3D-prints and robots play a part in my story. Participatory learning action and content creation in a library maker space


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Abstract

3D-prints and Robots Play a Part in My Story. Participatory Learning Action and Content Creation in a Library Maker Space

Book trailers and short how-to-use-the-library films. Mobile storytelling. Animations and user-made materials. New literacies. The use of mobile technology in creating content with children and young people has become an integral part of our work, since the first tablets and smartphones were obtained to our library in 2011. Another big change occurred when we started building a maker space and brought 3D printers and robots to the library during the summer of 2013. Our library has had the opportunity to adapt and introduce new ways of using technology in learning to teachers and school groups. The fact that mobile technology makes content creation easier than ever before, is both an opportunity and a challenge. When we involve children in creating materials that are not only for school and learning, but for a public library to use and publish in the library and online, it brings a real edge to the action. The big issues of media education: privacy, good and bad digital footprints and understanding copyright are well addressed when we do not only talk, but create and publish. When it comes to technology, we are not experts, but curious amateurs and co-learners. Mobile video tips and tricks were not taught in the university, neither was 3D printing. All this brings the old wisdom on the importance of imagination vs. knowledge to a whole new perspective. The act of introducing new, surprising technology mixes well together with introducing the world of books, fantasy, and fiction.

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Session 120 - Libraries creating content for/with children and young adults - Libraries for Children and Young Adults with Literacy and Reading

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Content Consumption AND Creation in Authentic Contexts Practices of Participatory Across Multiple Subjects Areas Learning and Play and Student Interests The Unquiet Library: A Makerspace Culture of Learning Affinity Spaces: Formal and Guided Inquiry, Tinkering, and Informal Communities of Messy Learning Learning Buffy Hamilton, July 2012. “While we sit here and debate when we deliver our lectures, or how long they are, or in what channels; the real flip is already occurring. The lecture? The long form or short form, oratory? Watch a 3D printed robot in action! Here are the world's most advanced 3D printed robots (incl. videos) and the best DIY projects you can try at home. It so happens that 3D printing is a wonderful application for the discipline of robotics. It provides designers with the freedom to add new functionality to their creations. That, and end users can customize a robot for their specific uses. The first section of this article is a round-up of the most impressive and advanced 3D printed robot projects from around the world. Perhaps not so advanced compared to other projects on this list, but 3D printing plays a vital part in making these kinds of projects more broadly accessible and affordable. Buy one here. 10. 3D Printed Robot JD Humanoid. Fundamentally, this maker movement is about moving from consumption to creation and turning knowledge into action. Rooted in this maker movement is the idea of a ‘Participatory Culture’, a term coined by Henry Jenkins. Jenkins defines participatory culture as one: With relatively low barriers to artistic expression and civic engagement. 3-D Printing and Design. Makey-Makey Station. Included in our makerspace are some ‘flexible’ stations. I bought most of my materials and resources from Maker Shed. One of the things I really like about Maker Shed’s site is that it allows you to Browse Products by level, allowing you to effectively purchase based on the your needs. I also purchased some of my materials from Edmund Scientifics. Maker Faire.