ADAPT • ADOPT • ACHIEVE

NEW DIMENSIONS FOR TEACHING AND RESEARCH

Making

What Are Makerspaces?

Makerspaces are places where people collaborate to create, design, build, and make. They provide communal access to tools, technologies, and workspace. Makerspaces engender a sense of community where makers can freely exchange knowledge and expertise with each other.

The Kenan Science Library Makerspace fosters engaging learning experiences and supports research, innovation, entrepreneurship, and creative exploration.

How Can Making Be Used in Teaching and Learning?

- Encourage design thinking through hands-on experimentation and iteration
- Support self-guided learning based on investigation of individual interests
- Promote collaboration in which students share knowledge and skills
- Build community through common experiences and challenges
- Construct physical models of complex or hard-to-explain phenomena

How Does the Makerspace Support Research?

- Fabricate custom equipment and adaptations for novel combinations
- Prototype and iterate using rapid development techniques
- Convert three-dimensional data into 3D objects

Selected Tools

- 3D Printing
- Design and Modeling Materials and Software
- 3D Scanning
- Sewing
- Soldering
- Electronics
- Prototyping

Additional tools are available at other locations in the BeAM (Be A Maker) campus network.

BEAM
BE A MAKER
beam.unc.edu

Get Started

The Kenan Science Library Makerspace (Venable Hall G301) supports classes with customized instruction directed toward learning objectives. Available any time the Kenan Science Library is open, the Makerspace can be reserved for classes, workshops, and extracurricular events. To learn more about making and makerspace technology, attend one of our workshops.

To discuss how making might be used in your course, contact kenanmakerspace@unc.edu to set up a joint consultation with the Makerspace and the Center for Faculty Excellence.