

**Pacific Library Partnership  
Innovation and Technology Opportunity Grant Program**

1. Title of project: College of San Mateo Library Makerspace & Lending Library

2. Library/Committee applying for funds: College of San Mateo Library

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3. Amount of funding requested: \$15,000

**Grant Program**

1. One paragraph project summary.

Using seed funds from a college based innovation grant awarded in Spring 2013, the College of San Mateo Library has engaged students and faculty across college departments to present a wide variety of unique Makerspace events. In an effort to further the library's mission to provide cultural and informative public service programming that fosters appreciation of library resources and technology the College of San Mateo Library would like to sustain and develop its Makerspace into a robust and sustainable program by extending the range of unique opportunities and experiences that we can offer and creating a lending library of tools, equipment, books, videos, etc. General information about the Library's past Makerspace events can be found at

<http://collegeofsanmateo.edu/library/makerspace.php>

and photographs can be found on our Makerspace flickr gallery which is located at

<http://www.flickr.com/photos/collegeofsanmateolibrary/sets/72157635155940027/>

2. Explain how this project fits with the library's strategic directions.

Part of the College of San Mateo Library's mission is to provide cultural programs that foster greater awareness and appreciation of the library's print and online resources and related technologies. The presence of a Makerspace and resource center for interdisciplinary exploration and collaboration encourages participation across disciplines and enhances the Library's role in the lives of students and helps to promote student success through greater engagement with the college which we know fosters retention and persistence.

Additionally, part of the College of San Mateo Library's plan and mission is to position itself as a "Library of the Future," acting as the intellectual and interdisciplinary hub for the campus. As both an informal classroom and social space the Library's Makerspace brings together students and faculty from the College's diverse range of transfer and career and technology programs, especially those related to Science, Technology, Engineering, Art, and Math (STEAM) to discover the commonalities among them and to create new knowledge and experiences. As a "Library of the Future" the Library is exploring ways to reinforce the Library's position as an innovative learning center beyond exclusively

academic pursuits with its Makerspace. Examples of workshops and events that have been presented include:

- Printing with cyanotypes
- Bookbinding
- Mold making and casting
- 3D printer demonstration (Hosted by the Engineering Club)
- Soda straw architecture (Hosted by the Architecture Club)
- Build a terrarium
- Learn to solder
- Arts & crafts with duct tape
- LED jack-o-lanterns
- Smartphone projectors and optics
- Empowered with eBooks
- Yarn-bombing a book cart
- Jewelry making with beads and leather

This enhancement to the library's role on campus also supports several institutional priorities including:

- Student Success
- Academic Excellence
- Relevant, High-Quality Programs and Services

3. A description of the proposed project including the population served and the demographics of that population.

The College of San Mateo currently has approximately 10,000 enrolled students and approximately 300 faculty members. The Makerspace is designed to encourage collaboration, communication, and knowledge-sharing between a large and diverse group. The CSM Library Makerspace brings together a diverse campus population whose paths might not cross otherwise and strives to build new campus communities built on curiosity, creation, and learning.

The College of San Mateo Library proposes to build on the success of its campus-wide Makerspace by building a library of tools, equipment, books, and by producing Makerspace events:

- Build a library of tools, equipment, and supplies to be shared with the CSM community
- Purchase a 3D printer and laser cutter to be made available to all CSM students, faculty, and staff
- Develop the library's technology, science and how-to book collection and videos to be shared throughout the Peninsula Library System
- Host community-wide workshops at the College of San Mateo's Annual Family Science & Astronomy Festival in Fall 2014
- Provide greater awareness of Library resources and services that are available to CSM students and the greater community.

4. The goals and objectives of the project.

- Build and foster a safe and non-judgmental space to engage in hands-on, DIY learning and encourage creative collaboration across College of San Mateo communities
- Expand the Library's role as a technological, cultural, and intellectual center of campus
- Create a lending library of tools, equipment, and supplies to support the Makerspace
- Expand the Library's book collection in the areas of building, creating, and innovative technology

## 5. Project Timeline (activities).

### Phase 1:

- Purchase equipment, supplies, and resources for lending library
- Train staff on equipment
- Offer new Makerspace workshops with newly acquired resources

### Phase 2:

- Recruit and meet with CSM students, faculty, and clubs to plan and deliver a calendar of makerspace activities and events to be presented for CSM community Spring 2014, Summer 2014, and Fall 2014.
- Work with campus communities to develop relationships with student clubs, faculty members, and interested students in design of a Solar Village that will be presented and on display at the College's Annual Family Science and Astronomy Festival in Fall 2014 which will be open to the public.
- Provide training to campus community on how to develop a program of makerspace activities that will be open to the public at the College's Annual Family Science and Astronomy Festival in Fall 2014.

### Phase 3:

- Ongoing promotion, recruitment, and production of Makerspace events, workshops, and other campus activities

### Phase 4

- Final project evaluation

## 6. The evaluation of the project.

Assessment will be largely based on feedback from makers and participants as well as statistics related to use of the Makerspace related resources including books, equipment, tools, supplies.

Other methods of evaluation will include focus groups, user feedback, attitude and satisfaction surveys, social media, count-use data of resources and equipment.

## 7. The project budget

- Epilog 16 Zing Laser Cutter (with shipping): \$8200
- MakerBot 3D printer & 3D scanner (includes shipping & warranty) - \$4100
- Additional supplies, storage, and equipment: \$900
  - Including but not limited to: tool boxes and carrying cases for circulation, mobile and modular storage units, filament for 3D printing, materials for laser cutting
- Library resources (books): \$900
- Staff training & professional development: \$300
- Promotional material and supplies for Makerspace events and workshops at the Annual Family Science & Astronomy Festival: \$500
- Four tickets to the 2014 Makerspace as (prizes to be offered at the Family Science & Astronomy Festival): \$100

Total for Project: \$15,000