



Virtual Reality Technology



Working with a resin printed object

GETTING STARTED:

- For each piece of equipment students are required to successfully pass a basic instruction session to certify their safe operation of the equipment. Use of the equipment and consultation are restricted to MTSU students, faculty, and staff.
- Visit mtsu.libcal.com/booking/makerspace to schedule an equipment training session.
- The selection of equipment to date has been informed by a number of webinars, consultations, and research.
- On campus we have been working with the MTSU Makers Club and reaching out to faculty in a number of departments as we created a launch plan. All have provided encouragement and even excitement for this new resource.
- Like any new service, we will be testing assumptions and assessing our services and invite feedback.

DIGITAL MEDIA STUDIO MAKERSPACE

OPEN DURING LIBRARY HOURS:

SUNDAY: 1 PM - 2 AM
MONDAY - THURSDAY: 7 AM - 2 AM
FRIDAY: 7 AM - 6 PM
SATURDAY: 10 AM - 6 PM

CONTACT

DMS/Makerspace Help Desk:

615-904-8526

E-Mail:

Valerie.Hackworth@mtsu.edu

Visit us at library.mtsu.edu/makerspace

#MakingA Makerspace

EXPANDING THE DIGITAL MEDIA STUDIO

This new learning experience takes the creative design focus of the Digital Media Studio (DMS) to a new level. This service will introduce the campus to computer aided design technology and fabrication equipment. By removing barriers of access, students from all disciplines will find innovative ways of bringing their ideas to life.

Spring 2017

**MIDDLE
TENNESSEE**

STATE UNIVERSITY.

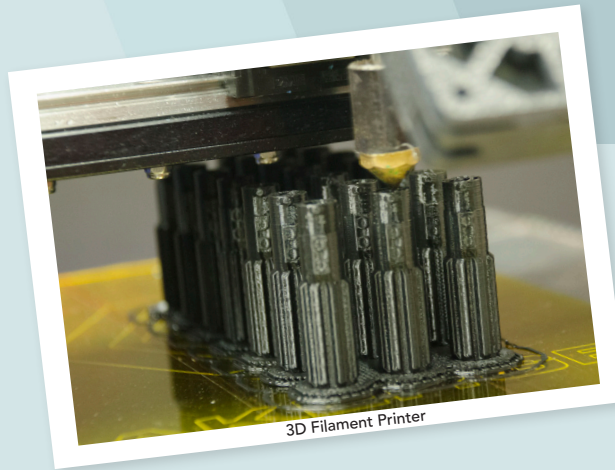
James E. Walker Library

WHAT IS A MAKERSPACE?

- Makerspace is a catch all term to refer to a service that offers equipment that enables the creation or fabrication of prototypes of designs or customized "parts".
- The vision for the Walker Library makerspace service is to provide an active learning experience for students that use technology as a tool and is accessible to students of every level of technical expertise.
- The focus is on the process of collaborative problem solving that will take an idea to resolution. This learning experience will call students to integrate a variety of learning skills including information seeking, application of data and the use of the technology tool that takes an idea to an end result.
- The future value of the Makerspace experience is in innovation-- the creation of new solutions to problems using technology.



Setting up the Vinyl Cutter



3D Filament Printer

WHY THE LIBRARY?

- The library staff provide supportive expertise in a space with the equipment which encourages individual as well as collaborative work.
- The expectation that students who are majoring in all disciplines come together in the library adds to pooling of interests and knowledge.
- Walker Library is a hub for interdisciplinary work in every way. With the expertise, the equipment and the access, students from every major will learn new technology skills and ways that ideas can be brought to life. Whether the student is experiencing 3D printing for the first time or creating a prototype with the electronics kits, the opportunity to experiment, learn and try will be there.

WHY USE THE MAKERSPACE? IN YOUR CURRICULUM

- Research libraries with a makerspace learning area have found them to be instrumental in support of the STEAM (Science, Technology, Engineering, Arts and Math) initiatives.
- By removing a barrier to access to training, the equipment and a collaborative space, other libraries have seen curriculum expand the scope of classroom assignments to include innovative solutions and prototyping.

AVAILABLE EQUIPMENT:

- 3D Resin Printer
- 3D Filament Printers
- Linux Mint Stations
- Raspberry Pis
- Arduino Kits
- Vinyl Cutter
- Virtual Reality
- Electronic Equipment (Signal Generator, Oscilloscope, Multimeter)
- MakeBlock Kit (Construction/Erector platform)

Equipment Coming Soon

- Laser Etcher/Cutter
- CNC Router