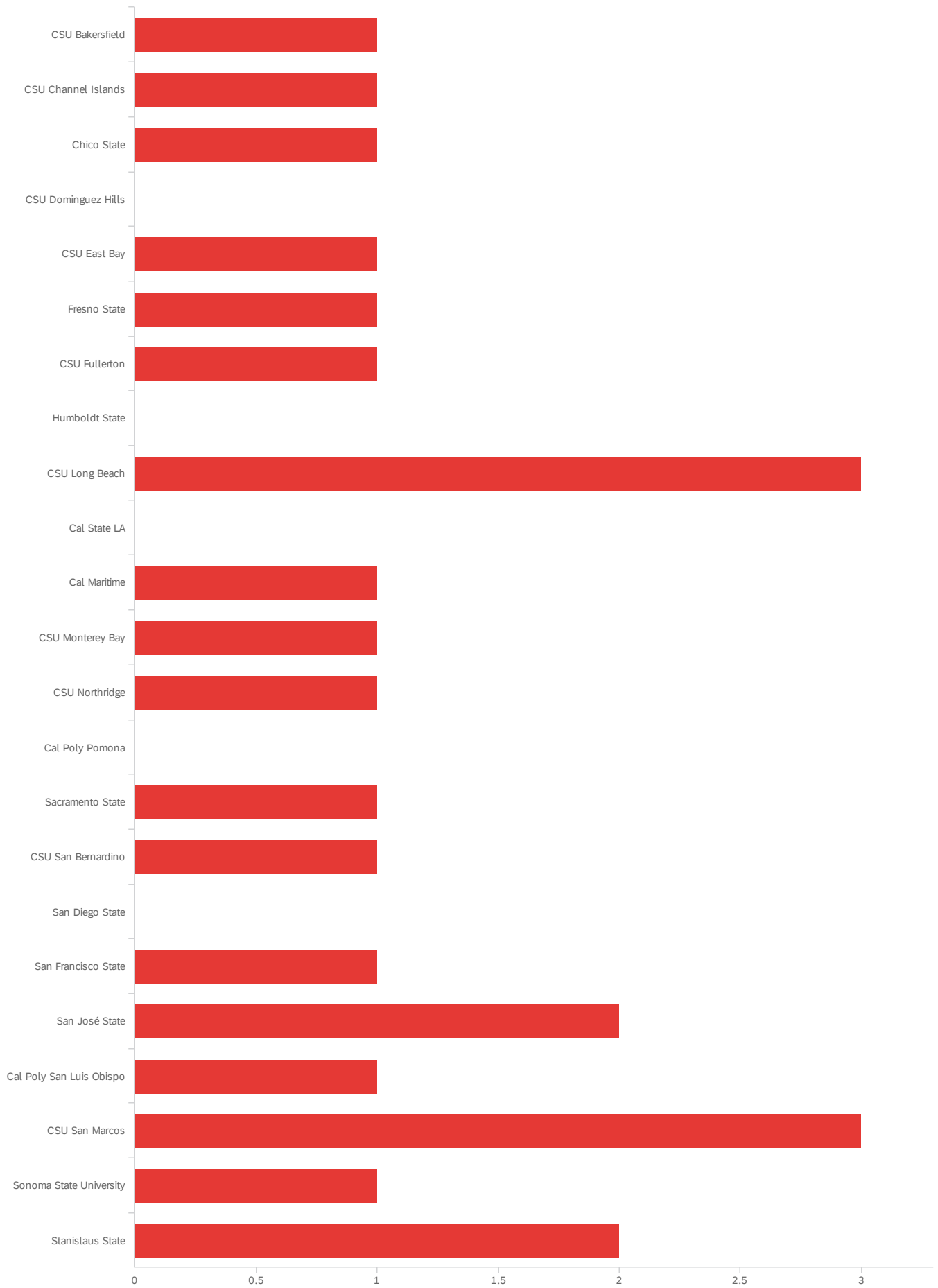


Default Report

STIM Maker Survey

May 7, 2020 12:02 PM PDT

Q16 - What Campus are you representing? (Note: multiple responses per campus are allowed, in the event that multiple people need to respond.)



#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	What Campus are you representing? (Note: multiple responses per campus are allowed, in the event that multiple people need to respond.)	4.00	26.00	16.54	7.05	49.66	24

#	Field	Choice Count
4	CSU Bakersfield	4.17% 1
5	CSU Channel Islands	4.17% 1
6	Chico State	4.17% 1
7	CSU Dominguez Hills	0.00% 0
8	CSU East Bay	4.17% 1
9	Fresno State	4.17% 1
10	CSU Fullerton	4.17% 1
11	Humboldt State	0.00% 0
12	CSU Long Beach	12.50% 3
13	Cal State LA	0.00% 0
14	Cal Maritime	4.17% 1
15	CSU Monterey Bay	4.17% 1
16	CSU Northridge	4.17% 1
17	Cal Poly Pomona	0.00% 0
18	Sacramento State	4.17% 1
19	CSU San Bernardino	4.17% 1
20	San Diego State	0.00% 0
21	San Francisco State	4.17% 1
22	San José State	8.33% 2
23	Cal Poly San Luis Obispo	4.17% 1
24	CSU San Marcos	12.50% 3
25	Sonoma State University	4.17% 1
26	Stanislaus State	8.33% 2

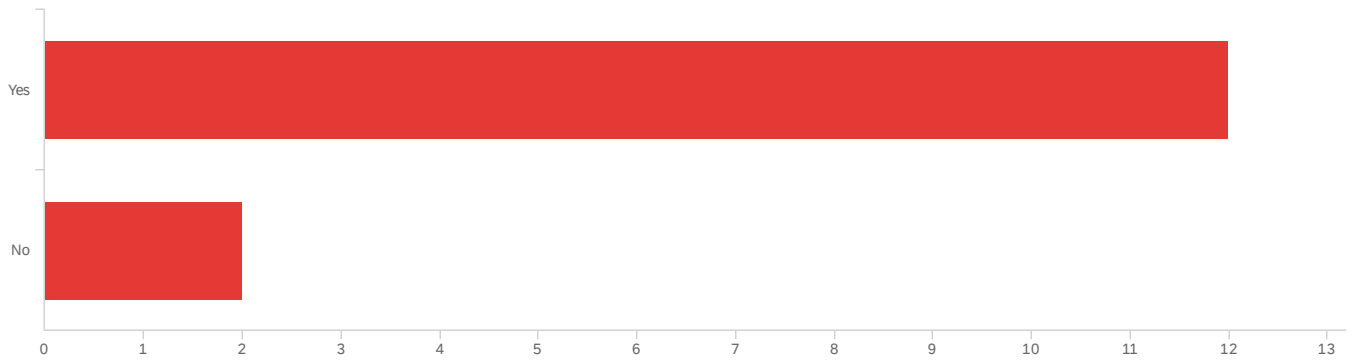
Field

Choice
Count

24

Showing rows 1 - 24 of 24

Q17 - Do you have a maker-space? (defined however you like)



#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	Do you have a maker-space? (defined however you like)	1.00	2.00	1.14	0.35	0.12	14

#	Field	Choice Count
1	Yes	85.71% 12
2	No	14.29% 2

14

Showing rows 1 - 3 of 3

Q1 - What is the name or title of your makerspace?

What is the name or title of your makerspace?

Makerspace

Rapid Prototyping Lab

Digital Media Studio - MakeSpace

Prototyping Lab

Gerald M Kline Innovation Space (I-Space for short)

CSUMB Makerspace

Library Innovation Lab

The MIX

SSU Makerspace

TBD as we are in the beginning stages of development (Potentially Media & Makerspace)

N/A - Our lending program has makerspace components.

N/A

Meriam Library Makerspace

Creative Media Studio

Brand X

Q2 - Who is the main point of contact for the Makerspace? (Enter their email address.)

Who is the main point of contact for the Makerspace? (Enter their email address.)

ecole@csum.edu

opinder.dhami@sjsu.edu

cnovak@sfsu.edu

opinder.dhami@sjsu.edu

Roman.Kochan@csulb.edu

rhester@csumb.edu

john.hernandez@csusb.edu

mdemars@fullerton.edu

jonathan.smith@sonoma.edu

hhampton@csusm.edu

kjohanson@mail.fresnostate.edu

cmisuraca@suchico.edu

Eva.Cohen@csun.edu

Q3 - Please describe the staffing model. What is your dedicated staffing? Are they faculty, staff, students, MPP, etc.?

Please describe the staffing model. What is your dedicated staffing? Are t...

Staff

Part-time staff person (graduate student) and students assistants.

Student Assistants assist students at the help desk and in the makerSpace. Library IT staff support the area, provide technical assistance, and maintain all equipment, train Student Assistants, provide support for faculty run sessions and conduct workshops, tours and training sessions.

Part-time staff person (who is also an engineering grad student) and student assistants.

One faculty and three full-time staff

1 staff member. Several students.

Student lead and student assistants

staff and students

0.1 fte MPP, 0.2 fte staff, 2.25 fte students

Led by Staff member Two staff in support roles Student Assistant - Number of Student Assistants TBD based on schedule and need

Two Staff members and multiple student assistants are involved with our maker activities. We have a robust tech lending program through which we lend 3D printers, and other related equipment. We also have a VR/AR space, which is fairly new, where some maker activities are being planned in the near future.

40% of a full time staff members time is dedicated to the space. There is at least one student technician on at all operational hours of the space and a front desk worker is assigned intermittently to assist.

MPP provides direction, Staff Lead provides oversight of area and works closely with the MPP, Staff Coordinator is responsible for daily operations, Student Assistants provide peer-to-peer instruction and staff the desk.

Q4 - Who are your major campus partners? (e.g. Dept. of Electrical Engineering, Information Technology Services, Faculty Center)

Who are your major campus partners? (e.g. Dept. of Electrical Engineering,...

School of Engineering

College of Engineering and College of Business

This space is primarily run by the library, but also have complications with Business, Art, Nursing, Engineering, Computer Science, Speech Disorders, Design, Broadcasting, Cinema, Conflict Resolution, Museum Studies, History, Music.

College of Engineering, College of Business (we do some ideation/incubation work in a co-located area). But, we mostly do it on our own.

None

College of Education, College of Science, College of Business

Info Tech and colleges

Information Technology

School of Science & Technology, School of Education, School of Arts & Humanities, Faculty Center, Dept. of Electrical Engineering, Dept. of Computer Science, Dept. of Physics, Center for Performing Arts, Film Studies Program

Faculty from each of the colleges Informational and Instructional Technology Services Campus Innovation Hub Center for Research and Engagement in STEM Education

N/A We've had input from campus groups but our maker offerings have mainly been initiated and led by the library.

The on campus entrepreneurial group were a main partner of the establishment of the space. The entities on campus sending students to the space are (note: this information was gathered through registration forms so data only reflects initial reason for referral to the space and does not include other entities sending students who are already registered to the space): Admissions, CAVE, Chico Honors society, Filipino American Student Organization, Kinesiology, Materials Research Society, Pacific Islander Club, South County Fire Authority, Sustainable Manufacturing, 3D Printing and Additive manufacturing club, Adventure Outings, Art History Collective, Camp Fire Oral History Project, Chico State Dirt Riders, Collegiate Wind Competition, Math Club, International Studies, Mechanical Keyboard Club, Recreation, Society of Physics Students, and more specific courses promoting use of the space. Predominate use of the space for course work is done by Engineering students of all sub-disciplines.

We work with many areas. We will support IT events; however, most partners are with individual faculty members. We've worked with a few faculty that have written grants that include our area. The Creative Media Studio is independent and relies heavily on Campus Quality Fees (CQFs) for funding. The CQFs are awarded by CSUN students and the MPP provides accountability reports each year for each awarded CQF.

Q5 - How is your makerspace / maker activities funded? (regular budget, one-time monies, grants, donations)

WIDGET_ERROR.MISCONFIGURED

Q6 - What is the square footage of your space? (Zero could be an answer for pop-up Makerspaces)

What is the square footage of your space? (Zero could be an answer for pop...

400 sq ft

600 sq ft

3000 Square Feet

1500

1000 sf?

20' x. 30'

100

1,900

2510sqft

1200 sqft

~ 800sqft

The Creative Media Studio is roughly 880 square feet; however, we have expanded out of the studio and onto the floor of the wing that is approximately 1,272 square feet. $880 \text{ (CMS)} + 1,270 \text{ (Wing)} = \sim 2,150$ square feet. This may also increase by roughly 460 additional square feet if 4 rooms become part of the makerspace area.

Q7 - Are use statistics collected? (Briefly describe the headline metrics.)

Are use statistics collected? (Briefly describe the headline metrics.)

unsure

Scheduling of the 3d printers and laser cutters; tours and training; online certifications in our Canvas training modules

Statistics gathered from checkout information, print jobs processed and computer Loggins. Also collect data on number of instructional sessions and workshops conducted in the space.

Yes

Yes. Who, when, major, length of stay

Number of guests per day by type and major

not yet

number of visits, courses impacted,

We are in the beginning stages of development

yes, for equipment lending. Statistics gathering for Ar/VR space is in its initial pilot phase (manual collection to date)

Yes. Every time a patron uses the space their information is logged into the database. This pulls from their registration information giving us demographic usage by time and machine. A monthly report is generated giving stats on usage by time and by major, specific equipment usage, Majors joined in that month.

Yes. The CQF accountability reports require stats and feedback be collected. We use surveys, comment/feedback slips, circulation data from Alma, reservation data from LibCal and MyPC, applicaton data from MyPC/Apple Remote Desktop/SCCM.

Q8 - Please provide us with a list of the major equipment in your space.

Please provide us with a list of the major equipment in your space.

3D printers, sewing machines, soldering kits

Three ultimakers, 2 lulzbots, glowforge laser cutter, vinyl cutter, heat press, soldering stations, etc.

Video cameras, audio equipment, VR equipment, Digital Media computers, 3D Workstations, 3D Printers, hand tools, button maker, 360 video cameras, DSLR cameras, 3D scanner, Audio Mixing Room, VR Development Room, Poster Printer, Raspberry Pi, Arduino, Micro:bit, sensor and electronics, soldering kits, photo and slide scanners.

Stratasys J750 printer, German RepRap X1000 and X350 printers, Stratasys F170 printer, 6 Markforged Enterprise and Mark Two printers, laser cutter, 3D scanner, and rinsing systems.

3 D printers, laser cutters, fume extractors, vinyl cutters, sewing machines, CNC machines, VR equipment, t shirt presses, button makers, etc., computers

3D printers (4), 3-D scanner, milling machine, VR station, arduino sets, chess sets (2)

2 sewing machines; 2 button makers; vinyl cutter; 3-d printer

3D printers, CNC mills, laser engraver/cutter, 3D scanner, virtual reality, sewing machines, embroidery machines, vinyl cutter, soldering & electrical components, robotics

No equipment has been purchased for the space at this time.

FlashForge Finder (3D printer) Sony Cameras, Canon Cameras, Go-Pro Cameras, Lighting Equipment, Audio Equipment (Photography and Videography components). Oculus Quest (VR) Canon Vixia HXG60 (video studio recording equipment) Beringer B2Pro (microphones for podcasting) Alienware Aurora R8 (digital content creation) Behringer 4-Track Mixers (audio hardware) Avid MBox 4-line interfaces.

3D printers 3D scanner 3D printing pens Vinyl Cutter Industrial Sewing Machine Button Maker Wacom Cintiq 13HD Creative Pen Display High Performance Computers Various tools Circuit kit

18 High-end iMac (6) and HP (12) computers with specialized software T6i/T7i Canon DSLR, Oculus Rift Oculus Gos Playstation 4 with VR HTC Vive, Camera Lens Green Screens GoPros Ultimaker 3D printers 3D scanner Laser Cutter Arduinos Wacom

Q9 - Are there major equipment or equipment categories you plan to purchase in the near future? (If so, please list them.)

Are there major equipment or equipment categories you plan to purchase in t...

laser cutter

Muse laser cutter, thermoformer, high-end 3D scanner

Laser Cutter, Expand the high-end workstations for 3D modeling and Virtual Reality.

Desktop metal printer, full body scanner, and a water jet cutter

no

Considering: robotics sets, and AI software

laser cutter, better 3-d printer, one-button studio

computers with A/V production software, additional 3D printers and sewing machines, serger

Button Maker, 3D Printer, Supercomputers/HPC (High Performance Computing), Bookmaking/Bookbinding supplies, Virtual Reality headset(s), Laser cutter, Sensors, Craft materials

potentially: Apple pencils and Surface pens (we have a few, might get more). we plan for: Valve Index (VR headset) Arduinos

VR Gaming computer and other needed supplies for already purchased VR Headset.

Sewing Machines Button Presses Perhaps a few more Ultimakers

Q10 - Do you post your Makerspace policies publicly? If so, can you provide the URL?

Do you post your Makerspace policies publicly? If so, can you provide the...

No

<https://libguides.sjsu.edu/prototyping>

<https://library.sfsu.edu/digital-media-studio-makerspace>

CSULB Innovation Space

not posted online

[Csub.edu/library/services/innovation-lab/policies](https://csusb.edu/library/services/innovation-lab/policies)

not yet

<https://library.sonoma.edu/makerspace/policies>

We are in the beginning stages of development

N/A We have policies related to tech lending available on our website. <https://library.fresnostate.edu/tech/tech-lending>

<https://library.csuchico.edu/makerspace/resources>

Yes. <https://library.csun.edu/learning-commons/creative-media-studio>

Q11 - If you don't have policies do you have something else? For example: procedures, practices, guidelines.

If you don't have policies do you have something else? For example: proced...

Canvas training modules are required for use of the lab

Procedures and policies are posted in the areas that cover the equipment and services.

Can provide at a later date

we have guidelines right now

We have additional procedures and guidelines that have not been posted online, yet.

We are in the beginning stages of development

We make available instructional manuals and guides. All are available on our website: <https://library.fresnostate.edu/tech/tech-lending>. Tutorials are also offered for 3D printers before they're being lent out.

A user form is also signed during registration.

Yes. We also have internal policies as well.

Q12 - Do you believe the policies are effective as written?

Do you believe the policies are effective as written?

Yes

Yes

Yes, policies need to be available both digitally and written and posted in the area.

yes

Yes

They are a good start

They are very concise and broad, but effective. Additional detailed procedures and guidelines are under development.

We are in the beginning stages of development

Yes.

There is always room for improvement.

Yes. We consistently advise and assess our policies.

Q13 - Who enforces the policies?

Who enforces the policies?

Makerspace Coordinator

Staff member and student assistants

Student Assistants working in the area, and Library IT Staff that support the area.

The staff

the makerspace coordinator

Staff and admin

We had not yet really opened for business - eventually the staff member who will be in charge of the enforcement. We are hoping perhaps in vain to have the systems director we may finally be allowed to hire be in charge of the space.

Students who staff the Makerspace. If they are challenged, they escalate to the Director of Library Technology or an available library staff person.

We are in the beginning stages of development

The Access Services team.

Student employees and Staff member when needed.

Student Assistants --> Learning Commons Coordinator (Staff ITC 1) --> Learning Commons Lead (Staff ITC 2) --> Director Library IT (MPP)

Q14 - Have any of the policies ever been contested?

Have any of the policies ever been contested?

no

Nope

No

No

Define "contested"

No

no one has had an opportunity to do that

The only policy that gets challenged is that the Makerspace is not open to the public, only to SSU-affiliated users.

We are in the beginning stages of development

Not generally. Late fees are sometimes contested, as are loan periods. they're more wish requests rather than contestations.

Yes.

Yes. Mainly loan rules. 3D printing policies are not contested often because of how closely the staff and student assistants work throughout the process with the students.

End of Report