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Exploring the Enjoyment of Learning by Making

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Presented by Anne Larrivee

Exploring the Enjoyment of Learning by Making



Common Thread?



TED TALKS



ICE BUCKET CHALLENGE



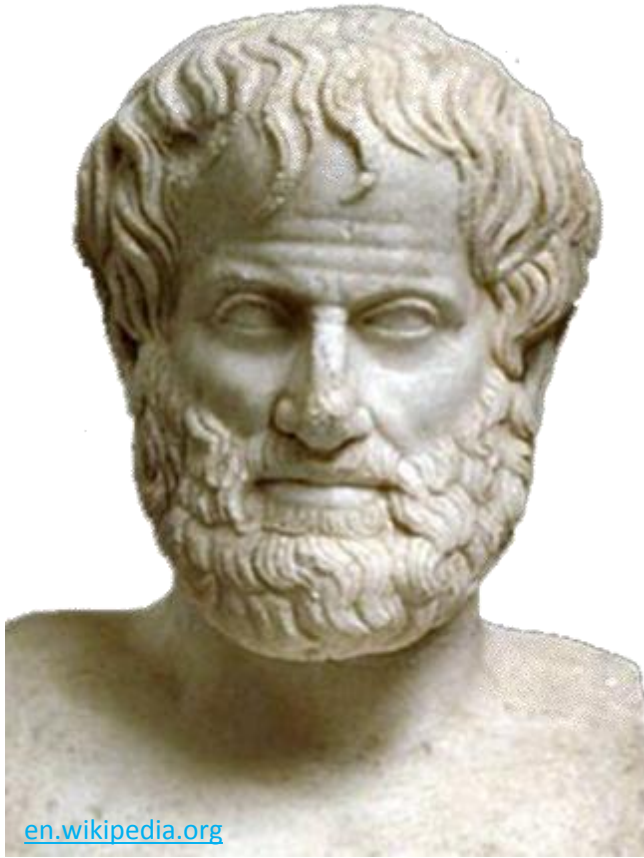
GANGNAM STYLE DANCE



Creativity

Creativity

Learning By Doing (and Making)



This paper will explore how the creative desire for active participation with objects has the ability to unite people in a non-formal educational environment and enable information and knowledge exchange.



What is a Makerspace?

A community space that provides access to expertise and tools for making, recrafting, or redesigning objects



TRIPLECITIES
MAKERSPACE

VISIT US AT
140 BALDWIN STREET
JOHNSON CITY, NY 13790
info@tcmakerspace.com
www.tcmakerspace.com



SYRACUSE ARTS LEARNING & TECHNOLOGY

MEET THE MAKERS

M A K E R S P A C E



More information about the Makers including links and descriptions can be found in the Meet the Makers section of our website at:
<http://makerfairerochester.com>



Share your memories of the Rochester Mini Maker Faire through Twitter and Facebook.



@ROCHMakerFaire,
#RochMMF, #MakerFaire,



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Facebook



rochesterminimakerfaire

Maker #	Talk Name
4	TakeItApart
21	Black Rock Observatory
23	Story Slam
27	From Age 2 to 102: Computer Programming for All Ages
36	The 501st Legion & R2 Builder's Club
64	Marathon to the Sky

The Spaces

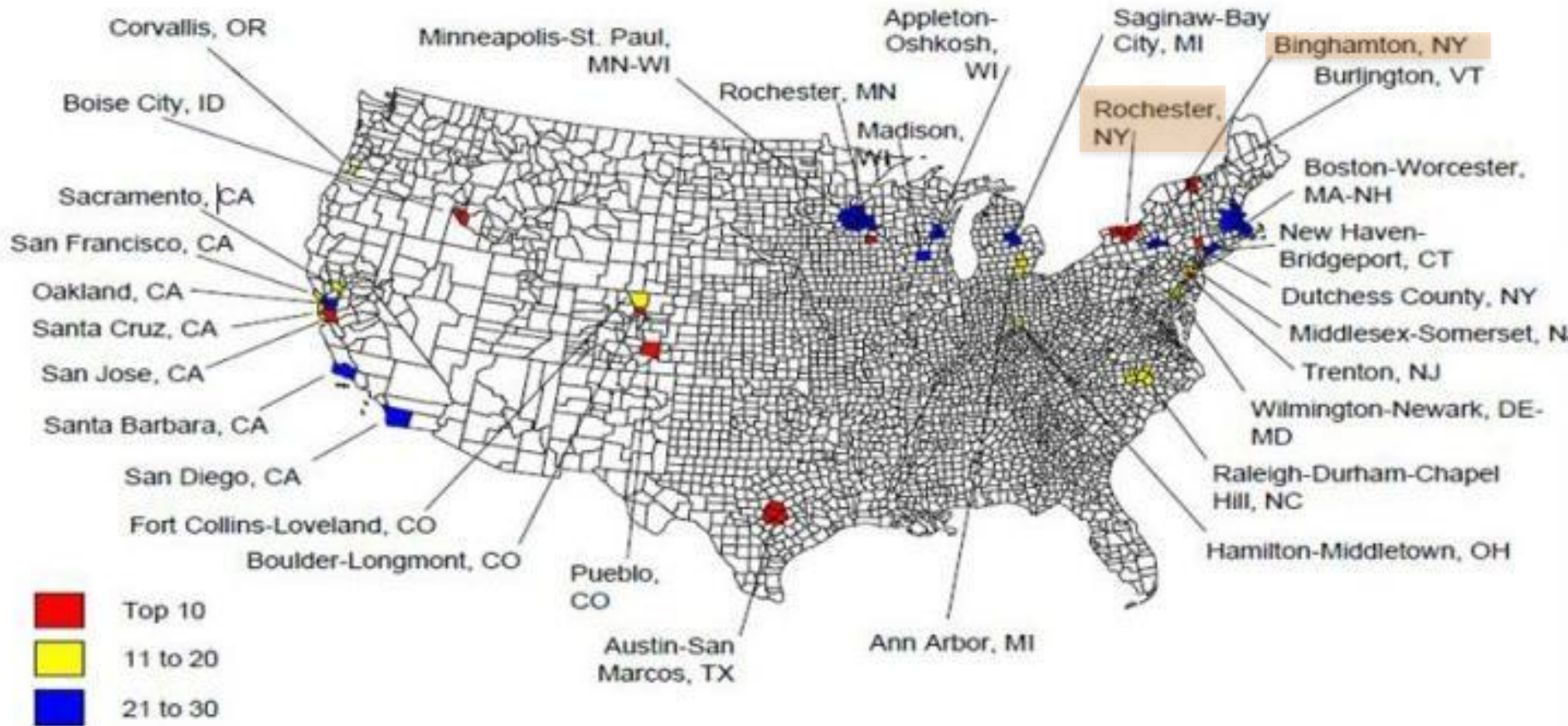
The Triple Cities Makerspace





Top 30 Metropolitan Areas By Patenting Intensity

Patenting Per Capita, 1997



Source: Cluster Mapping Project, Harvard Business School
 Innovation Summit - 04-02-01 CK

Active Learning

Image Source:
<http://www.edukans.org/images/International/The-Active-Teaching-Learning-Method-2014.pdf>

People generally remember...
(learning activities)

10% of what they read

20% of what they hear

30% of what they see

50% of what they see and hear

70% of what they say and write

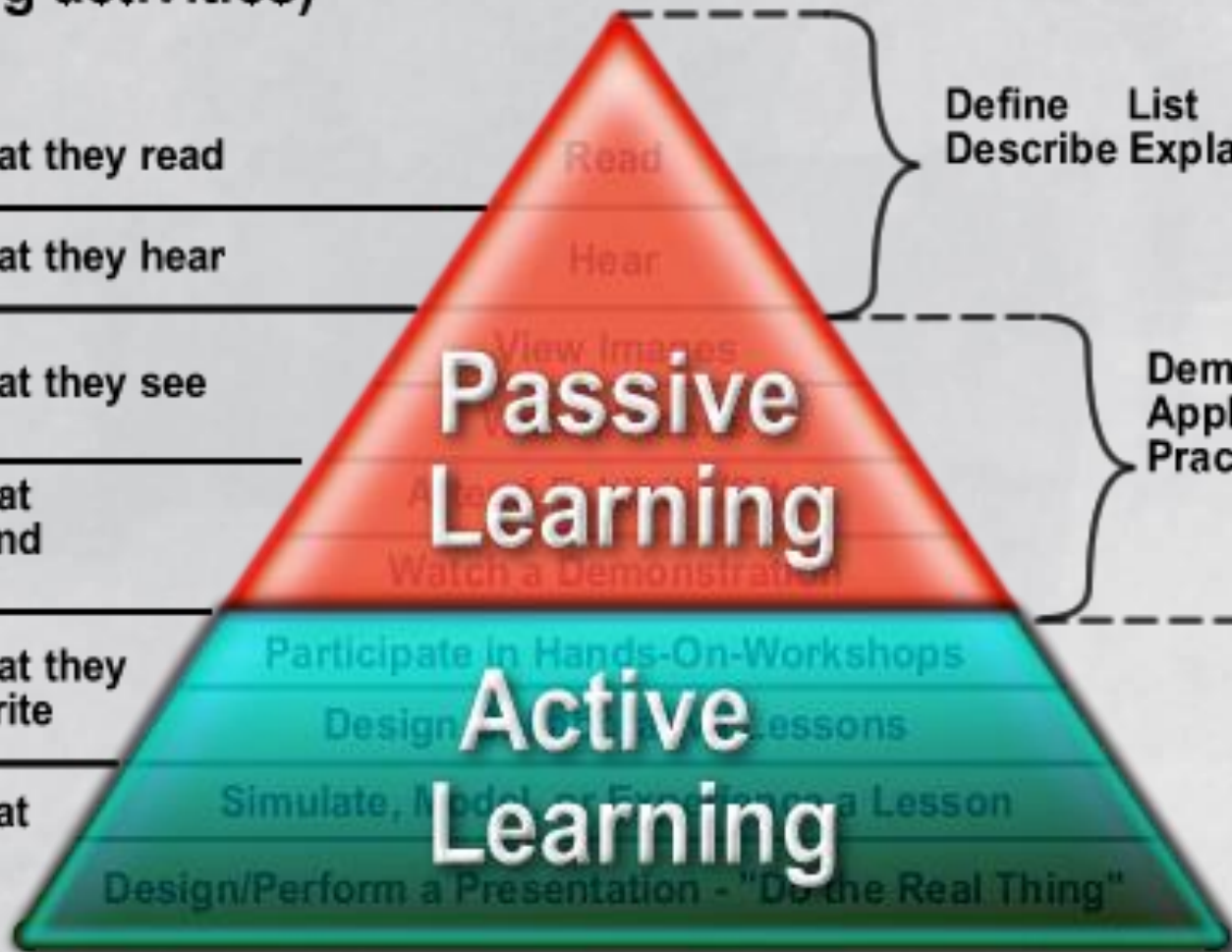
90% of what they do.

People are able to...
(learning outcomes)

Define List
Describe Explain

Demonstrate
Apply
Practice

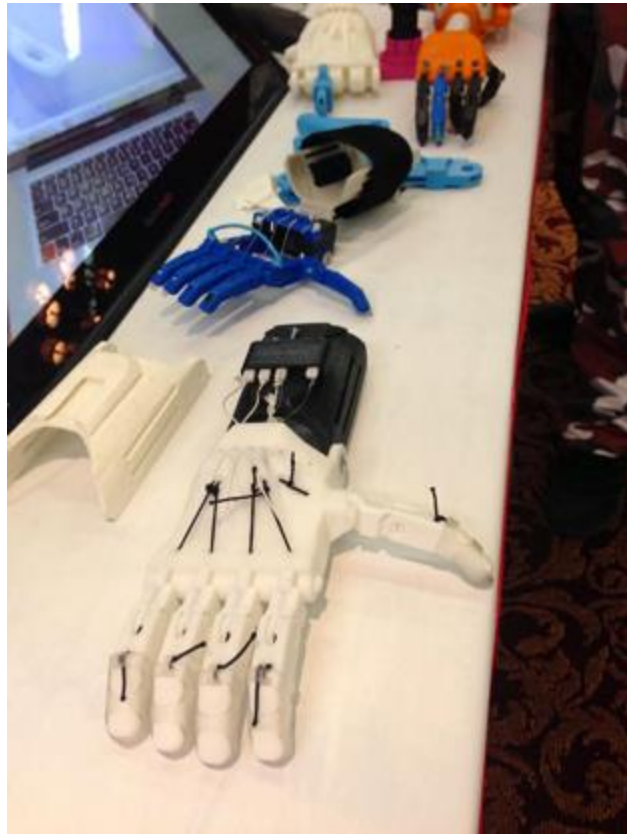
Analyze
Define
Create
Evaluate



Knowledge Exchange



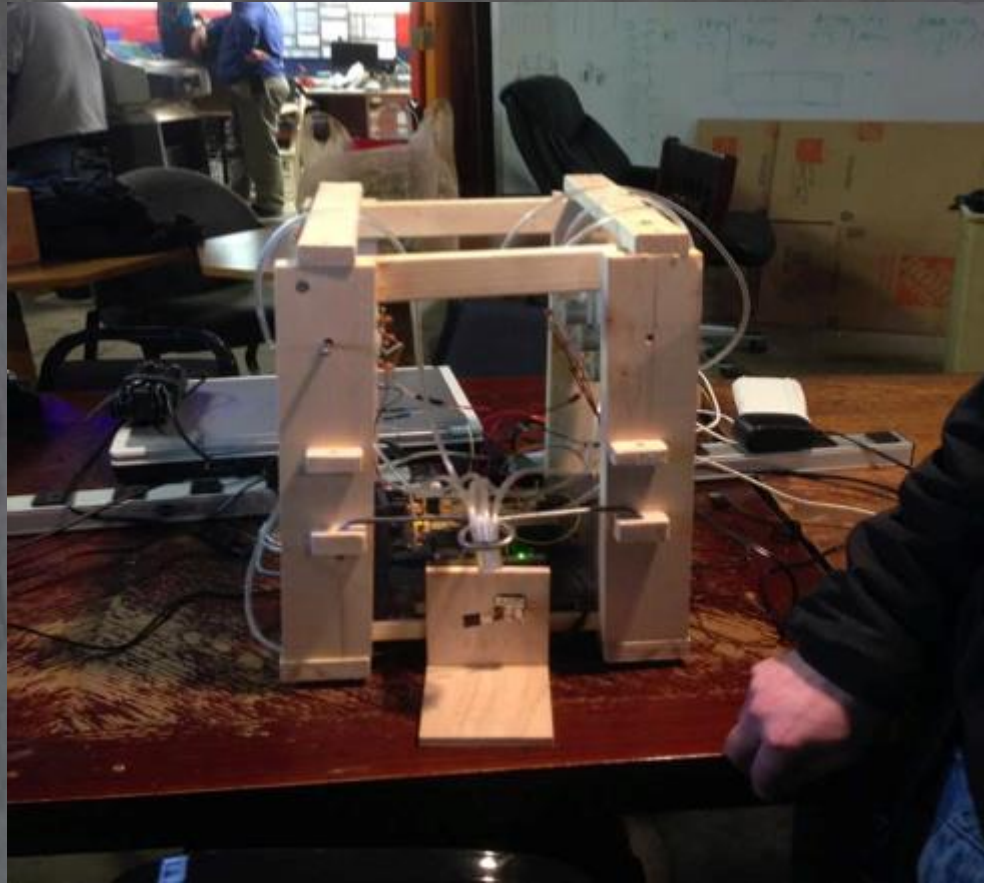
Importance of the Social



3D printed hands made by the maker group- e-Nable



Mitch Altman discusses hackerpaces and his one membership rule: *"Be excellent to each other"*



“What is a barbot?”

I asked

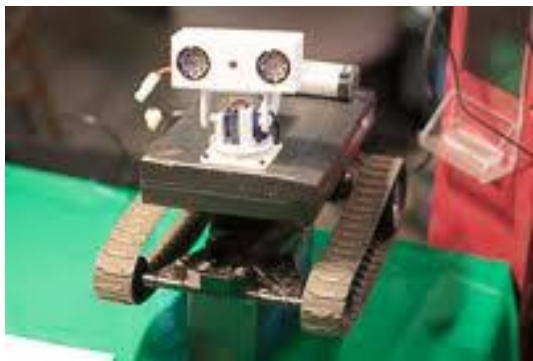
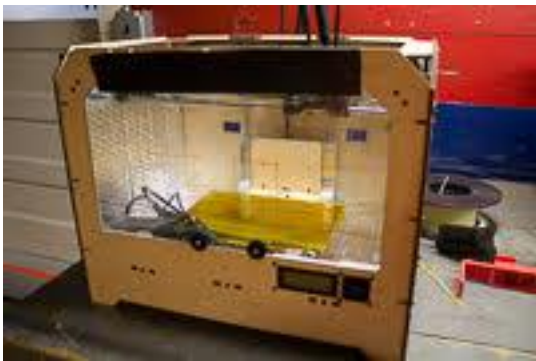
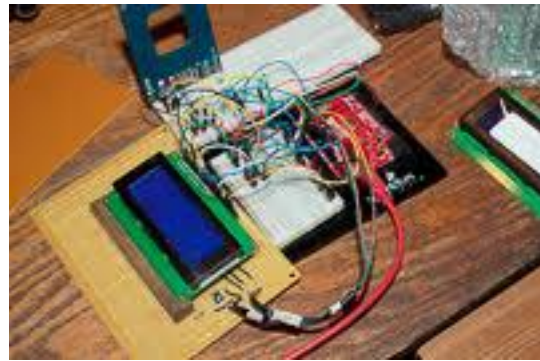


“Geeks want to hang out with geeks.”

I then asked if all makers were geeks and she responded,

“Let me put it this way, everyone is a geek in their own way.”

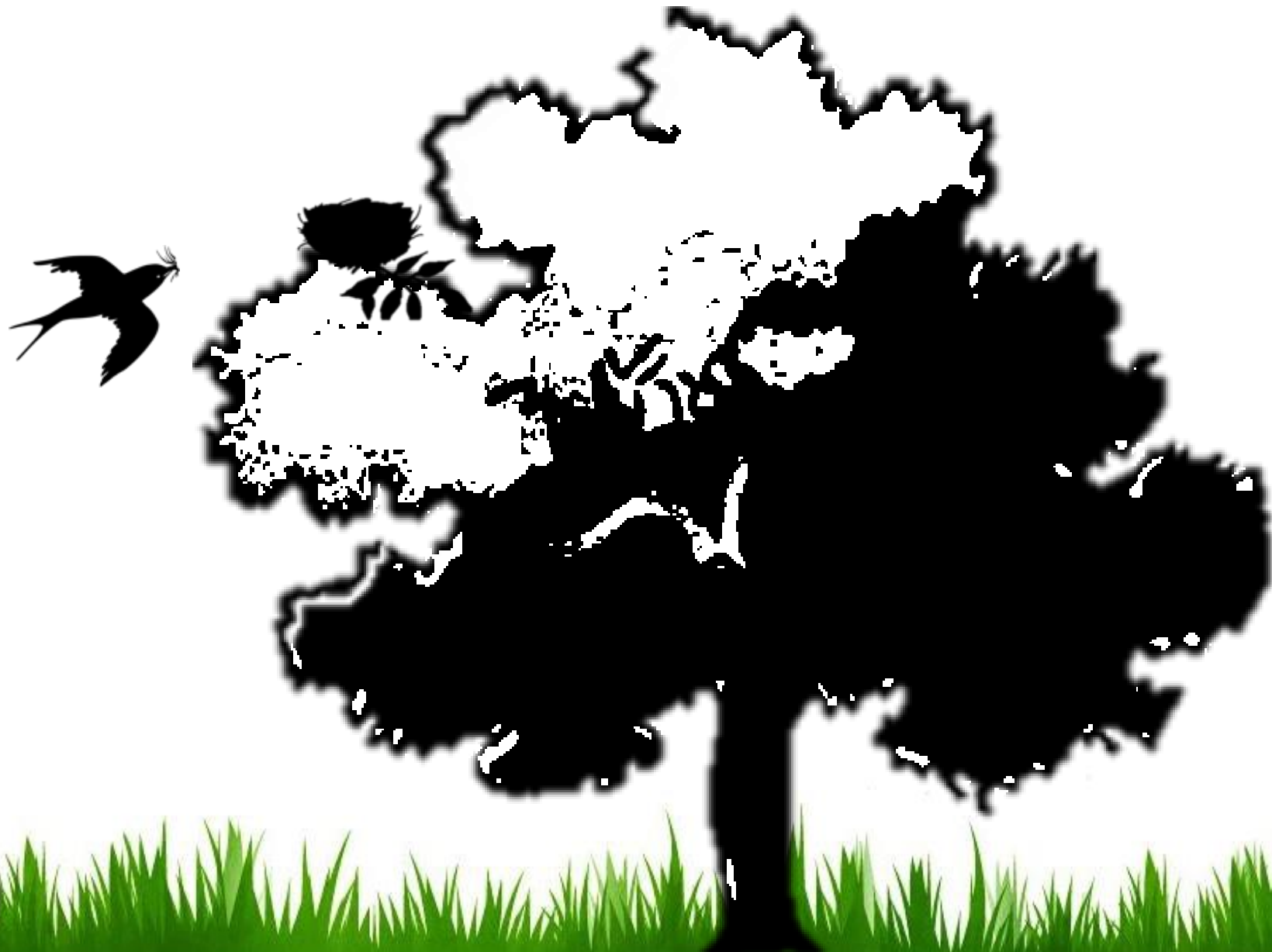
The Wondrous Appeal



Images provided by
Eric Adler, of Triple
Cities Makerspaces



Just as a bird learns through the act of assembling his nest, humans gain knowledge through the act of making (Hallam and Ingold 2014)



“I haven’t felt excitement for a project like this in a very, very long time... it’s new in the sense that it’s an innovative center, but we’re doing these things.”

Thank you!

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