Making It At Cornell University Library: Developing the CUL Makerspace

“Makerspaces, sometimes also referred to as hackerspaces, hackspaces, and fablabs are creative... spaces where people can gather to create, invent, and learn...” Kroski (2013) http://oedb.org/ilibrarian/a-librarians-guide-to-makerspaces/

Why in a library?
• Library is already a place of knowledge creation
• New technology and new educational curricula break down distinction between thinking, writing and creating physical things

General Findings
• Users in specific programs, classes, organizations already had access to existing makerspaces
• Usually with expert staffing
• Possible open ‘niche’ in the ‘market’ for a makerspace for introductory, non-specialist audience

Current Offerings
• Library staff and student staffing
• Space for workshops, class visits, and discussion
• Six 3D printers (several different models)
• Two sewing machines
• Four desktop computers with design software
• Virtual reality experimentation room

Interested in learning more? Come to the CUL Makerspace in Mann Library 112. Regular hours during academic year: Monday thru Thursday, 2 PM to 7 PM.

Questions? Visit us at http://makerspace.library.cornell.edu/

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