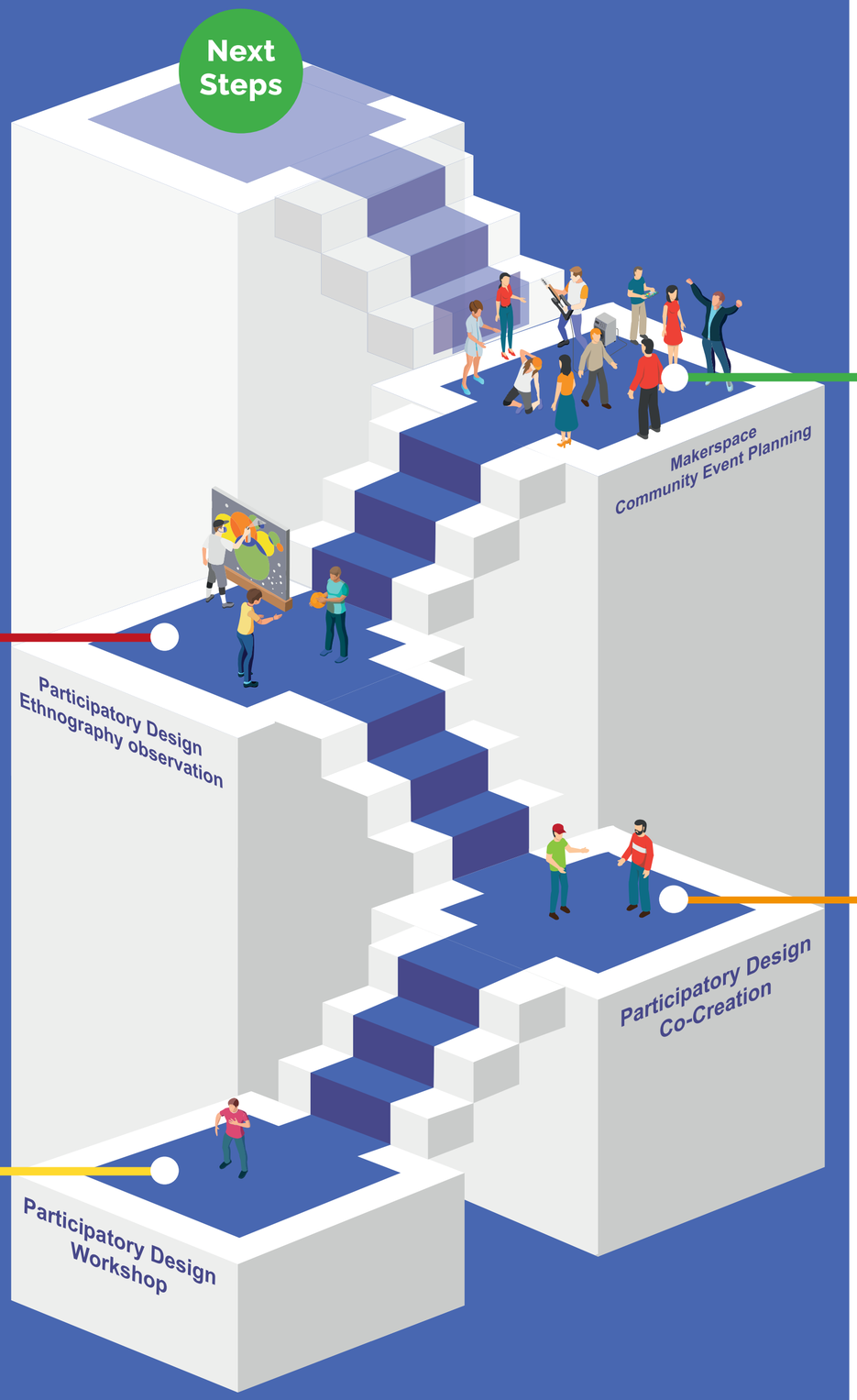
MAKERSPACE

- A standalone space called 'Makerspace' was created to foster community building in the new TUE campus building known as LOT. The purpose is to provide a dynamic and inclusive meeting hub for various students within the community to meet and collaborate on various occasions.
- In our concept, the space is designed to empower students to autonomously plan and organize future activities or events. The proposed design actively engaged participants (Some were future residents) in an open process to collaboratively explore the potential functions of the Makerspace using the 'Participatory Design' approach.

INTERACTIVE EVENT PLANNING: ETHNOGRAPHIC STUDY



C

USER ETHNOGRAPHY

Objective: Deploy the prototype to gauge the overall response of students passing by, observing interactions

Participants: Students

Study setup: Place the prototype in a similar environment as the future Makerspace. Observe its impact on the social environment and interaction possibilities within the space

Quote: ***"Definitely something different and usable, although not sure how the event-planning part would work"*** ***"I noticed something different on the board today, but the foosball players caught my attention more"***

Premise:

The initial phase of the part-prototype was placed at the Lucid Bar, starting with a low-fidelity version. During this period, valuable insights were gathered about the place, timings, and physical appearance of the prototype, leading to subsequent enhancements in the design, resulting in a higher fidelity iteration of the concept. This study was strategically conducted during peak lunch hours. The investigation focused on queries such as, "What is the level of noticeability of the prototype and what are the initial reactions?" "How clear were the instructions, and what is the viability of the improved prototype?". The study explored whether the prototype stimulated further conversation within the space.

1

2

Ethnography study 1
Findings:
No interaction
- Low-fidelity prototype
- Unclear what actions to take
- Not attention grabbing
- Short user test
- Looks like a chore

Ethnography study 2
Findings:
More impactful design
- Not the best placement as people usually walk in directly with no intention of checking
  More clarity in the interaction
- Tactile activity, more stimulating
- Incited discussions
- Prototype was only placed in a design student environment where objects like this are 'expected'

Conclusion:

- Complexity arises in real-time logistics of event planning
  Positioning of board important for functionality
- More people expressed interest and provided suggestions for the event rather than be involved
- Placing only one part of the prototype drew fewer insights as the 'plan board' is also an impactful part of the concept as it also contained a monthly timeline and nature of the event

A

DESIGN WORKSHOP

Objective: Gain insight into the significance of the makerspace for the student community and introduce concept of student-led event planning

Participants: Peer students

Study setup: Pressure cooker workshop with students to streamline event planning for students.

Quote: ***"Most of my information about new events come from word of mouth or informal group chats"***

Premise:

"What is the meaning of a student community? and how would one benefit from it?" "What does the word 'Makerspace' mean to you?"

The Hack-a-ton (fruitioned) idea of 'Student-led event planning' was introduced: An **exemplary event** organized by ambassadors aimed to create a **snowball effect**, encouraging self-planned student events and fostering a strong sense of **community through collaboration**

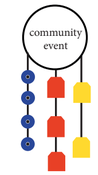
Findings:

- Student community: **Collaborative, Creative, Networking**
- There were both neutral and positive responses to the concept of a makerspace, imagined as an **open-ended space for students to "hang out, meet and learn new things".**
- Exemplary event not enough, **more depth required in real-time planning of events** as it a **layered collaborative activity**, a reiterative process which goes hand-in-hand with the concept of participatory design - **leveraging the collective intelligence and creativity of diverse stakeholders**

Objective:
To inform Makerspace visitors about upcoming events on a timeline, help facilitate participation in joining the planning of the event and help establish communities, especially making it accessible to hold a wide variety of events for eg. incubators for start-ups to salsa nights

How it works:
The designated board placed at the entrance of the Makerspace displays details of upcoming community events on a monthly timeline allowing different levels of interaction. One may use and place coloured tags on the interested event depending on the interaction level (Shown below). The logistics would then be figured out between the particular student planners and the planning committee (Ambassadors).

Plan board in context of the makerspace



Leave a suggestion

Contribute relevant skills

Interested in Attending event

Discussion

- This is a start to an approach to make event-planning inclusive and accessible
- The ideal scenario would instil growth of various kinds of communities and increase collaboration
- The live visual representation displays a coherent overview of all events happening at the same time which is a fresh outlook to a calender
- Connects with the rest of the common spaces at LoT creating an ecosystem encouraging community building through multi-purpose use of the Makerspace
- An app as an addition could increase the reach and efficacy and further act as a tool to support to this concept

B

CO-CREATION SESSION

Objective: Objective: Uncover ambassadors' perspectives and evaluate the potential influence of the Makerspace on their LOT experience.

Participants: Ambassadors

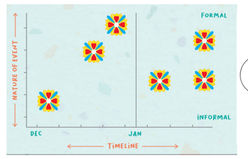
Study setup: Examine the concept of community to design the Makerspace, assess the viability of our idea, and explore alternative solutions for the design case to improve the overall experience (Teams meeting)

Quote: ***"It is important for students to participate in event-planning to make it accessible and student-led"*** ***"It would be more effective if it is coupled with an app"***

Premise:

'Makerspace' objective was introduced following which questions were asked: "What is the meaning of a community? and why is it important in residential spaces?" "Please state how a 'Makerspace' could foster community building"

The ambassadors' background and the questions (above) were explored, after which the low-fidelity prototype and the image (below-left) were reviewed by the ambassadors. Following that,



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PARTICIPATORY DESIGN IMPLEMENTATION:

- Participatory design refers to an approach where various stakeholders actively collaborate and contribute to the development of solutions to certain problems, and in this context, students will play a crucial role in shaping the Makerspace which aims to foster community building in a dedicated communal space.
- This proposed concept is trying to solve the lack of accessibility and efficiency in student-led event planning. Upon multiple rounds of this approach, students' active involvement in the design process can influence achievable outcomes and extend to the future MakerSpace and its organized events.

PARTICIPATORY DESIGN STAIRCASE