5-Week Webinar Series for Library Professionals from Infopeople

Makers in the Library:

DEVELOPING AND SUSTAINING A COMMUNITY-CENTERED MAKERSPACE

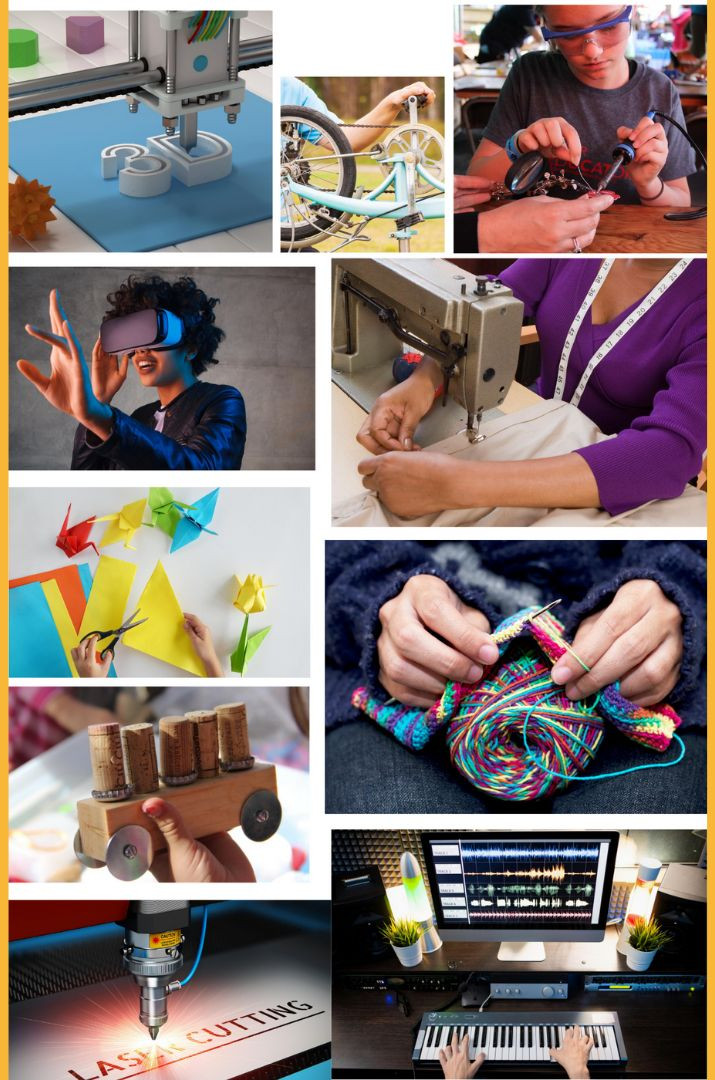
From the authors of the Makers in the Library Toolkit and The New Face of Library Makerspaces IMLS Grant
makersinthelibrary.org

WEBINAR #3

Implementation: The Nitty Gritty of Planning & Preparing Creative Maker Experiences

APRIL 20, 2022,
12:00-1:30 PM PT
3:00-4:30 PM ET

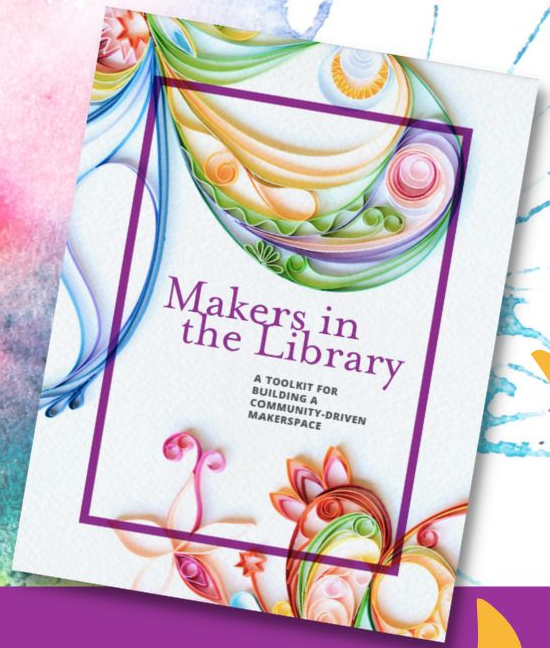
makersinthelibrary.org



MAKERS IN THE LIBRARY: A TOOLKIT FOR BUILDING A COMMUNITY-DRIVEN MAKERSPACE

Are limited staff, space, and budget preventing your library from creating a makerspace?

This toolkit provides a library-tested process for creating and sustaining a community-driven makerspace, no matter what your constraints.



free toolkit download from makersinthelibrary.org

The **New Face of Library Makerspaces**
builds on this 2 1/2 year California State Library project
and seeks to develop additional content,
and share these tools and processes nationally,
in partnership with the nonprofit organization Nation of Makers

Free 5-Week Webinar Series: Developing and Sustaining a Community-Centered Makerspace April 6-May 4, 2022 ×

Makers in the Library

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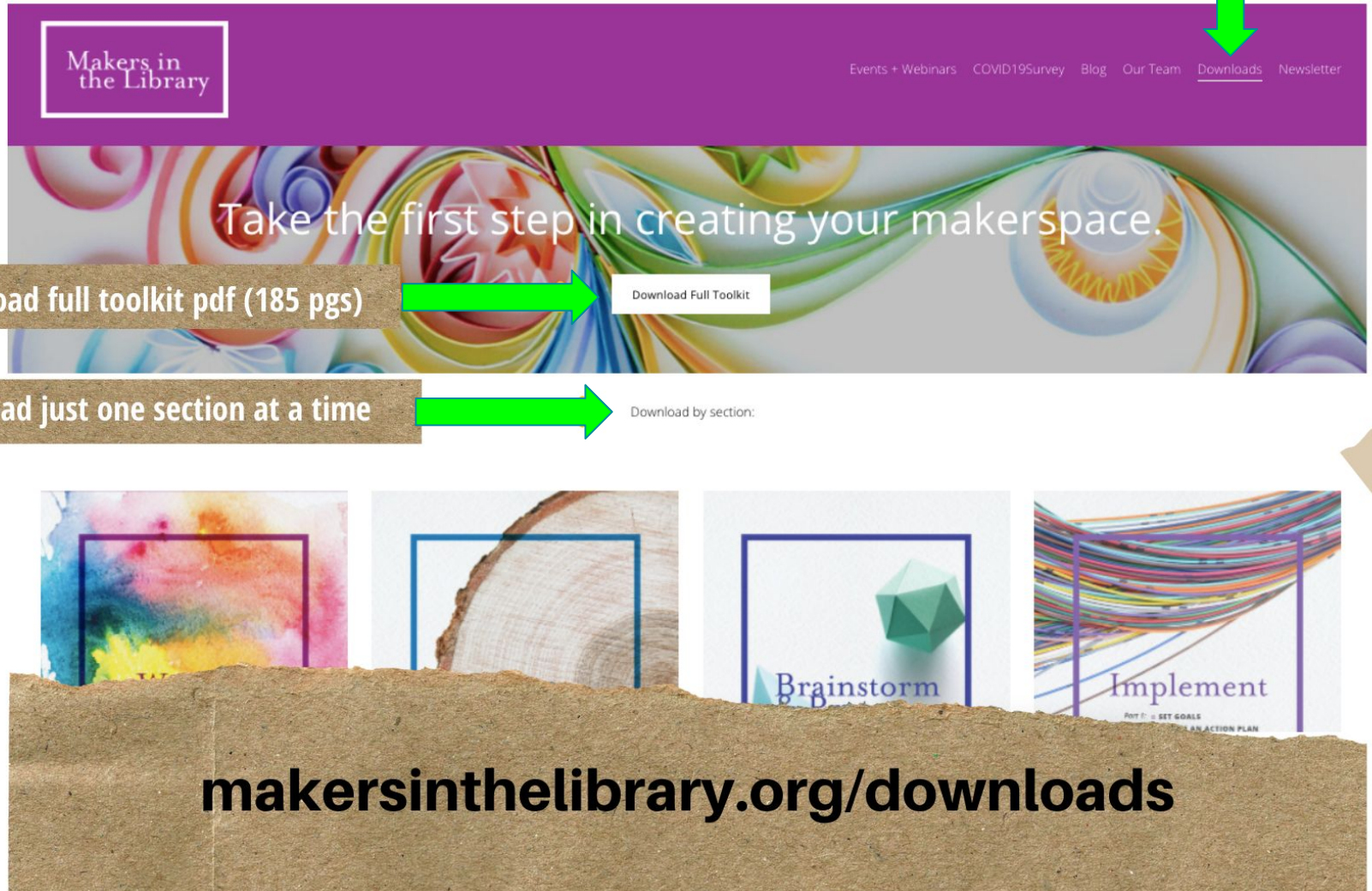
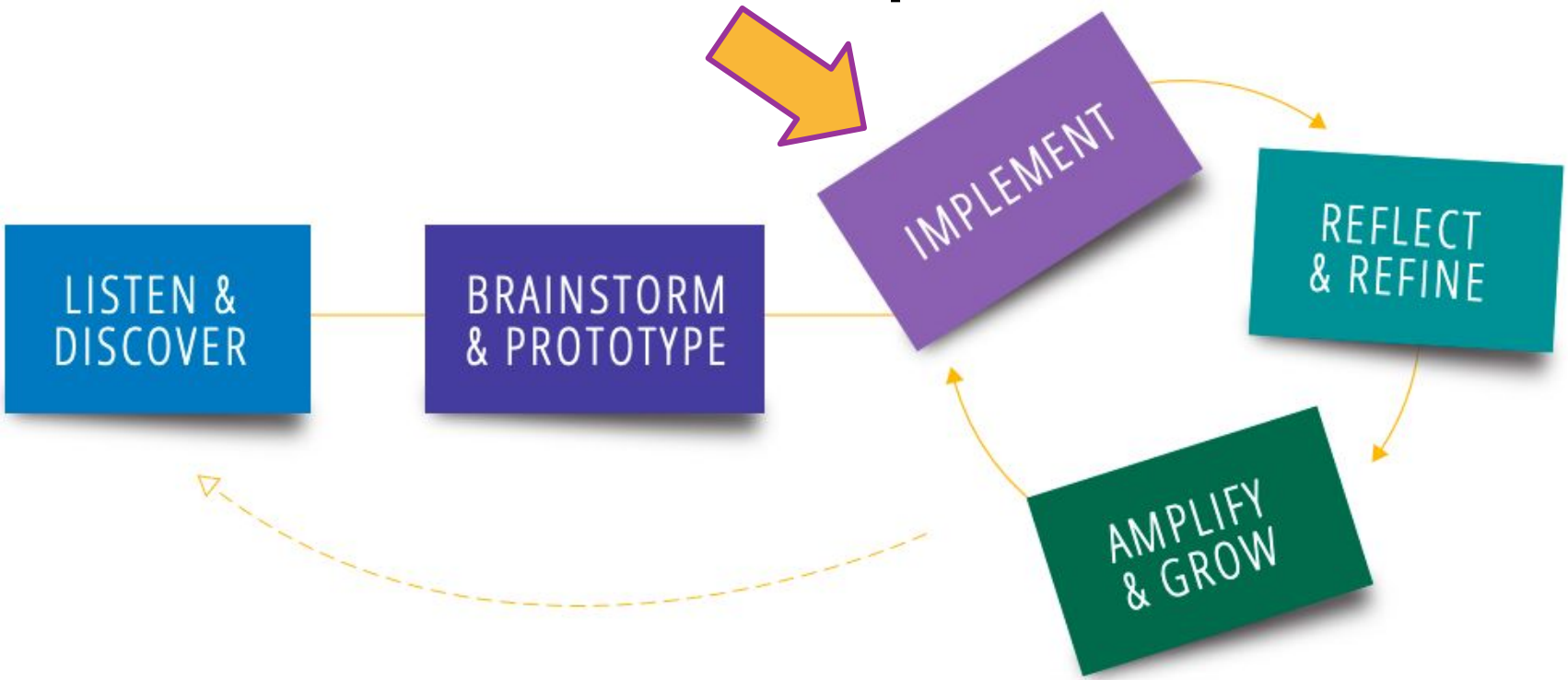


download tools one at a time at bottom of this webpage

Our Toolkit Provides a Flexible, Non-Linear Process, Focused on the People You Serve



makersinthelibrary.org

Meet Our Presenters

Lisa Regalla, CEO Regallium Consulting, LLC

Pamela Van Halsema, Maker - Librarian, P. Van Halsema Consulting

Tammi Devine, Library Specialist, Feldheym Central Library, San Bernardino, CA

Cara Kouse, Innovation and Makerspace Manager Greene County Public Library, Xenia, Ohio

Seiji Abe, Workshop Coordinator, Providence Public Library, Providence, RI

makersinthelibrary.org

Let's Chat

- Interact with us via polls, chat and Q&A, even though we are in a webinar format!
- Our panelists are here live during the session, so chat with us at any time during our session.
- Use the Q and A to ask questions anonymously for anyone on the panel and we will type our answers during the session.

Let's Chat

Multiple Choice Poll: How often does your library offer maker programming?

A. More than once a week
B. Once a week
C. Approximately once or twice a month
D. Now and then, but not more than once a month
E. Not yet, but ready to get started!
F. Other

Up to this point:

Listened to the **community**

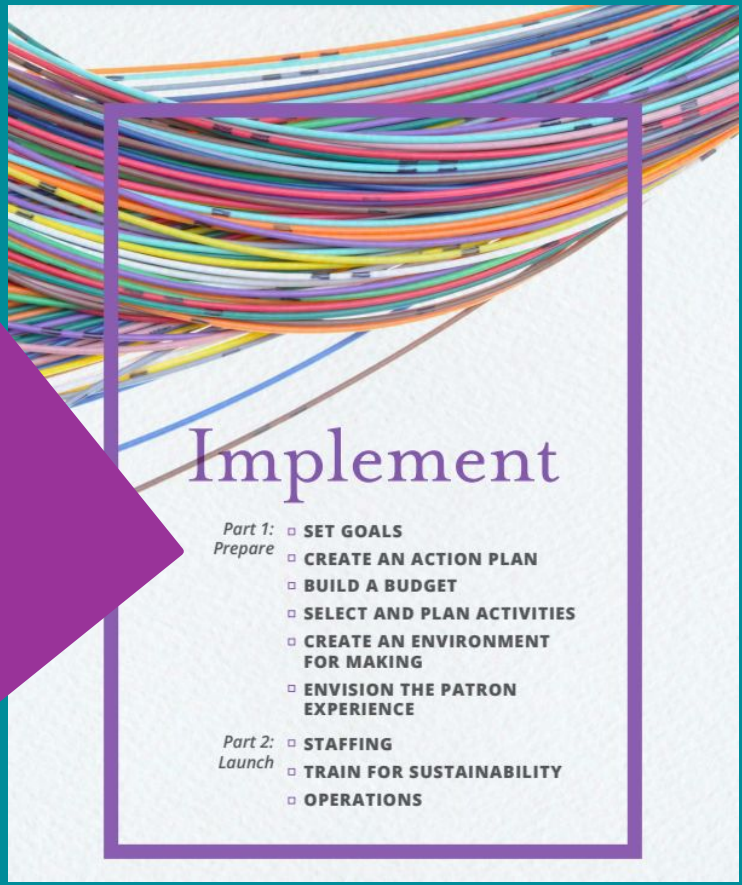
Connected with **maker ecosystem**

Defined focus to address **People** and **Purpose** with your program design

Outlined what programs, skills and tools **you already have** to leverage

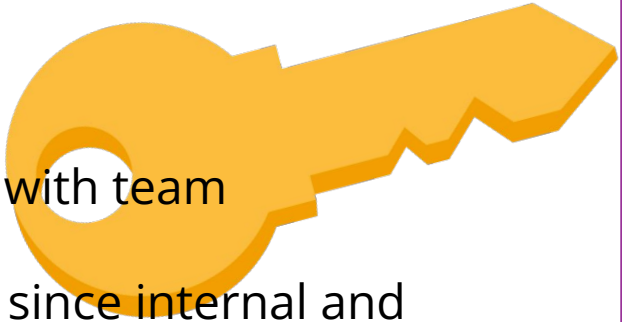
Tested out ideas and have **results of prototypes**

Considered one or more **makerspace models**



https://www.makersinthelibrary.org/downloads

Key takeaways for today:



✓ People still centered during this phase
✓ Keeping track of your goals and tasks helps with team coordination and program sustainability
✓ Build in flexibility to your plan and mindset, since internal and external conditions can change (expect that they will change)
✓ Be creative and playful in developing your activities and design it so your participants can too
✓Allow time for staff to become familiar with the tools and equipment
✓ Operational challenges can be often be tackled with help from networking with other library makerspace staff. Get connected!

Implementation Part 1

Planning

Goals
Action Plan
Budget

Activities
Environment
Patron Experience

Setting SMART Goals

- **S**pecific
- **M**easurable
- **A**ssignable
- **R**ealistic
- **T**imely

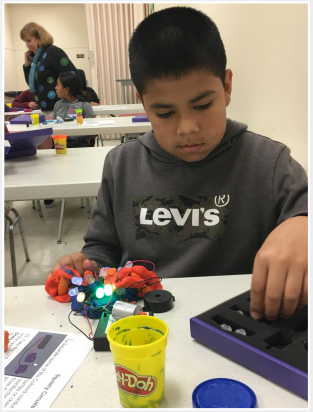
- **PARTNERSHIPS**
- **PROGRAMMING**
- **PHYSICAL SPACE**

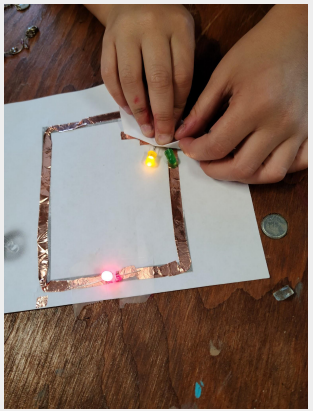
Partnership Goals

Examples:

By June 1, identify and establish contacts with five new potential partner groups or individuals, including possible in-kind donors.

By October, connect with the local school district to identify programming opportunities with their existing makerspace program.

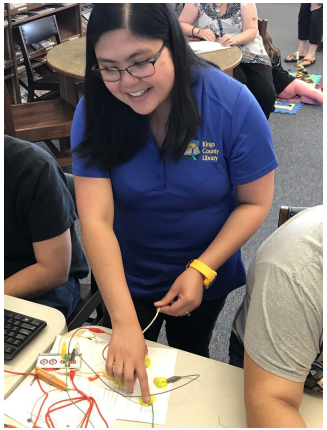




Programming Goals

Example:

By summer, identify and develop a team of maker facilitators from existing library staff across other branches to help lead programming.



Physical Space Goals

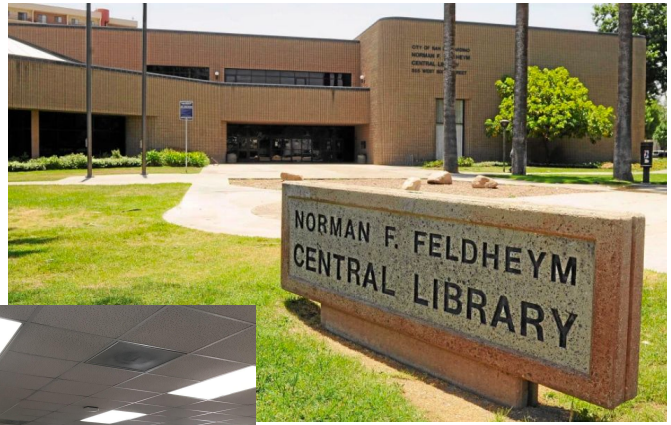
Example:

Over the next three months, work with administration to formulate a plan for the redesign of the current computer center.

What goals did you set for your library as you set out to develop your makerspace in San Bernardino?

Tammi Devine,
Library Assistant, The Creation Station,
Norman Feldheym Central Library, San Bernardino Public Library

Norman Feldheym Central Library
San Bernardino Public Library



- **Where is San Bernardino?**
  60 miles east of Downtown LA
- **Urban community of 216,000**
- **Central branch with 3 smaller branches**
- **Jack L. Hill Lifelong Learning Center**
- **Creation Station**

Creation Station
Dream Design Create
San Bernardino Public Library
MakerSpace

Partnership Goals: Better Internal Collaboration

Our challenge was to first learn to partner within our own library. Internally we have many silos and the literacy department was not integrated into the other library services.

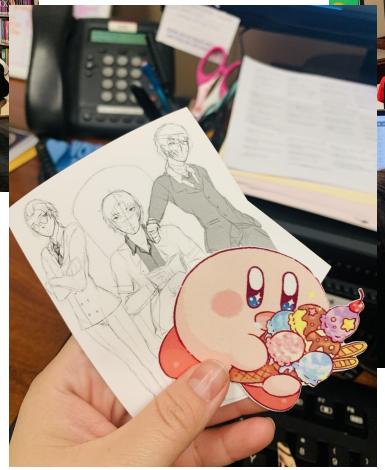
SMART Goal:

- Take time every month to visit and talk with the other departments. Learn about their interests and needs to find ways to solve their problems and increase awareness of what they have access to in the makerspace.

Partnering with Children's:

Zine Night

Cartooning event



Cricut Print and Cut for Teens

Physical Space Goals: Increase Visibility

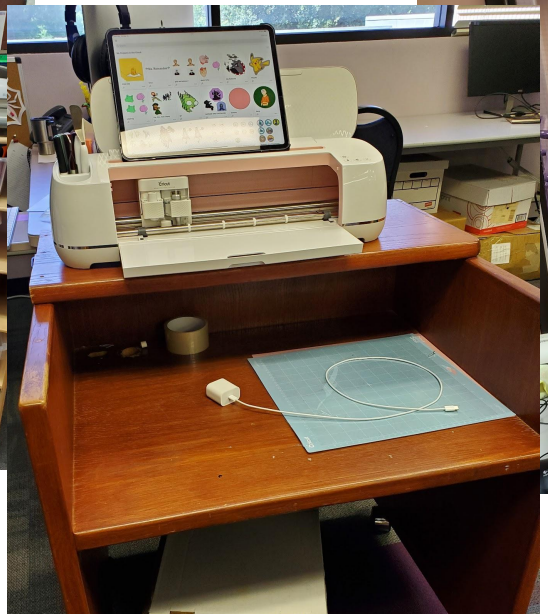
The challenge is the Creation Station is upstairs and out of view of many library visitors. Many do not know all we have to offer. We have recently gotten permission to bring some of our tools to display in action downstairs.

SMART Goal:

- By summer, develop ways to make the unique tools and programs available for patrons in the Creation Station more visible to library visitors on the first floor of the library.

Physical Space Goals: Increase Visibility

Mobile shelving



Cricut Maker station

Laser cutter in Window

Physical Space Goals: Increase Visibility

Mobile units

Mobile 3d Printer and Cricut with printer

Virtual Reality station

Sewing, Embroidery, Sergers

Program Goals: Documentation for Sustainability

How to keep the programs ongoing and usable for staff and patrons in the future.

SMART Goal:

By the end of year create a physical book/photo manual and video manual for the 3D printers and the laser cutter. Have staff members use and give input on the manuals. Create a bi-lingual version for ESL programming.

Program Goals: Sustainability Issues

- Create company emails, and accounts that stay with the program.
- Invest in a work/program cell phone for 2FA (two factor authentication) and relevant App usage
- Keep a shared cloud account with copies of program documents, waivers, sign-in, manuals, anything people need access to run the program during staffing transitions.

Tool: The Action Plan

The Action Plan helps you schedule and assign the tasks needed to reach your SMART goals

Action Plan

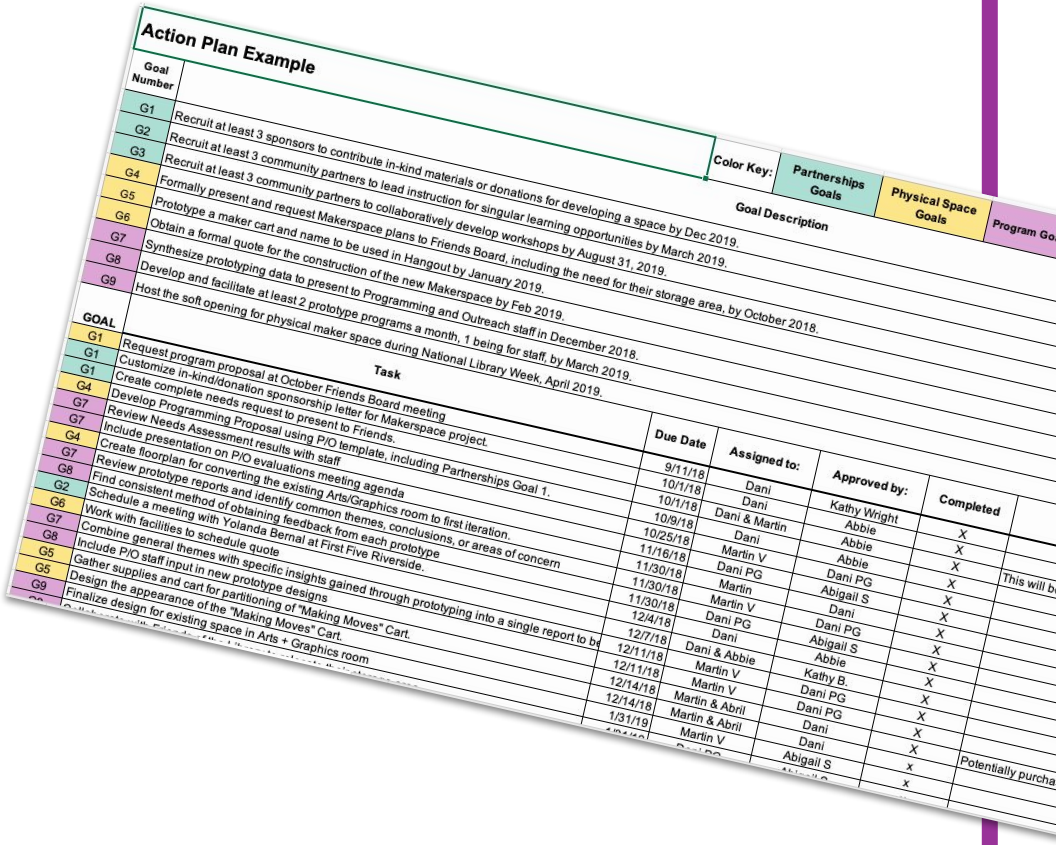
Color Key:	Partnerships Goals	Physical Space Goals	Program Goals	Cells are shaded to indicate what type of goal they relate to: Partnerships, Physical Space, Programs. Tasks can be sorted chronologically, by assignment, by goal, etc.

Goal Number	Goal Description
G1	
G2	
G3	
G4	
G5	
G6	
G7	
G8	
G9	

Goal	Task	Due Date	Assigned to:	Approved by:	Completed	Notes
G1						
G1						
G1						

Tool: The Action Plan

- Goals you set to achieve
- Description of the tasks needed to achieve each goal
- Assign each task to a person
- Deadline for each task
- Is there an approval process?
- Status indicator if it's completed (or notes on what might prevent its completion)



Action Plan Example

Goal Number	Goal Description
G1	Recruit at least 3 sponsors to contribute in-kind materials or donations for developing a space by Dec 2019.
G2	Recruit at least 3 community partners to lead instruction for singular learning opportunities by March 2019.
G3	Recruit at least 3 community partners to collaboratively develop workshops by August 31, 2019.
G4	Formally present and request Makerspace plans to Friends Board, including the need for their storage area, by October 2018.
G5	Prototype a maker cart and name to be used in Hangout by January 2019.
G6	Obtain a formal quote for the construction of the new Makerspace by Feb 2019.
G7	Synthesize prototyping data to present to Programming and Outreach staff in December 2018.
G8	Develop and facilitate at least 2 prototype programs a month, 1 being for staff, by March 2019.
G9	Host the soft opening for physical maker space during National Library Week, April 2019.

Color Key: Partnerships Goals | Physical Space Goals | Program Go

GOAL	Task	Due Date	Assigned to:	Approved by:	Completed	
G1	Request program proposal at October Friends Board meeting	9/11/18	Dani	Kathy Wright	X	
G1	Customize in-kind/donation sponsorship letter for Makerspace project.	10/1/18	Dani	Abbie	X	
G1	Create complete needs request to present to Friends.	10/1/18	Dani & Martin	Abbie	X	
G4	Develop Programming Proposal using P/O template, including Partnerships Goal 1.	10/9/18	Dani	Abbie	X	
G7	Review Needs Assessment results with staff	10/25/18	Martin V	Dani PG	X	This will b
G7	Include presentation on P/O evaluations meeting agenda	11/16/18	Dani PG	Martin	X	
G4	Create floorplan for converting the existing Arts/Graphics room to first iteration.	11/30/18	Martin	Abigail S	X	
G7	Review prototype reports and identify common themes, conclusions, or areas of concern	11/30/18	Martin V	Dani	X	
G8	Find consistent method of obtaining feedback from each prototype	11/30/18	Dani PG	Dani PG	X	
G2	Schedule a meeting with Yolanda Bernal at First Five Riverside.	12/4/18	Dani	Abigail S	X	
G6	Work with facilities to schedule quote	12/7/18	Dani & Abbie	Abbie	X	
G7	Combine general themes with specific insights gained through prototyping into a single report to be	12/11/18	Martin V	Kathy B.	X	
G8	Include P/O staff input in new prototype designs	12/11/18	Martin V	Dani PG	X	
G5	Gather supplies and cart for partitioning of "Making Moves" Cart.	12/14/18	Martin & Abril	Dani PG	X	
G5	Design the appearance of the "Making Moves" Cart.	12/14/18	Martin & Abril	Dani	X	
G9	Finalize design for existing space in Arts + Graphics room	1/31/19	Martin V	Abigail S	x	Potentially purcha

Tool: The Action Plan

Just do it.
Revisit every quarter.
Make it public.
Be flexible.

Your first action plan is one path to achieving your goals, but it's not the only path. **Revisit and revise as you go.**

Let’s Chat

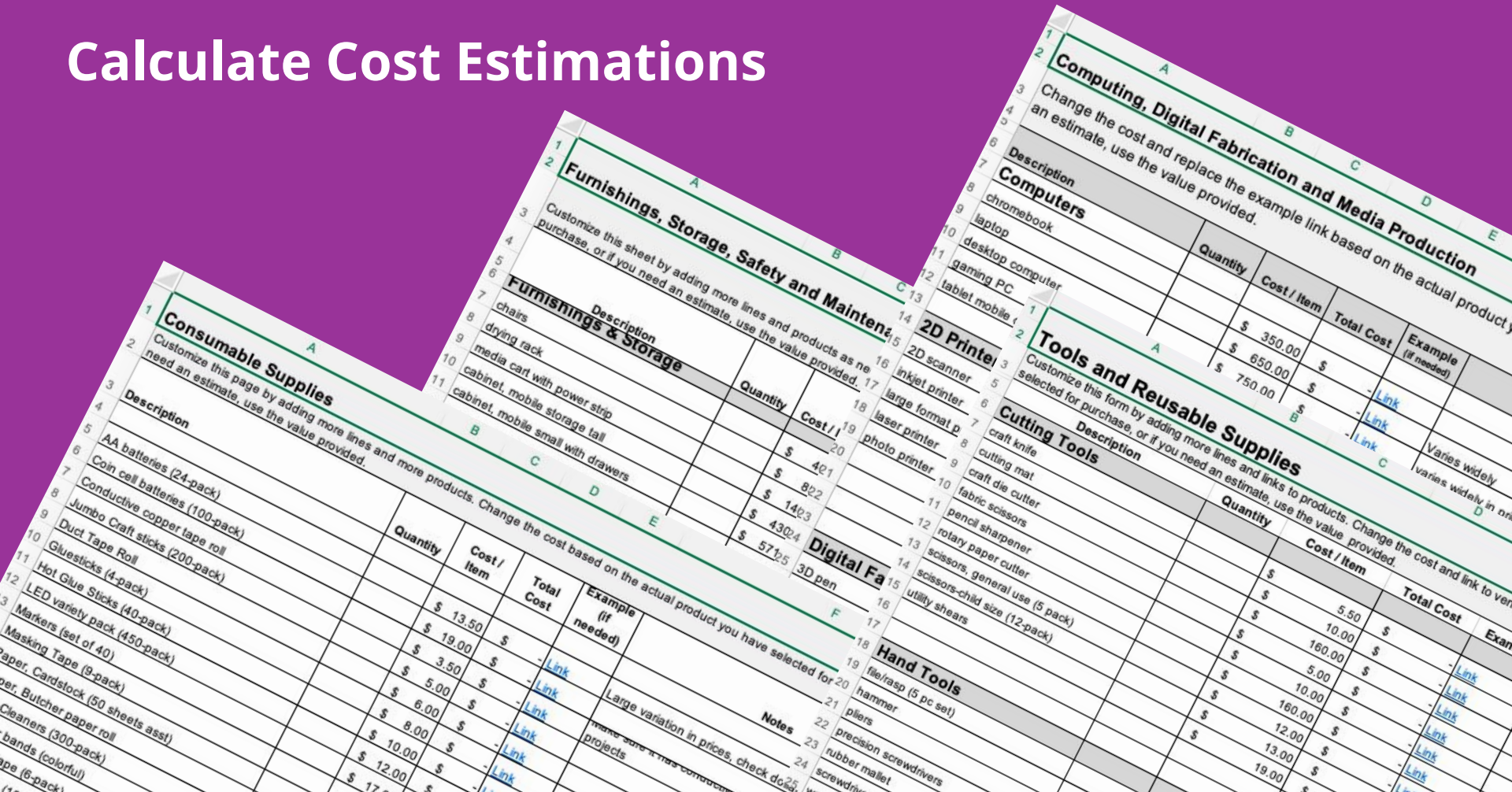
What tool does your library use for project management?

Build a Start-Up Budget: The Budget Planner Tool

Makers in the Library Toolkit: Budget Planner			
Start Up Funds	**Date**	**Notes**	**Amount**
Source 1			
Source 2			
Source 3			
Source 4			
		TOTAL	**$**

Description	**Budget**	**Actual**	**Donation Go**
Furniture, Storage and Safety	$ -	$ -	$
Computing, Digital Fabrication and Media	$ -	$ -	$
Tools and Reusable Supplies	$ -	$ -	$
Consumable Supplies	$ -	$ -	$
Marketing, Promo and Signage	$ -	$ -	$
Other (specify)	$ -	$ -	$ -
TOTAL	**$ -**	**$ -**	**$ -**

Calculate Cost Estimations



An Environment for Creative Work

38 Design Template_Introduction

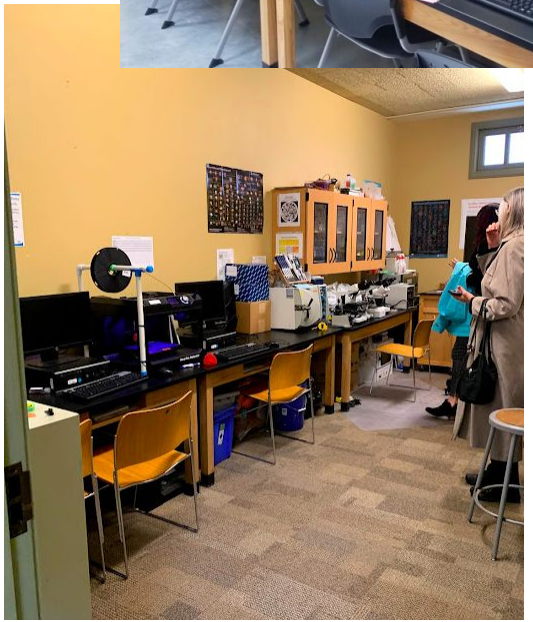
Space is the "body language" of an organization.*

Intentional or not, the form, functionality, and finish of a space reflect the culture, behaviors, and priorities of the people within it. This suggests that a space designer is simultaneously a cultural translator and a builder. That said, space design has its own grammar that can be tweaked to bolster desirable habits.

From **Make Space** - how to set the stage for creative collaboration by Scott Dooley and Scott Winhoft, John Wiley, c.2012

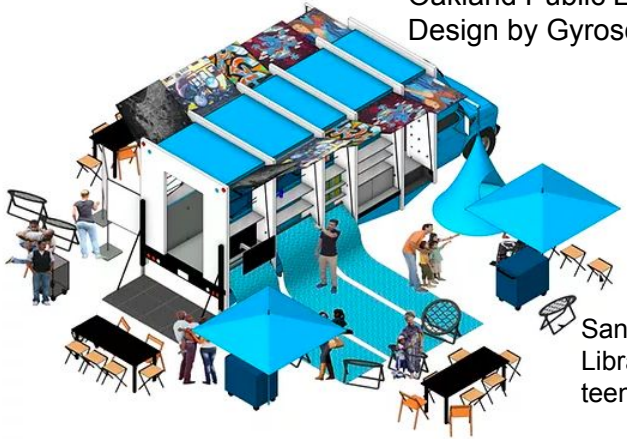
Considerations when planning space or purchasing furnishings

- Collaboration or solo work?
- Individual activity or group workshop?
- Sound proof or noise?
- All access or limited access tools?
- Air Quality? Ventilation? Dust particles?
- Posture for work and movement?
- Sightlines, orientation and lighting?
- What is fixed and what is flexible?
- Work space vs display space vs storage space?
- Ambiance and feel?



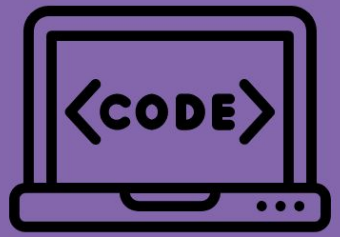
Woodland Public Library’s Square One makerspace (left) and San Diego Public Library in La Jolla’s bio lab space (right)

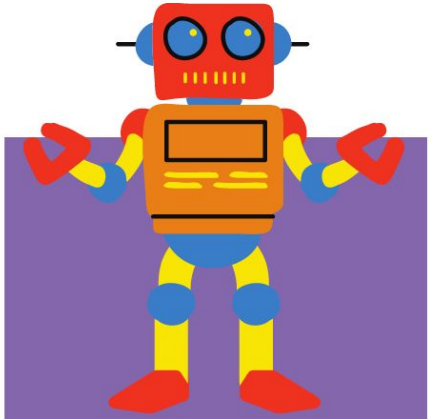
Oakland Public Library MOVe - Design by Gyroscope, Inc

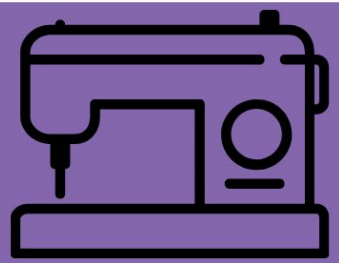


San Diego Public Library Idea Lab teen space

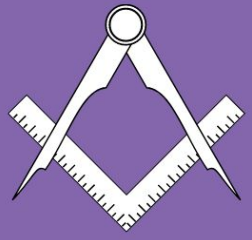
high ceilings, low floors and wide walls







Select Activities



Creative Activity Space Considerations

“It’s not just about what we learn, but also how we learn it. It’s important for us as facilitators to recognize that there are different ways and approaches to learning, so that we can be more adaptable and flexible when it comes to planning and facilitating our programs.”

Implementation

MAKER ACTIVITY PLAN

Project title

One-sentence description

Recommended age group

Time needed/duration

Activity goal(s) or learning outcome(s)

Key terms/vocabulary

Prior knowledge required

Tools and materials

Materials source/suppliers

IMPLEMENT: TOOL

MAKER ACTIVITY PLAN CONTINUED

Advance preparation and setup

Activity instructions (or cite original source and modifications)

Facilitation notes (e.g., what to watch for, how to support creativity)

Ideas to simplify

Ideas for a deeper challenge

Recommended at our library (i.e., books, videos, programs)

Evaluation plan

MAKERS IN THE LIBRARY: *A Toolkit for Building a Community-Driven Makerspace* | makersinthelibrary.org

Tool: Maker Activity Plan

MAKER ACTIVITY PLAN EXAMPLE

Project title Personalized Etched Glassware

One-sentence description
Participants use their own choice of digitally designed stencils cut on the cricut/Silhouette to transfer designs to their own glass item (cup, glass, vase, jar).

Recommended age group Tween-adult
Note: Etching cream is for age 18 and over and should only be handled by staff with gloves and eye protection.

Time needed/duration
If stencils are pre-cut: 15-20 min
If participants design and cut their own stencils: 1 hour

Activity goal(s) or learning outcome(s)
- Participants will learn how to create a digital design on the cricut/Silhouette (unless done in advance).
- Participants will explore negative and positive space in a design.
- Participants will experience the creative design process.

Key terms/vocabulary
Etch
Stencil
Negative Space/Positive Space

Prior knowledge required
If designing and cutting with the cricut/Silhouette, general computer skills are needed and guidance with the software and machine operation.

Tools and materials
- Glassware (non-Pyrex drinking glasses, jars, vases, etc.): One per participant
- Glass cleaner
- Paper towels
- Blue tape or masking tape
- Stencil vinyl
- Stencil transfer tape (optional)
- Popsicle sticks
- Table covering (e.g., newspaper)
- Etching cream
- Latex gloves
- Eye protection
- Cricut/Silhouette machine & mat
- Weeding tool or tweezers
- Sink area for rinsing

Materials source/suppliers
Etching cream sources:
Armour Etch purchase from Amazon, JoAnn, Dick Blick, Walmart

Stencil vinyl:
Oracal Oramask Stencil Vinyl
cricut Stencil Vinyl
Usually found at Michaels, JoAnn, etc.

Transfer Tape
Usually found at Michaels, JoAnn, etc.

Glassware: thrift stores, discount houseware stores like TJMaxx or Marshalls, Dollar Store

MAKER ACTIVITY PLAN EXAMPLE CONTINUED

Advance preparation and setup
Cover tables with newspaper or a protective cloth.
Set up laptop area for digital design or pre-cut assorted stencils for those who don't want to design their own.

Activity instructions (or cite original source and modifications)
Silhouette's tutorial including how to create the custom design.
video on how to apply the stencil and cream.
1. Participants select their glass item, and then clean it with the glass cleaner and paper towels.
2. Participants digitally design and cut or select from an assortment of precut stencils to make their design. Stencil designs with simple outlines (no intricate shapes) can be applied by hand directly like a sticker. If a design is more complex (has interior shapes), use transfer tape.
3. Once design is placed where they like it, have participants rub with the popsicle stick to eliminate any air bubbles. Remove the transfer tape if used.
4. Place blue tape along all the edges of the stencil to make sure there is no exposed glass that could accidentally get etching cream on it.
5. Participants should now give their glass to a library staff member for etching.
   - The staff member needs to wear safety goggles and gloves.
   - Dab the etching cream on the glass stencil area in a thick layer.
   - After 60 seconds, wash off in the sink, being careful not to get cream on part of the glass that should stay clear.
6. Give the participant back their glass. They can now remove the sticker and dry it.

Facilitation notes (e.g., what to watch for, how to support creativity)
- Have some examples of finished glasses available.
- Discuss the difference between negative space and positive space in the design, and how to decide which parts of the stencil to use.
- Have several interesting icons/fonts easy to access on the Silhouette/cricut software.

Ideas to simplify
Use stencils with paint instead of etching cream for younger children.

Ideas for a deeper challenge
Work on the vinyl design portion of the activity and bring in more complex art.

Recommended at our library (i.e., books, videos, programs)
Books on art glass or stenciling

Evaluation plan
Use a survey to get feedback on future programs.
Ask participants if they would want more training on the digital design part of the activity.
Ask participants if they would like to do another stenciling activity.

Tool: Maker Activity Plan

Imagine the Maker Experience from Start to Finish

Implementation Part 2

Staffing the Makerspace

- Look within
- Ask for help
- Youth community service
- Internship programs
- Contract with local makers

Staffing the Makerspace

The Soft Skills

- Community builder
- Collaborator with people management skills
- Organized with project management skills
- Proactive, go-getter, independent thinker
- Comfortable with social media and online engagement
- Determined, doesn't give up or get discouraged easily
- Experienced in teaching and/or classroom management skills

What good advice do you have to share today about launching a makerspace? How does PPL handle recruiting and training staff?

Seiji Abe, Workshop Coordinator, Providence Public Library, Providence, RI

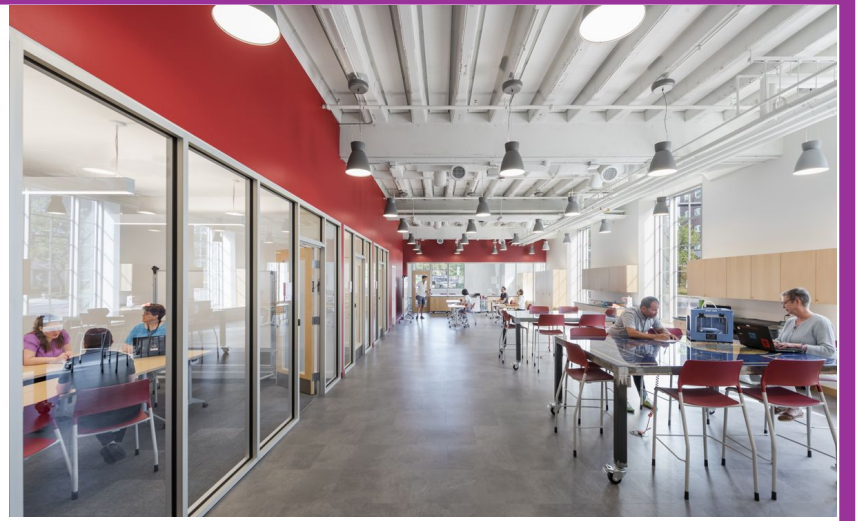
Providence Public Library: Workshop Maker Space

- Located in Downtown Providence, RI
- PPL Serves around 178,000 people
- Privately funded library serving the public
- Not part of the Providence Community Library System(PCL)
- Running Maker Programming in collaboration with PCL since 2017
- Workshop officially opened after major Renovation 6 months ago

ENLIGHTENMENT
PROVIDENCE PUBLIC LIBRARY
1875

The Workshop

- Officially Opened in November 2021
- First dedicated Library Makerspace in Providence
- Includes Collaborative Workshop/Maker Space, Classroom, Partner Offices & Sound Studio(Coming Soon)
- Currently developing new programming, policies & processes for first Dedicated Library Makerspace
- Workshop & Maker Programming based on strong partnerships(PVDYM)



Available Tools & Technology

- Laser Cutter
- Sublimation Printer
- Large Format Printer
- 3D Printers
- Embroidery Machine
- Sewing Machines
- Vinyl Cutter & Heat Press
- Button Maker
- Screen Printing
- Prototyping Cart
- Paper Circuits
- Basic Electronics
- Lego Mindstorms
- Makey Makey
- MicroBit
- Dash Robots
- Etc…

Good Partnerships

- Good Partnerships are essential to success
- Library Maker Programming started as collaboration between PPL, PCL, PVDYM & the City of Providence in 2017.
- Long term goal to build free Network of educational orgs, schools & resources available to community. Create Database/Asset Map.

Benefits of Partnerships:

- Funding
- Expertise/Experience
- Staffing(Interns/Volunteers)
- Distributed Learning/Training
- Advertising/Recruiting
- Curriculum Development

PVD YOUNG MAKERS

Providence Community Library
OUR NEIGHBORHOOD LIBRARIES

List of Organizational Partners

- PVDYM
- PASA
- Providence Promise
- The MET High School
- Local Public Schools
- AS220
- "Expert Makers"
- Local Businesses
- Office of Employment Opportunities
- Interns & Volunteers

Implementation

- **Staffing:** PVD-Young Makers Interns help run maker programming at 10 libraries in Providence
- **Training:** Interns are trained by the Full Time Staff Members, Librarians & Expert Makers
- **Look Within:** Offer classes that utilize native talent & resources already available
- **Don't Duplicate:** Don't overlap offerings already available by other orgs/programs
- **Collaborate/Contract:** Either collab with another org, or hire a local expert on the topic/skill
- **Distributed Learning & Training:** Utilize the train the trainer model to focus on developing internal staff & skills; then expand exponentially.

The opposite of "one size fits all":

- **Build a program based on your communities strengths, wants & needs**
- **Hire/Recruit based on the same(demographic, language, etc…)**
- **Use who is available & motivated**
- **Identify the assets you already have rather than waiting for what you think you need**

Interns & Volunteers

- PVDYM Interns & Community Volunteers essential to maker programming in Providence
- Not only core of our program delivery staff
- Intern Program is the proving ground for new activities & learning methodologies before delivery to the public
  - Learning Pathways
  - Digital Badging
  - Distributed Learning
  - New skills development
  - Training
  - *Documentation & Proof of Skills
- Microcosm of what we hope to eventually be able to offer to the entire PPL Community
- *Youth Interns = Long Term Sustainability!

PVDYM Internship at a Glance:

- 4 years so far
- 2 sessions per year
- 30 interns per cohort
- Serving 10 libraries
- Ages 14 - 24
- 2 week initial training
- All intern weekly meeting
- 4-8 hours per week
- Assigned 1 library each
- Plan & Deliver Programs

Train for Sustainability

- Plan for staff turnover or changing roles
- Develop self-guided resources (typed notes! pictures! videos! screencasts!)
- Offer opportunities to practice and develop skills as you work
- Invite all of your staff, administrators, interns, and volunteers to become at least generally familiar with the tools and materials available in the makerspace

“This will take too much time to learn.”

Emphasize the need to simply play around and just try out the tools and materials. They might surprise themselves by something they find really fun or interesting.

“I’ll never be able to learn enough to answer the questions patrons would have.”

Let them know that they don’t need to be the expert and can respond with “I’ll find out” or “I don’t know, but we can try and find out together.”

“This is not why I became a librarian.”

Find common ground on why they entered the library field in the first place. If it’s a love of lifelong learning, makerspaces are exactly the place for both staff and the community to learn, grow, and try something for the first time.

Build Up Training Opportunities

- Encourage free play
- Lend tools to take home
- Host a maker “petting zoo.”
- Create/curate a training video playlist.
- Develop user guides
- Offer skill builders sessions

Day to Day Operations

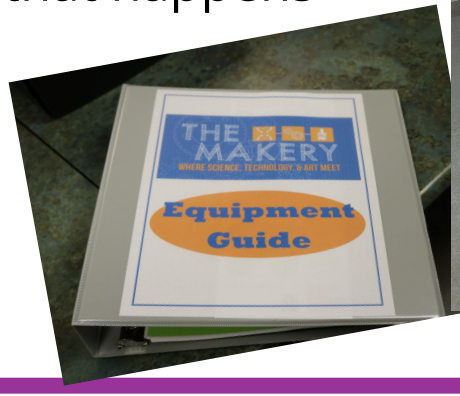
- Flow of Patron Experience/Staff Procedures
- Policies, Forms, Signage
  - Liability Waivers
  - Rules for Behavior
  - Age/access restrictions

Day to Day Operations

Safety
Protective Gear
First Aid
Keeping sharps restricted
Air Quality/Ventilation

Day to Day Operations

- Equipment Maintenance
- Consumables inventory, ordering and restocking
- Registration and tracking daily usage
- Support the making that happens
- Program facilitation



Can you share some of the operations processes that you have developed for your makerspace that help your program run smoothly?

Cara Kause,
Innovation and Makerspace Manager
Greene County Public Library, Xenia, Ohio

Greene County, Ohio
Population of about 170,000 people in 416 square miles
Rural to Suburban
Wright Patterson Air Force Base
Greene County Public Library is a county system with seven locations and approximately 225 employees

Maker kits for circulation and for our staff to use in programming

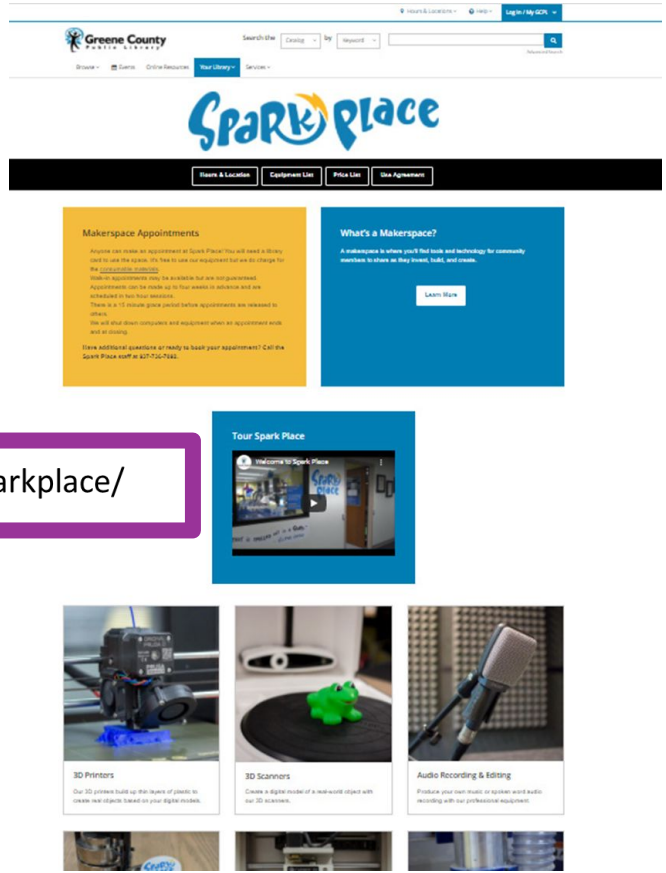
Discover. Learn. Grow.

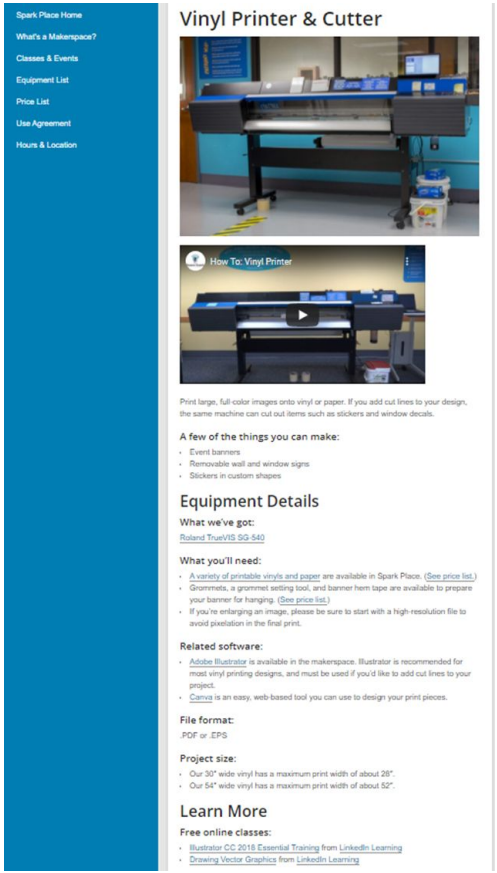
Spark Place

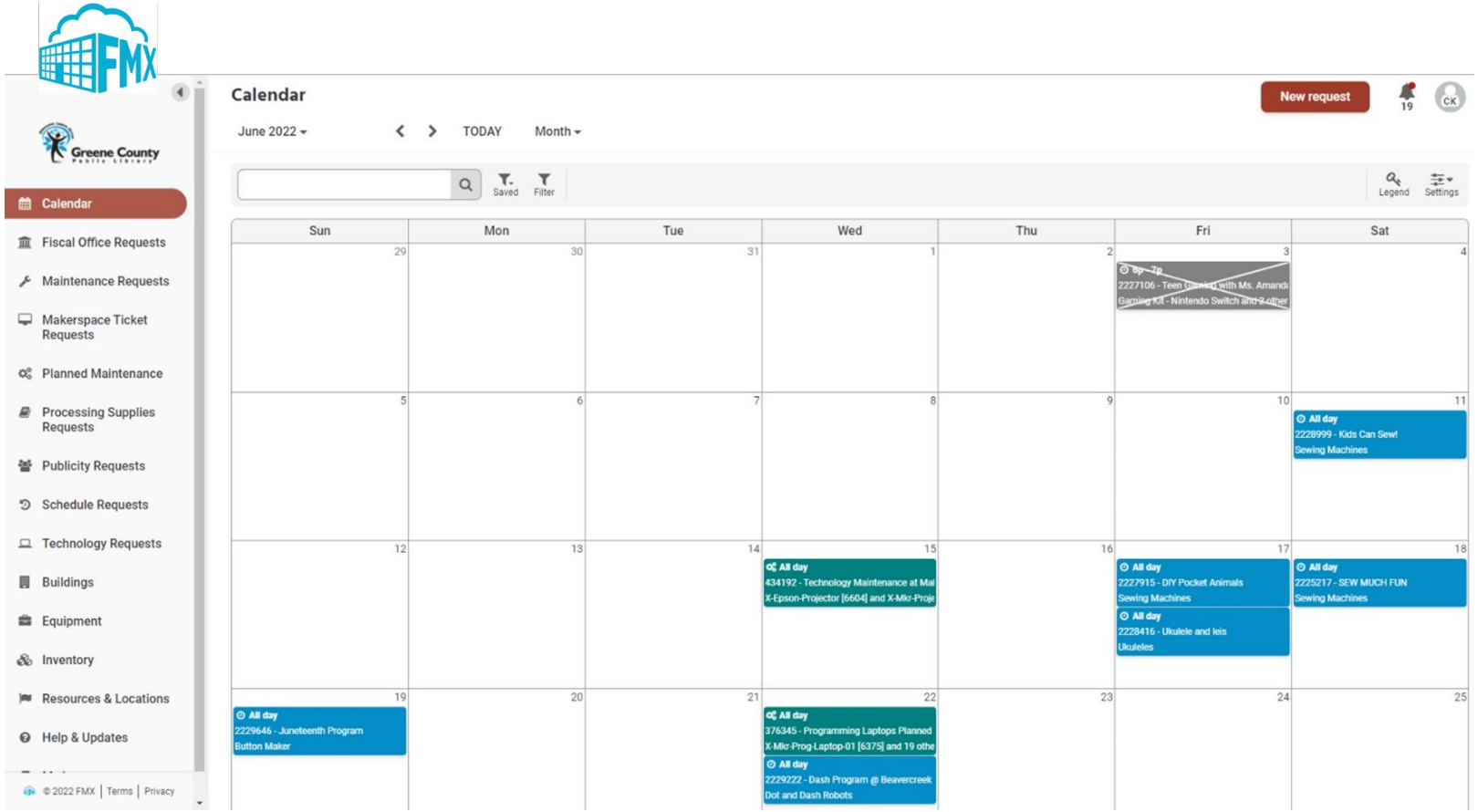
Greene County Public Library

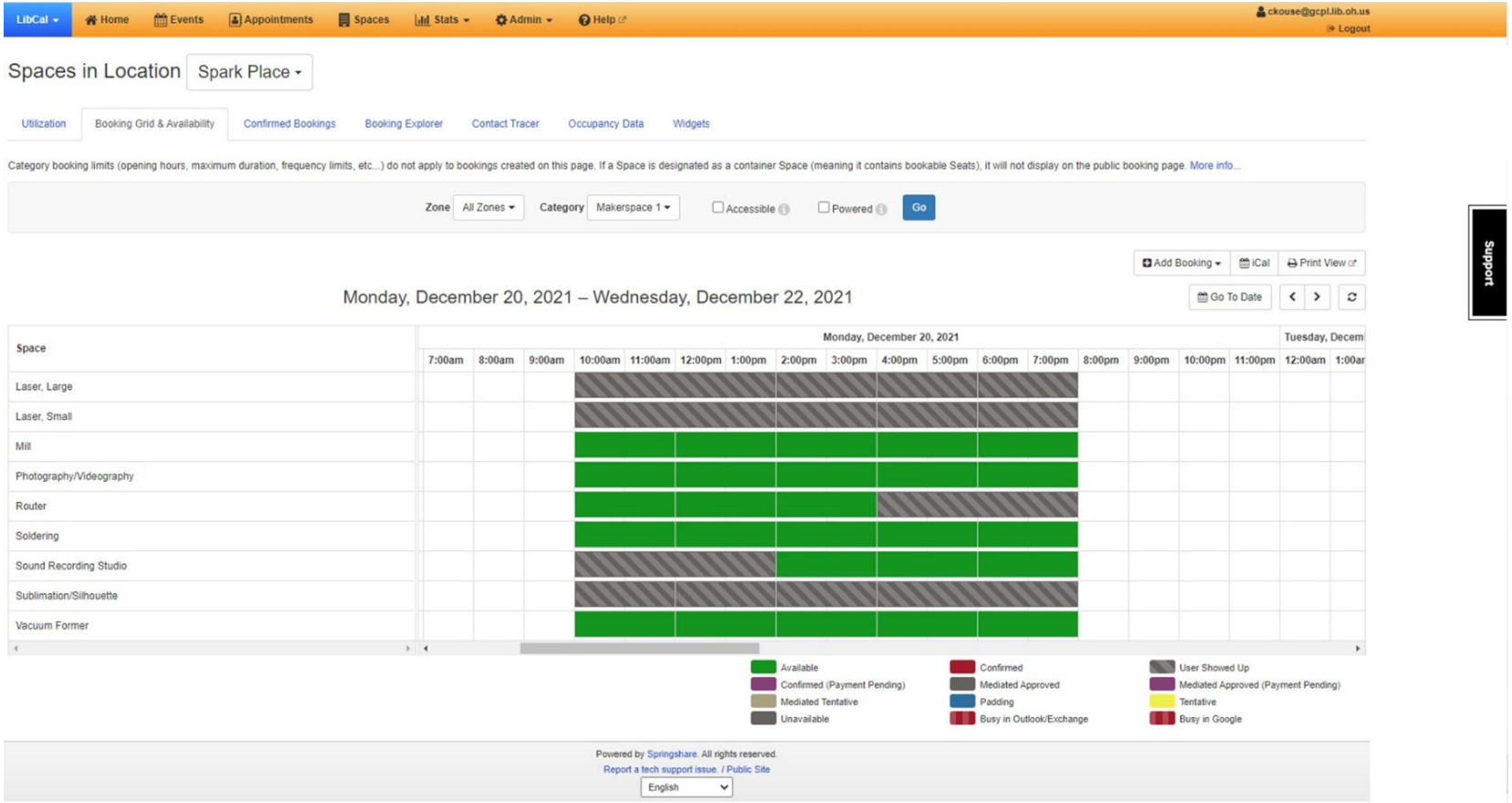
Our website includes information about each machine including instructional videos, file types, materials needed, etc.

https://greenelibrary.info/sparkplace/






Greene County
Calendar
Fiscal Office Requests
Maintenance Requests
Makerspace Ticket Requests
Planned Maintenance
Processing Supplies Requests
Publicity Requests
Schedule Requests
Technology Requests
Buildings
Equipment
Inventory
Resources & Locations
Help & Updates
© 2022 FMX | Terms | Privacy
Calendar
New request
19
CK
June 2022
TODAY
Month
Saved
Filter
Legend
Settings
Sun
Mon
Tue
Wed
Thu
Fri
Sat
29
30
31
1
2
3
4
2227106 - Teen Gaming with Ms. Amanda
Gaming Kit - Nintendo Switch and 2 other
5
6
7
8
9
10
11
All day
2228999 - Kids Can Sew!
Sewing Machines
12
13
14
15
16
17
18
All day
434192 - Technology Maintenance at Mai
X-Epson-Projector [6604] and X-Mkr-Proje
All day
2227915 - DIY Pocket Animals
Sewing Machines
All day
2228416 - Ukulele and leis
Ukuleles
All day
2225217 - SEW MUCH FUN
Sewing Machines
19
20
21
22
23
24
25
All day
2229646 - Juneteenth Program
Button Maker
All day
376345 - Programming Laptops Planned
X-Mkr-Prog-Laptop-01 [6375] and 19 othe
All day
2229222 - Dash Program @ Beavercreek
Dot and Dash Robots


LibCal
Home
Events
Appointments
Spaces
Stats
Admin
Help
ckouse@gcpl.lib.oh.us
Logout
Spaces in Location
Spark Place
Utilization
Booking Grid & Availability
Confirmed Bookings
Booking Explorer
Contact Tracer
Occupancy Data
Widgets
Category booking limits (opening hours, maximum duration, frequency limits, etc...) do not apply to bookings created on this page. If a Space is designated as a container Space (meaning it contains bookable Seats), it will not display on the public booking page. More info...
Zone
All Zones
Category
Makerspace 1
Accessible
Powered
Go
Add Booking
iCal
Print View
Monday, December 20, 2021 – Wednesday, December 22, 2021
Go To Date
Space
Monday, December 20, 2021
Tuesday, Decem
7:00am
8:00am
9:00am
10:00am
11:00am
12:00pm
1:00pm
2:00pm
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4:00pm
5:00pm
6:00pm
7:00pm
8:00pm
9:00pm
10:00pm
11:00pm
12:00am
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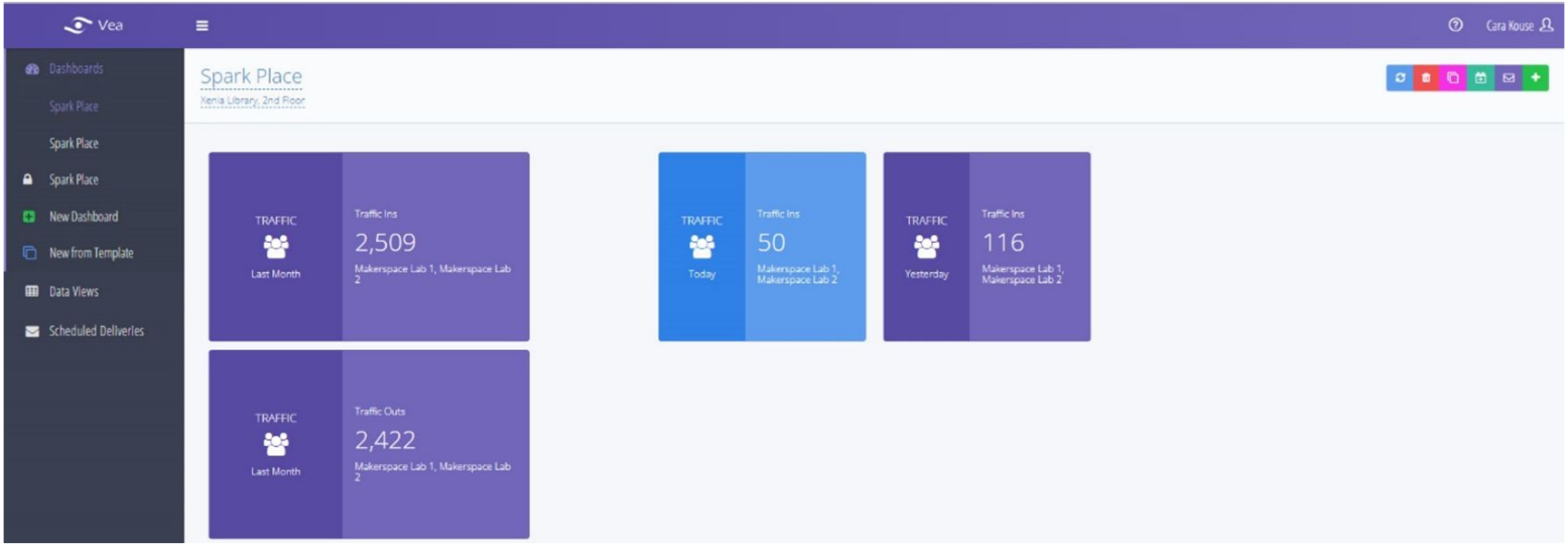
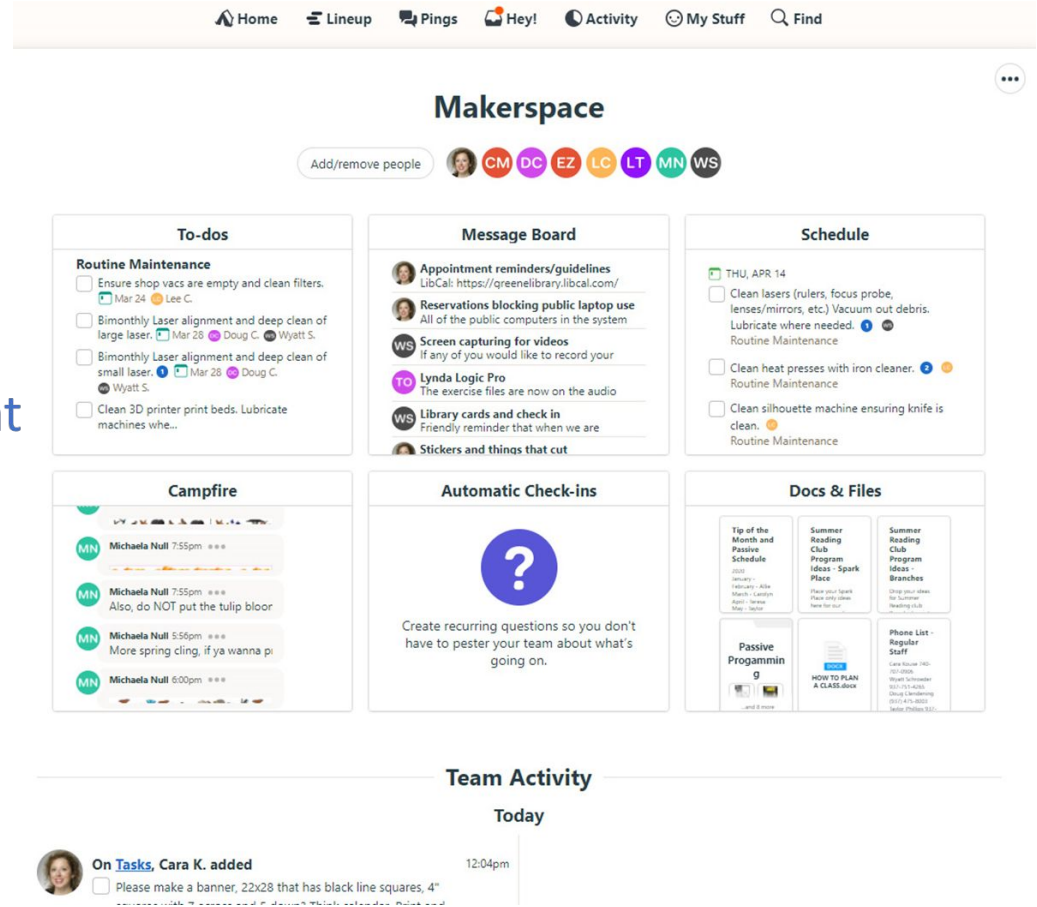
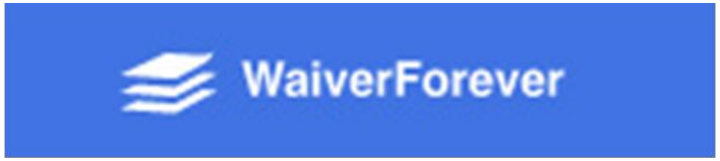
Laser, Large
Laser, Small
Mill
Photography/Videography
Router
Soldering
Sound Recording Studio
Sublimation/Silhouette
Vacuum Former
Available
Confirmed
User Showed Up
Confirmed (Payment Pending)
Mediated Approved
Mediated Approved (Payment Pending)
Mediated Tentative
Padding
Tentative
Unavailable
Busy in Outlook/Exchange
Busy in Google
Powered by Springshare. All rights reserved.
Report a tech support issue. / Public Site
English
Support

SenSource People Counter



Basecamp
Project Management
And Maintenance
Tracking





Waiver forms on iPads
Waiver retention and reports

Use to record cash and credit payments, to accept credit payments, and to run financial reports

Discover. Learn. Grow.

Spark Place

Greene County Public Library

2022 Five Years of Making

April 2017

We opened our doors to the community for the first time.

87,189
Visits to Our Makerspace

Individual Users
8440

Projects
Countless

Classes and Programs
310
4450 Attendees

1166 People visited as part of 106 group visits

9174
Community members visited us at 37 different community events

What’s Next?

April 27: Reflect & Refine: Using Evaluation to Strengthen Programs

May 4: Amplify & Grow: Marketing, Fundraising and Professional Growth

Professional Network of Support

Join our Makers in the Library Facebook Group

Contact Us!

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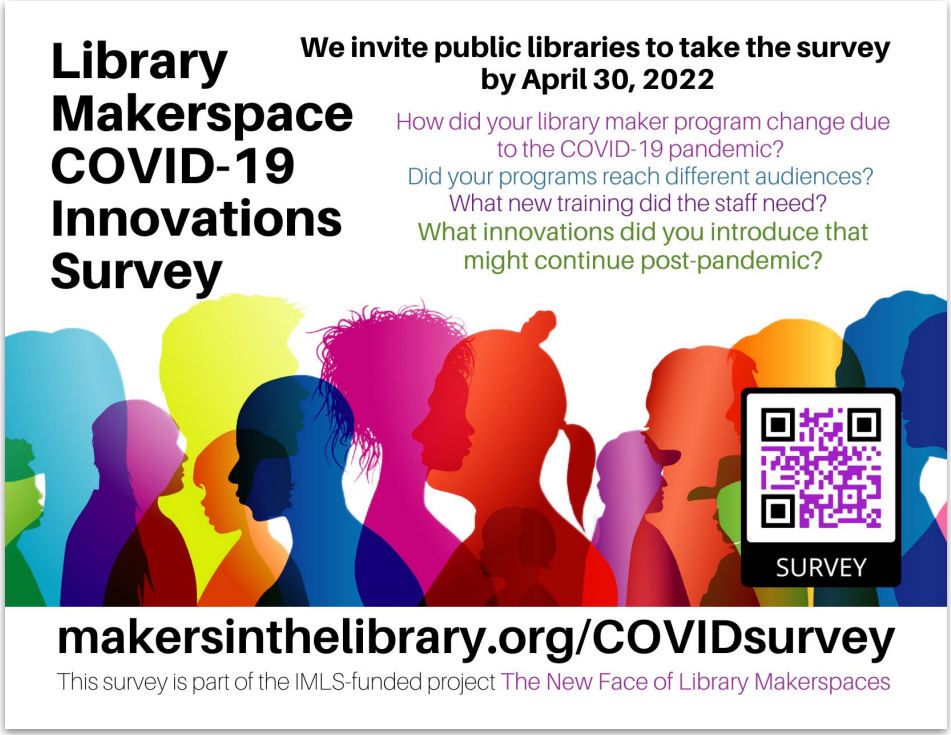
pamela@pvanhalsema.com

makersinthelibrary.org

SURVEY



Help us spread the word about our our COVID-Innovations Survey

makersinthelibrary.org/COVIDsurvey

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