We Made a Makerspace!
Here's how it went

Presented by LibraryLinkNJ, *TechFest 2015*
Gloucester County Library - Mullica Hill // 3.24.2015
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MAKE AC

Dream it | Design it | Do it
Atlantic City Free Public Library

1 N. Tennessee Ave.
Atlantic City, NJ 08401
(609) 345-2269

Vendors, Tech, and Pricing:

- SparkFun (https://www.sparkfun.com/)
  - Electronics, project kits, arduino, physical computing
  - Excellent customer service and education discount (20%)
  - Extensive guides, project sheets, educational resources
- Sweetwater Sound (http://www.sweetwater.com/)
  - Audio equipment and software
  - Personal customer service representatives, nonprofit/education discounts
- American Button Machines (http://www.americanbuttonmachines.com/)
  - Button makers and supplies in various shapes and sizes
  - Quality durable product and reasonable pricing
- Roominate (http://www.roominatetoy.com/)
  - Simple kits for kids to build rooms and buildings with working lights and fans. Simple circuits.
  - Somewhat slow to work with, but a unique product with very high appeal for younger kids
- Adorama (http://www.adorama.com/) and B&H Photo (http://www.bhphotovideo.com/)
  - Photo and video cameras, photo printers, photo paper
  - Easy to order from, excellent selection, decent pricing

> **Quick Facts:**
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> -- Opened on April 14th, 2014
>
> -- Physical space in teen lounge & items for in-house circulation
>
> -- Currently for ages 13-18, with future expansion to adults. STEM kits for kids circ in children's area.
>
> -- $7500 from LLNJ/State Lib + $4000 from ACFPL.
>
> -- Full list of equipment, tutorials, and press coverage available at **make.acfpl.org**

Challenges:

- Requiring a parent/guardian signature for minors became a barrier for some teens in Atlantic City. ACFPL is reevaluating the need for permission slips for certain makerspace equipment.
- Teacher buy-in has been less enthusiastic than anticipated. Must make it easy for them.
- Bridging the gap between interest and use has been a major difficulty: how do we move from "Oooh, cool, shiny!" to "This is a thing I can use at my library--*and* I will make time for it."
- Not all patrons are on board for the self-directed learning model, nor do they like to show up at specific days and times for workshops. In AC, they want to learn where and when the need strikes them, and they want a real human to teach them. Is there a way to facilitate this?

Surprises:

- A lot of "get to know you" time is required for 3D printers. Don't expect to pop it out of the box and be up and running right away! You can get some successful prints quickly and easily, but ample time is needed to encounter common problems and learn basic troubleshooting.
- Increased "library pride" among teens: teens in AC are proud to have a library that's "so different from other libraries", according to their perception.
- Everyone loves the button maker. EVERYONE. All ages. Best purchase ever—our most used tool.

Where to Start:

- What is your target age range? What policies are necessary for each age range?
- What physical space do you have available, if any? Will all equipment need to be mobile?
- What does your community want? Are they into hand crafts? Are they tech savvy? Musical?
- What talents, skills, and passions do your staff members possess? Capitalize on that.

Make it @ Mount Laurel Library
PROJECT UPDATE

PRESENTED BY LIBRARYLINKNJ, TECHFEST 2015
Gloucester County Library, March 24, 2015

Samantha Marker, Head of Youth Services, Mount Laurel Library
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Major Events

Maker Launch: April 2014, 125 Attendees, introduced the public to the tools we had selected for the project

Make It Faire: October 2014, 250 Attendees, invited makers from the community to demonstrate their projects, plus library staffed button making station, library staffed Lego building station, and community poetry board

NJ Makers Day: March 2015, will feature invited partners including NextFab, Home Depot, Mount Laurel Green Team, library staffed button making station

Other Maker Events

Maker Page: All programs are featured on mtlaurel.lib.nj.us/Make Programming includes demonstrations and hands on projects

Materials

Initial Purchase (innovation budget)	Grant Funded Purchases
3D printer ($2199) & Filament ($48 each)	4 sewing machines & supplies ($160 each, $500 supplies)
7 Arduino kits ($99.95 each)	3 Arduino kits
7 Makey Makey kits ($49.95 each)	3 Makey Makey kits
1 2.25" & 1 1" button maker & supplies ($399.95 & $359.95)	10 Squishy Circuits ($25 each)
	10 Snap Circuits Jr. kits ($30 each)
	10 Google Chromebooks ($200 each)
	5 Carts ($100-$400 each)
	Books & DVDs for our collection

Staff

Staff Maker Day: November 2013, All day training event introduced staff to library Makerspaces and provided some hands-on experience with the new maker tools

Maker Team: Open to any staff member who was interested in planning the Make It @ Mount Laurel Library Project, helped choose purchases, find partners, plan programs

Partners

Mount Laurel Green Team, Mount Laurel Schools, SoHa Arts Building, Moorestown Area Quilters, Audrey Pache (local seamstress), Origami Club

Challenges & Surprises

Diversity of ages interested in tech programs, maker kids displaying at faire, lack of a dedicated space, staff time & expertise stretched, large 3D printing files, squishy circuits too labor to be practical, STEM program flops