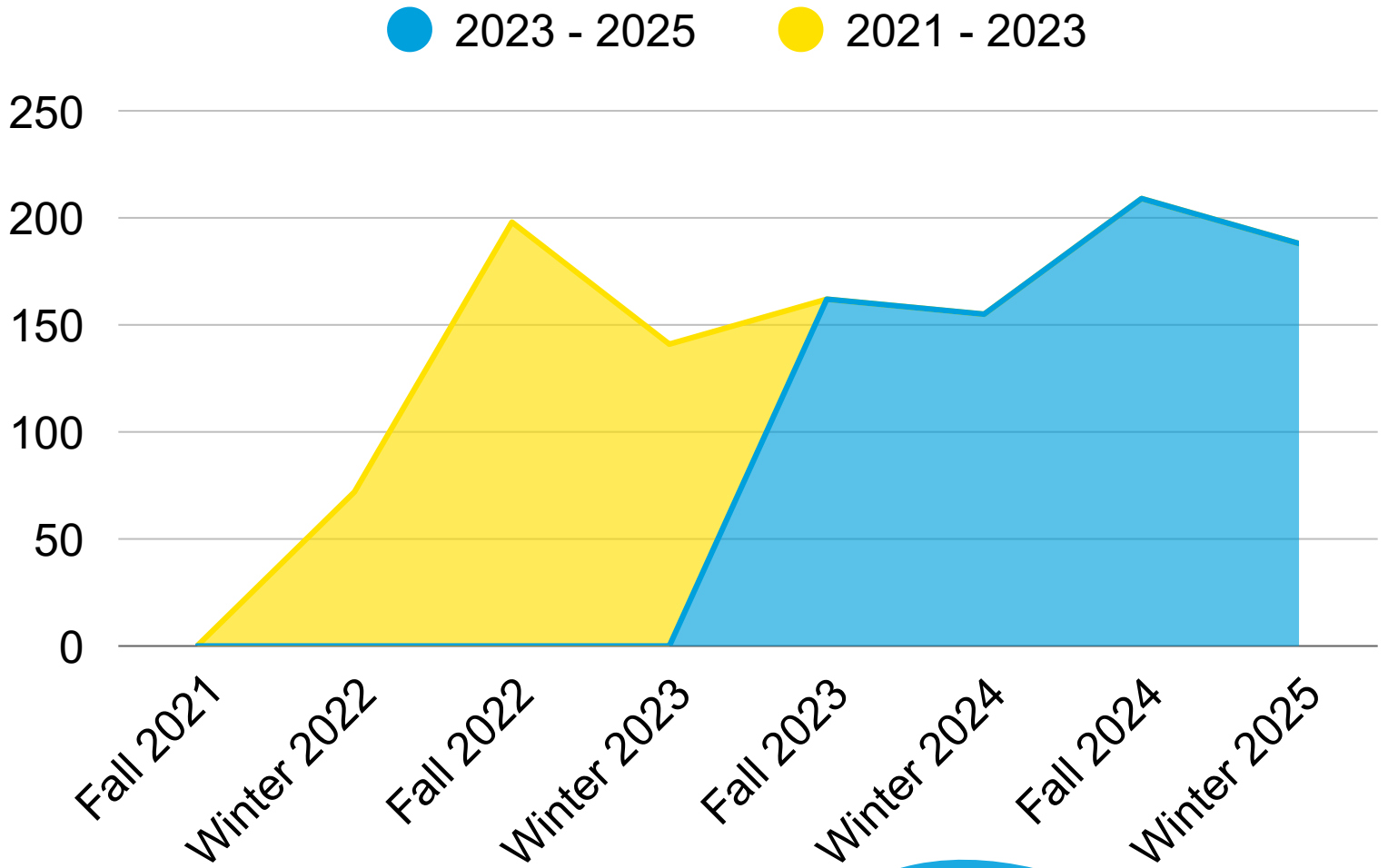
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NUMBER OF VISITS PER WEEK FALL 2021 - WINTER 2025

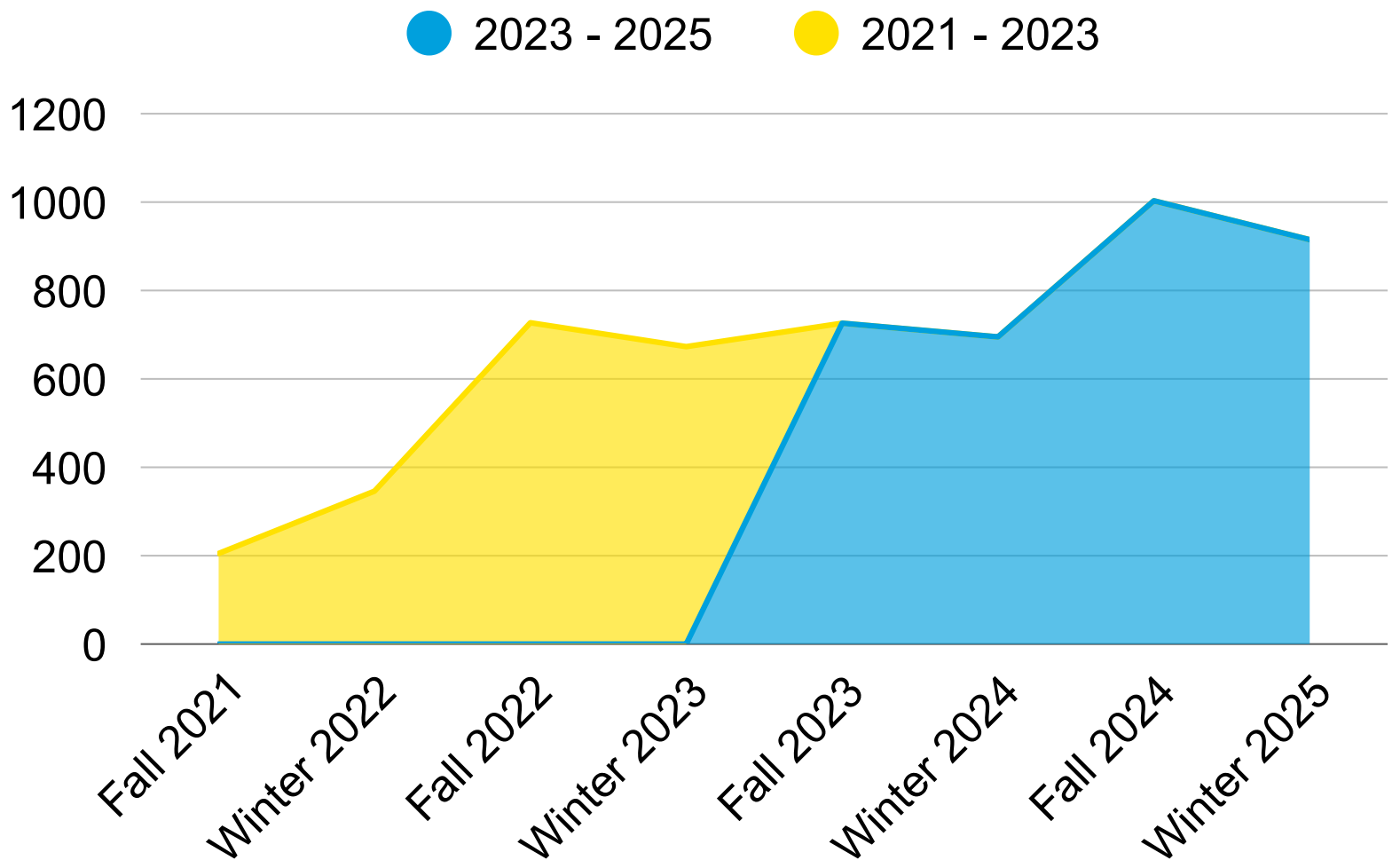


*In October 2024 we began using a door counter for stats, rather than having the tutors record them manually. *

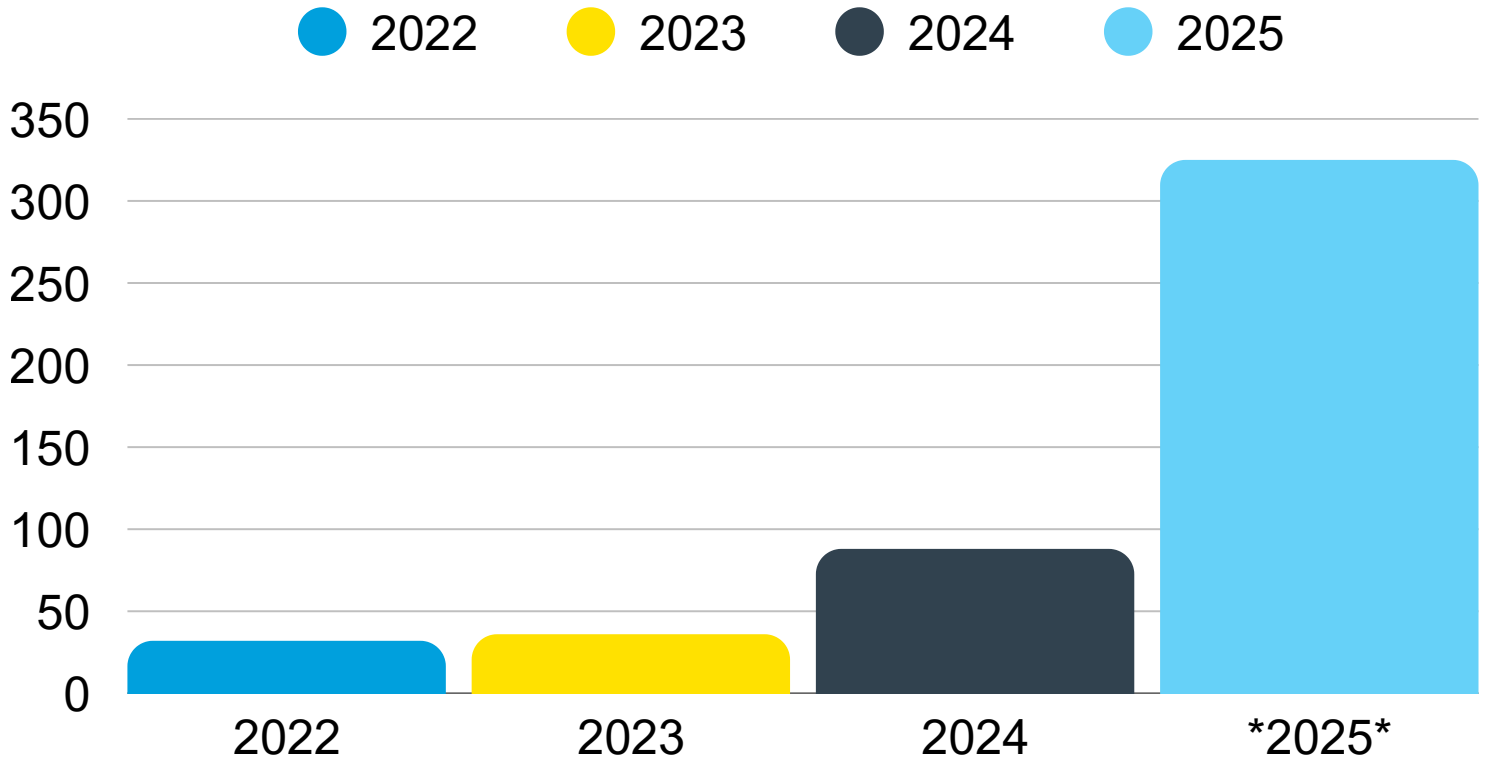
ONLINE QUESTIONS ANSWERED FALL 2021 - WINTER 2025



NUMBER OF 3D PRINTS FALL 2021 - WINTER 2025



NUMBER OF VISITS PER WEEK SPRING/SUMMER 2022 - SPRING/SUMMER 2025

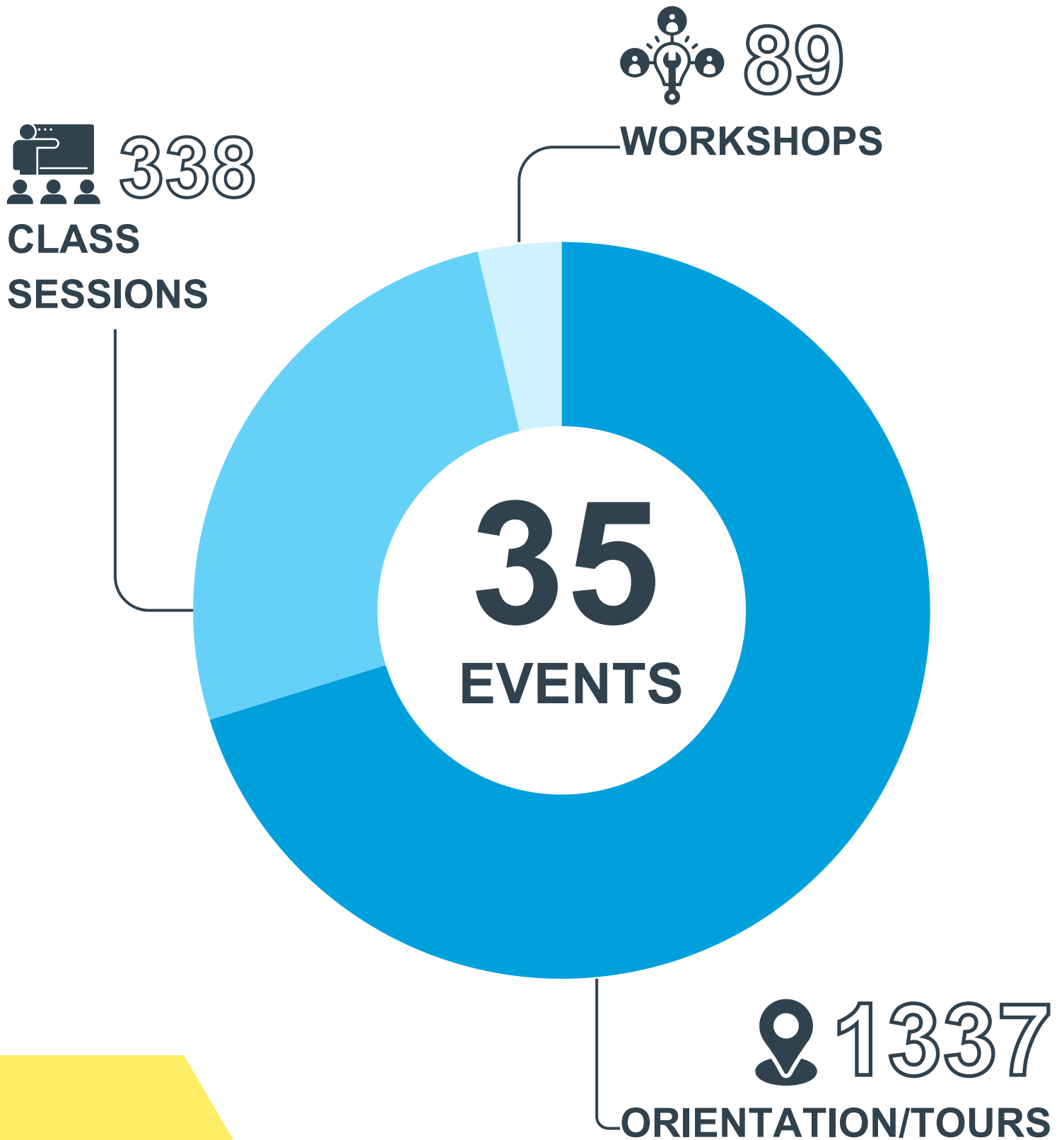


*STATS FOR 2025 ARE FROM MAY 1-30, 2025

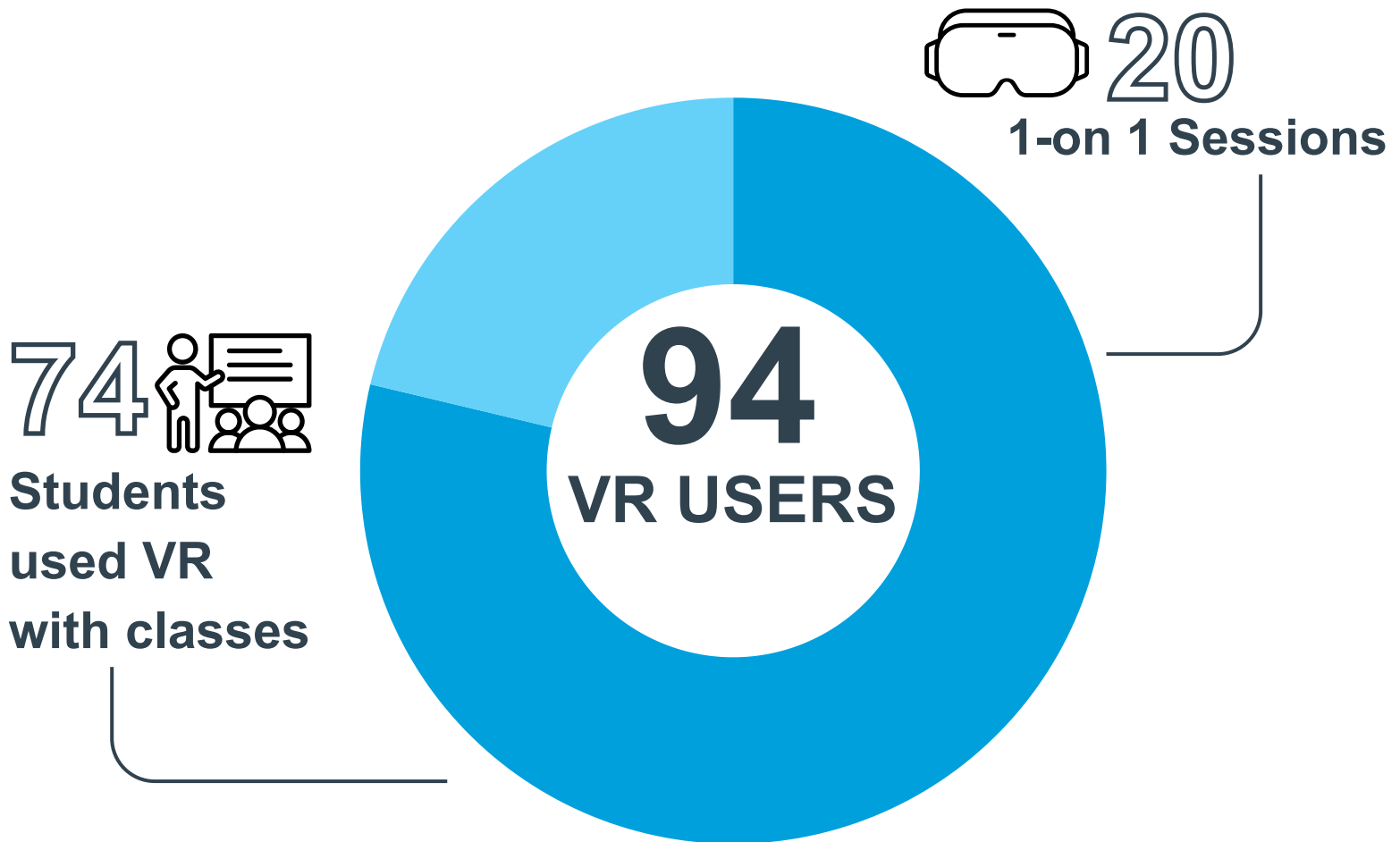


NUMBER OF ATTENDEES AT EVENTS

2024/25



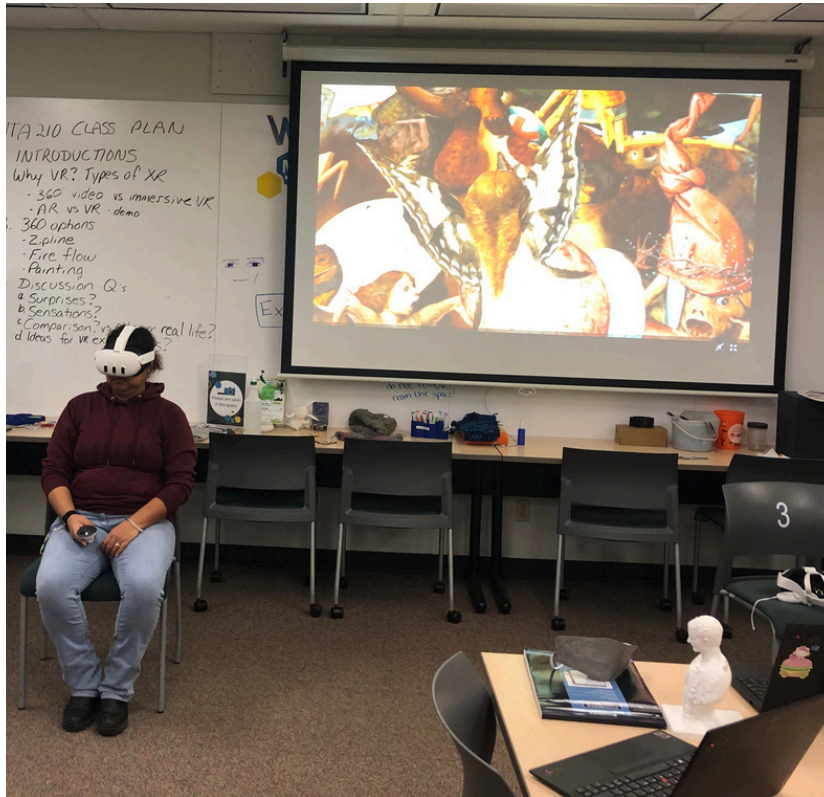
VR 2024/25



The Makerspace added 10 VR headsets to the space in 2024/25. We designated 6-203 as a Mediaspace, providing students and small classes a place to book VR sessions where they could receive one-on-one support from staff. This space was also available for students to book for media creation and editing using the green screen, cameras and software the Makerspace provides access to.

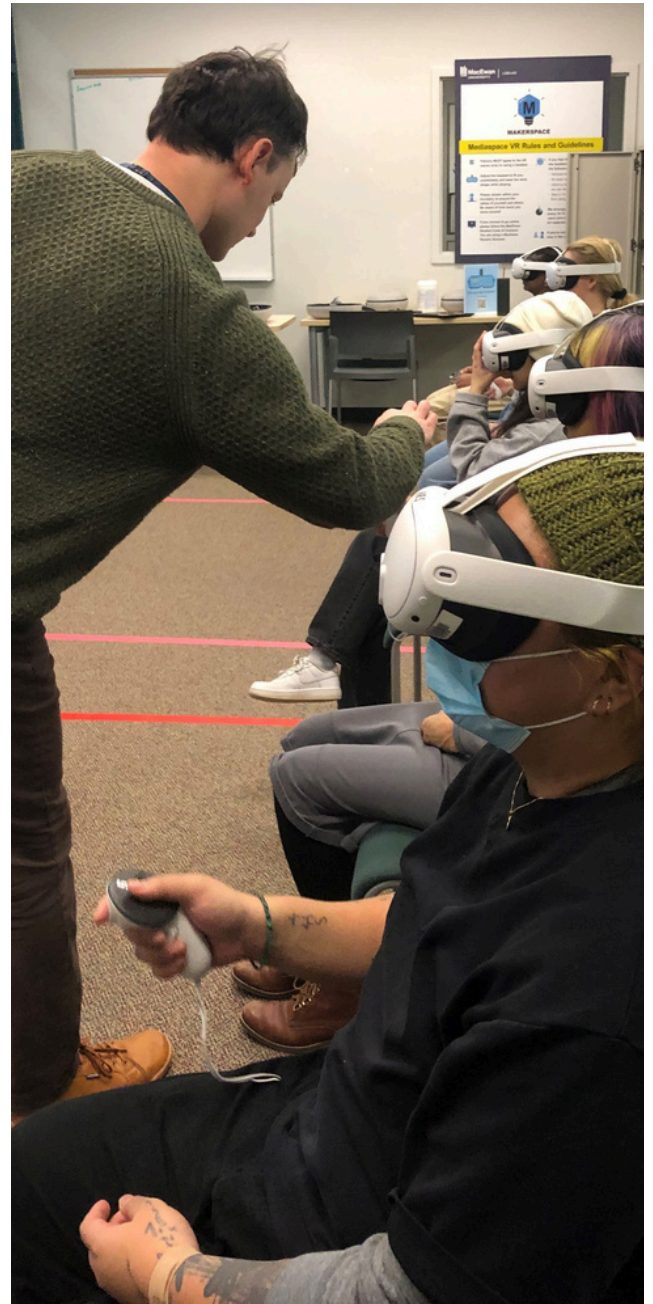
VR Class Use 2024/25

The Makerspace Librarian and staff worked with professors to find unique VR experiences for their classes. These classes included INTA 210 (The Arts in Culture), ARTE 104 (Art and Art History), and ARTE 324 (History of Interdisciplinary Arts).



(Above) An INTA 210 student explores an interactive immersive painting experience. Used with permission.

(Right) ARTE 324 students experience examples of born digital interactive virtual reality art. Used with permission.



CLASS USE

The Makerspace teaches a variety of sessions and workshops that enhance student understanding and experience with processes such as design thinking and prototyping. Students gain skills in problem solving and collaboration along with technical skills such as media editing and working with 3D objects. Examples of learning opportunities the Makerspace provided for classes in 2024/25 include:

Entrepreneurial Artist Workshop

Local artist Rahmaan Hameed and Entrepreneur Tristan Ham shared their experience with starting successful local businesses and walked students through a Lean Canvas exercise to get them started with their own ideas. Students from **AGAD 400: Cultural Entrepreneurship** attended along with students from Business and Arts.



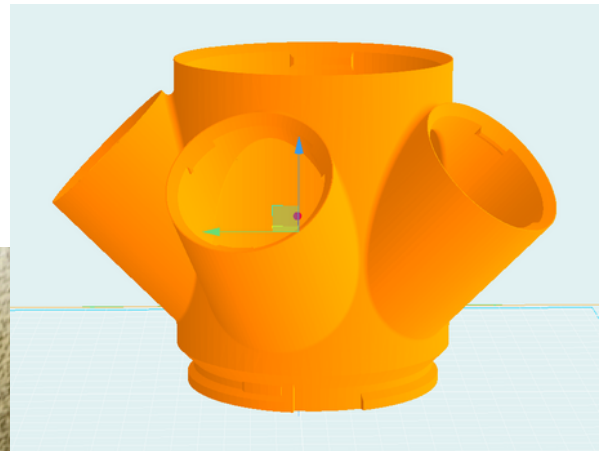
Vulva Beading Workshop

Social work students and others joined Professor Brittany Johnson to bead vulva magnets, learn about anatomy, and discuss sexual and reproductive justice.

CLASS USE

3D Printing a Sustainable Plant Wall

PCOM 140 students investigated 3D printing using food safe materials for a living wall planter on behalf of a community partner they were working with. Groups printed a prototype via the Makerspace to present to their community partners.



SURVEY RESULTS

A Google Form was advertised, on posters around campus and in the Makerspace, as well as on the Instagram of both the Makerspace and the library. We received 11 submissions, this significantly lower response indicated this approach would be modified for next year.

- All respondents rated the welcome they received as “excellent” or “good”.
- Many respondents mentioned the inclusivity of the space, the welcoming atmosphere, and the access to equipment they wouldn’t otherwise have.
- When asked what could be improved about the space, users mentioned wanting more workshops, and more step-by-step instructions for equipment that they could work through on their own.

Some direct quotes:

“The atmosphere and welcoming people, always nice to have the option to craft on your own or chat with people while you do it .”

“It's just so welcoming and fun. There's always something new and cool to see.”

“The staff are incredibly friendly and create a great atmosphere.”

“It's a good place to socialize and be creative at the same time. I get to learn about new art projects alongside other people. “

WHERE WE ARE NOW

The Makerspace is poised to expand programming to support innovation.

As of summer 2025, the Makerspace has a new Programmer position welcoming Jenna Dewar. Jenna has a background in industrial design and a passion for all things creative!



We are working to provide a wider variety of ways for users to gain confidence with making equipment with new guides and introductory activities. Expanded programming in areas such as 3D Modeling and Learning to Code is in the works!

THANK YOU! To our fantastic community of users, library and university for supporting innovation via the Makerspace.
We can't wait for the next year of innovating!

