# 2021 NEBRASKA Makerspace CONFERENCE

Tuesday & Wednesday, November 2-3, 2021
Nebraska Innovation Campus Conference Center
2021 Transformation Drive, Lincoln, Nebraska

As the Nebraska Library Commission's **Library Innovation Studios** project comes to a close, we are working with our partners to host the **2021 Nebraska Makerspace Conference** to continue to reach the following goals:

- Encourage a maker community going forward.
- Support the development and retention of permanent makerspaces.
- Encourage the development of a network of makerspaces.
- Share makerspace knowledge, experiences, successes and challenges.

As organizations and institutions interested in makerspaces, we invite you to join us for one or both days of our 2021 Nebraska Makerspace Conference.  Day One is designed as a stand-alone event, but we simply could not fit all of the sessions offered into a single day. Day Two will be an extension of Day One but it will also offer a smattering of making sessions, demonstrations and an opportunity to experience a makerspace.  Whether you decide to join us for one or both days, we look forward to seeing you there.

**Registration Fee:**  Thanks to the Nebraska Library Commission's Library Innovation Studios project funded by an Institute of Museum and Library Services grant, we are able to keep registration fees affordable. Both conference days are priced separately.  Space is limited (250 on Day One/175 on Day Two), so register early to secure your spot.

  Day One:  $30   ($20 for Library Staff)
  Day Two:  $20   ($15 for Library Staff)
  (Speakers and Library Innovation Studio Host Library staff members—Complimentary)

Fees go up $10 for registrations made after October 17th; Registration closes on October 26th.

Note:  The Registration System accepts credit and debit card payments and electronic checks. Refunds are available only through October 17, 2021.

**How to Register:**  To get more details and to register go to:
http://events.egov.com/eventreg/NE/event.htm?name=2021nebraskamakerspaceevent   Please have this list of concurrent session descriptions in front of you to help you select the sessions that you plan to attend.  (This pre-selection of sessions allows us to match sessions with rooms based on capacity.) When you have completed your registration, a "payment confirmation" screen will appear. It will include a handy list of the sessions you selected.  You may click on the "Print" button to print your confirmation for your information.  The list of sessions you selected will also be provided to you when you pick up your nametag and packet on-site.  **Important Note:** To select an activity/session to attend, the box to click is the box that "FOLLOWS" the title, price, description and date for that session.

**Hotel Accommodations:**  A block of rooms at $69/night is available to conference attendees at the Sleep Inn & Suites, 2803 Folkways Boulevard, Lincoln.  The block will be held until Oct. 6th. Reservations link for this event is:. https://www.choicehotels.com/reservations/groups/LQ79S5

**More Information/Questions:**  If you have questions or concerns, please contact JoAnn McManus at (402) 471-4870 or joann.mcmanus@nebraska.gov  If you cannot reach JoAnn, you may contact Jennifer Wrampe at Jennifer.wrampe@nebraska.gov

**Parking/Campus Map:**  Parking is free in the open lot on the north side of Transformation Drive. Parking along the streets are virtually metered spots (pay through your smart phones). Those parked in the other staff/UNL spaces near the buildings may be ticketed or towed.  Please enter the doors of the Conference Center.  For more information about parking and for a map of the campus: https://innovate.unl.edu/parking-nic

**Optional Tours:**  Tours of the Nebraska Innovation Studio next door will be available at the beginning and end of each of the two days.  Those interested in a tour, must select one when registering.

**Covid-19 Precautions:**  By registering for the conference, you are agreeing to comply with our conference's safety policies.  On August 26, the City of Lincoln instituted an indoor mask mandate. That may still be in place and UNL could also have restrictions.  Even in the absence of city-wide or campus restrictions, conference planners would like to keep everyone safe so we will be monitoring statewide infection rates prior to the event.  Please bring a mask and be prepared to wear it if you are asked to through signage or verbal requests.  Please do not attend if you are feeling sick with any Covid-19 related symptoms or if you believe you have been exposed within two weeks of the event. Refunds will be granted (if requested) for those that did not attend due to illness or for precautionary measures (please email a request prior to Nov. 3).

**What to Bring with You:**  Besides your mask, you may wish to bring along the following items: 1) Items made in your makerspace for our "Maker Showcase Tables," and 2) two lists of the machines (brand/model number) your makerspace has with your name/contact information.  Keep one list on you for reference and post one on our Maker Machine Bulletin Board (so others looking to buy a similar machine can snap a picture and reach out to you to get your feedback).

# DAY ONE SCHEDULE

**Tuesday, November 2, 2021**

| | |
|---|---|
| 8:15 – 9:00 a.m. | Registration |
| 8:30 – 8:55 a.m. | Optional Nebraska Innovation Studio Tour (limited capacity) |
| 9:00 – 9:10 a.m. | **Welcome and Remarks**, Rod Wagner, Director, Nebraska Library Commission |
| 9:10 – 9:55 a.m. | **"What is a Makerspace, How do they Work, and Why are they Important"** Keynote by Dr. Shane Farritor, UNL professor & Executive Chair, Nebraska Innovation Studio's Board of Advisors |

**10:00 – 10:50 a.m.    Choice of Concurrent Breakout Sessions**

| A | **Makers2Moguls—Helping Makers Become Successful Entrepreneurs**— Makerspace staff often see budding entrepreneurs but might not know what next steps to offer.  What are the best strategies to assist makers to commercialize their products? How can makers partner with other business professionals? This session will provide information on guiding interested entrepreneurs through the process of prototyping, target market identification, and fine-tuning their product. An outline to develop useful business workshops, mentorships and R&D platforms will be provided.  Presented by: Lisa Tschauner, Director, Center for Entrepreneurship and Rural Development |
|---|---|

| B | **Reinvent Programming Kits--Send "the Making" Home** — Take-home kits are a fantastic way to upgrade virtual programming to the next level by including an interactive component. Patrons can participate in programs from the comfort of their own homes while still engaging with the Library through craft-based activities for all ages and skill levels. Learn how to adapt an in-person program into a Take-home kit in this workshop that will go over the process and provide tips to make it easier! Presented by: Erica Rogers, Hastings Public Library |
|---|---|
| C | **Learning Communities and Opportunities in the Maker Movement** — This session looks at case studies capturing how a number of diverse makerspaces support learning communities in Europe and the United States. A multiple case study research design was used to describe how various maker sites designed their learning methodology and supported learning communities. Results of the case studies will be discussed. Presented by: Brad Barker, Professor, UNL |
| D | **We Hosted a Makerspace for 20 Weeks…And Now we have a Permanent Makerspace** — Although moving from a borrowed makerspace to a full time makerspace wasn't easy, these panelists share how they got from "Try It" to "Buy it." How did they do it? What maker machines did they purchase? What mistakes did they make? Come to learn what happened at these libraries that either have their new makerspace in place or are getting mighty close. Presented by Panel of Library Innovation Studio Host Libraries |

### 11:00 – 11:50 a.m.    Choice of Concurrent Breakout Sessions

| A | **Programming at Your Makerspace** — Our panelists will provide a review of successful programs and some that didn't work out as well. What type of programming is associated with makerspaces? Although makerspaces don't need to offer programming, is it a way to encourage people to come in and try your equipment? Does programming increase the use of your makerspace over time? How do you provide services that are useful to the community, your students, or to your members? Presented by Panel |
|---|---|
| B | **Assessment of Makerspaces in Academic Settings: Focus on Research and Making** — What kinds of assessment can we use in academic settings to learn the impacts of makerspace use? The use of makerspaces yields data and anecdotal information that can inform administrators of the makerspace's return on investment. What are the similarities between models for evaluation of research impact and emerging models of makerspace assessment focused on motivation, outreach, and learning experience. Participants are invited to discuss the successes and challenges of assessing the impact of making and makerspaces and opportunities for shaping stories. While this session focuses more on academic settings, all are welcome. Presented by: Emily Glenn, McGoogan Health Sciences Library, UNMC |
| C | **Game Design and Production Programming: A Tool to Increase Usage and Outreach** — Drawing on UNO's Creative Production Lab game jam event experiences, many technologies are used to design and develop games. Paper printing, die-cut machines, laser engravers, and 3D-printers can see expanded use as board-game production elements. Open-source software and free game development engines presents opportunities for makers to fully engage in video game development. Learn more about game jam events, where participants are given a theme and a deadline to make a game—testing their skills and in a multitude of technologies. Presented by: Charles Fisher, UNO Libraries Creative Production Lab Supervisor |
| D | **Connecting Makerspaces -- A Brainstorming Session** — How can makerspaces in Nebraska get connected and stay connected. This conference is a good way to continue that process but what about next month and next year? What mechanisms can be put in place to share successes and failures and ask questions. What kind of framework can help Nebraska Makerspaces to continue to connect? If you would like to brainstorm what our next steps should be (especially if you have ideas of what will work), please attend. Perhaps we can create a "Nebraska Innovation Network of Makerspaces!" Facilitated by: Shane Farritor, UNL |

**12:00 noon – 1:10 p.m.       Lunch in Banquet Hall – "The Impact a Makerspace can have on a Local Startup Scene"** Matt Foley, Program Director, Invest Nebraska and Principal in The Combine Incubator. Matt will share information about "The Combine" a startup incubator located on Innovation Campus that hosts several food and ag tech companies and supports high growth entrepreneurs in food and agriculture.

**1:20 – 2:10 p.m.**                 **Choice of Concurrent Breakout Sessions**

| | |
|---|---|
| A | **How to Inspire Teens in a Makerspace** — While there are many resources to start a makerspace, there are very few resources directly related to projects, strategies, or techniques related to engaging youth aged 13-19. Our presenter will discuss his practice to engage high school students using teaching methods from both the vocational and the arts practices.  Presented by: Rich Mansfield, ToMorrow Lab, Creighton Prep High School and Dawn Ferreyra, ESU #3 |
| B | **Community Makerspaces and Their Strategies for Educational Success** (recently merged session) — Community makerspaces are all unique in their evolution and operation. Do Space and Nebraska Innovation Studio staff will give you a quick overview of how they evolved and how they are supported—by members or other sources. The training at these makerspaces will also be discussed and contrasted. At Do Space, training is not required but makers can sign up for project-based classes or can access Do Space's self-learning projects. Nebraska Innovation Studio focues focuses on machine and technique-specific trainings before members can use equipment. Another contrast are the machines available for use. NIS offers a lot of machines that you might find in a tripped-out wood shop or metal shop along with equipment for photography to pottery.  Do Space offers a wide variety of machines, computing areas and meeting spaces, but leans toward devices and machines that are easier to keep their environment clean. They also have a space devoted to kids making. Presented by: Brie Alsbury, Do Space and Max Wheeler, Nebr. Innovation Studio |
| C | **Selecting Equipment (and Software) for Your Makerspace** — When you are selecting equipment for your makerspace, there are many options to consider. What machines are makers most drawn to? Which ones make more sense based on cost, maintenance, durability, mobility, or ease of use? Are cost-effective design software options available? Our panelists will share what they look for in equipment and what winners they have found. They will also give maintenance tips to extend the life of your equipment.  The audience is welcome to share what equipment works for their spaces. Presented by Panel |

**2:20 – 3:10 p.m.**                 **Choice of Concurrent Breakout Sessions**

| | |
|---|---|
| A | **How 3D Printing Has Revolutionized Dentistry and Medical Education** — 3D printing is driving revolutions in dentistry, healthcare, and medical/dental education. This session will provide an overview of the additive manufacturing techniques, materials, and their application to medicine and dentistry. The session will conclude with a discussion of research in 3D printable biomaterials. A variety of 3D Printed items will be on display.  Presented by: Gregory Bennett, UNMC College of Dentistry and Brian Maass, UNMC McGoogan Health Sciences Library |
| B | **The Benefits of Makerspaces to Your Institution and the Community You Serve** — We know that there's a lot of work that goes into a Makerspace but our panelists will share the benefits they have witnessed and experienced. Benefits include community connections, intergenerational activities, giving people a purpose/self-worth, and gaining skills and ideas for business opportunities. There are also benefits you would never imagine until you see it play out.   Presented by Panel |
| C | **Funding Your Makerspace--Grants, Donors, and Fund-Raising** — Our panelists will share information about how they managed to piece together their makerspaces all at once or over time using grants, partnering with their schools and other local organizations, and tapping into community foundations.  Are local fund-raisers successful?  How do you "sell" a makerspace if your community doesn't know what one is?  Presented by Panel |
| D | **Hosting a Community Maker Faire/Maker Showcase** — Maker Faires or showcase events are a great way to engage the community and allow folks to show and teach others their skills, passions and techniques.  Panelists will be sharing lessons learned in hosting successful events to include MakeShift and Turbine Flats who has been hosting Make Lincoln for over 7 years. The panel will discuss what's worked well (and not) for community partnerships, recruiting makers, advertising, layout, and why we volunteer to plan, host and run these events.  Presented by Panel |

**3:10 – 3:40 p.m.**                 **Refreshment Break & Networking Time**

**3:40 – 4:30 p.m.**                    **Ask the Experts**

| A | Ask the Experts – Throughout the day, attendees will be able to drop their questions into the "Ask the Experts" drop-boxes.  You may direct your question to a particular person or to our panel.  There should be much to learn as we wrap up the first day of our conference. |
|---|---|

**4:30 – 4:45 p.m.**                    **Day One Wrap-up Remarks & Teaser for Day Two**

5:00 – 5:30 p.m.                    Optional Nebraska Innovation Studio Tour (limited capacity)


# DAY TWO SCHEDULE

**Wednesday, November 3, 2021**

8:15 – 8:45 a.m.          Registration (will stay open until 9:30 for late arrivals)

8:15 – 8:45 a.m.          Optional Nebraska Innovation Studio Tour (limited capacity)

8:50 a.m.                    Gather (at the location your personalized schedule directs you to gather) to be escorted to your first session

**Important Notes**: Due to the nature of Day Two, some sessions will reach their maximum capacity.  If you select a session that has been filled, we will contact you via email to select an alternative session. Some of today's sessions are offered twice.  Don't sign up for the same session twice.


**9:00 – 9:30 a.m.**          **Choice of Concurrent 30-Minute Breakout Sessions**

| A | **First Robotics Competition/Robotics Demonstration** — Demonstration and discussion of a high school's First Robotics Competition, where a team built a 3-ft., 120-lb. robot to compete regionally. Since then the robot works in the school's makerspace and has really motivated students to engage with the tools and concepts.   Presented by: Rich Mansfield, ToMorrow Lab, Creighton Prep High School |
|---|---|
| B | **Maker Kits & Kids** — Discussion on what "making and discovery" activities work with kids of various ages. Presented by Kelly Warehime & Ashley Wemhoff, Papillion & La Vista Public Libraries |
| C | **CNC Demonstration Creating 3D images** Presented by: Nebraska Innovation Studio |
| D | **Laser Cut and Assembled Cardboard 3D Dinosaur Hands-on Activity**  Presented by: Nebraska Innovation Studio |
| E | **Making Multi-colored Stickers with the Vinyl Cutter Demonstration**  — Making stickers and wall graphics are easy with a vinyl cutter. Attendees will see the vinyl cutter in action and try their hand at weeding and applying their two-color stickers.   Presented by: Nebraska Innovation Studio or Library Makerspace Staff |
| F | **Making Custom Mugs Demonstration (Cricut Maker and Cricut Mug Press** Presented by: Kristina Jonker, Do Space) **OR (MPress Digital Mug Heat Press and Sublimation Heat Transfer sheets** Presented by Laura Whitehead, Bellevue Public Library)** |
| G | **Heat Press & Eco-Tank Sublimation Printer Demonstration** — Using a Heat Press and Eco-Tank Printer with Sublimation Ink, attendees will see how easy it is to make custom-made printed mouse pads (or other items using a variety of sublimation blanks).  Presented by: Library Makerspace Staff |
| H | **Universal Laser Cutter Demo** — This demo will show both birch wood and cork coasters being etched and cut on the laser cutter. Presented by Library Makerspace Staff. |
| I | **Button Maker "Making Session"** — Making buttons is fun, easy, and a great way to bring in makers that are not yet confident with their making skills.  Presented by:  Assorted Library Makerspace Staff |

**9:40 – 10:10 a.m.       Choice of Concurrent 30-Minute Breakout Sessions**

| | |
|---|---|
| A | **First Robotics Competition/Robotics Demonstration** — Demonstration and discussion of a high school's First Robotics Competition, where a team built a 3-ft., 120-lb. robot to compete regionally. The robot now works in the school's makerspace and has really motivated students to engage with the tools and concepts.   Presented by: Rich Mansfield, ToMorrow Lab, Creighton Prep High School |
| B | **3D Scanner Demonstration**  Presented by: Nebraska Innovation Studio |
| C | **Makerspace STEAM Kits for Kids Show & Tell** — The Broken Bow Public Library has a wide variety of S.T.E.A.M. kits available to include: Snap Circuits, Robots, KEVA Building Planks, Family Engagement Packs, Lab Kits, Wind Tunnel, Bracketiz, and more. Be ready to share information about kits you use. Presented by Kim Blackburn and Brenna Slagle, Broken Bow Public Library |
| D | **Media Conversion Demonstration & Discussion**  — One feature of Council Bluffs Public Library's Makerspace Lab is a Media Conversion center.  Whatever old media format makes up your patrons' personal collections, they can digitize it using equipment and software. A VHS digitation process will be demonstrated and tips for how your makerspace can add media conversion components will be discussed. Presented by: Creighton Camerer, Council Bluffs Public Library |
| E | **Making Multi-colored Stickers with the Vinyl Cutter Demonstration**  — Making stickers and wall graphics are easy with a vinyl cutter. Attendees will see the vinyl cutter in action and try their hand at weeding and applying their two-color stickers.   Presented by: Nebraska Innovation Studio or Library Makerspace Staff |
| F | **Making Custom Mugs Demonstration (Cricut Maker and Cricut Mug Press** Presented by: Kristina Jonker, Do Space) **OR (MPress Digital Mug Heat Press and Sublimation Heat Transfer sheets** Presented by Laura Whitehead, Bellevue Public Library) |
| G | **Heat Press & Eco-Tank Sublimation Printer Demonstration** — Using a Heat Press and Eco-Tank Printer with Sublimation Ink, attendees will see how easy it is to make custom-made printed mouse pads (or other items using a variety of sublimation blanks).  Presented by: Library Makerspace Staff |
| H | **Arduino (microcontrollers for building digital devices) Hands-On Demonstration** Presented by Shane Farritor |
| I | **Bernette B79 OR Baby Lock Verve Embroidery/Sewing Machine Demonstration** — Presented by Vicki Perrie, Superior Public Library OR Jessica Chamberlain, Norfolk Public Library |

**10:20 – 10:50 a.m.    Choice of Concurrent 30-Minute Breakout Sessions**

| | |
|---|---|
| A | **The Sale of Consumables in Makerspaces** — Offering select consumables in Makerspaces allows for immediate making and provides a way for makers to buy only what they need. What are the most popular consumables? Is this a way to generate funds to support your makerspace or is it better to keep prices low to generate makerspace usage?  Samples will be on display.  Presented by Panel |
| B | **3D Scanner Demonstration**  Presented by: Nebraska Innovation Studio |
| C | **Makerspace STEAM Kits for Kids Show & Tell** — The Broken Bow Public Library has a wide variety of S.T.E.A.M. kits available to include: Snap Circuits, Robots, KEVA Building Planks, Family Engagement Packs, Lab Kits, Wind Tunnel, Bracketiz, and more. Be ready to share information about kits you use. Presented by Kim Blackburn and Brenna Slagle, Broken Bow Public Library |
| D | **Cutting Metal with the Fiber Laser Demonstration**  Presented by: Nebraska Innovation Studio |
| E | **Making Multi-colored Stickers with the Vinyl Cutter Demonstration**  — Making stickers and wall graphics are easy with a vinyl cutter. Attendees will see the vinyl cutter in action and try their hand at weeding and applying their two-color stickers.   Presented by: Nebraska Innovation Studio or Library Makerspace Staff |
| F | **Dungeons & Dragons: Showcasing Your Makerspace Investment and Awakening Patron Imagination** —Learn how you can help patrons run better campaigns by keeping custom monster modules on hand, or even use D&D as a gateway to get folks interested in game design and creative software. 3D printed miniatures, laser cut terrain, and battle maps made at our makerspace will be showcased. Presented by:  Charles Fisher, UNO Libraries Creative Production Lab |
| G | **Universal Laser Cutter Demo** — This demo will show both birch wood and cork coasters being etched and cut on the laser cutter. Presented by Library Makerspace Staff. |

| | |
|---|---|
| H | **Lego Mindstorms Kit Demonstration** —Makers can use the Lego Mindstorms kit to build then program their robot. This demo will show you how to program a robot to perform a series of commands by using a mobile device or laptop.  Presented by Library Makerspace Staff |
| I | **Bernette B79 OR Baby Lock Verve Embroidery/Sewing Machine Demonstration** — Presented by Vicki Perrie, Superior Public Library OR Jessica Chamberlain, Norfolk Public Library |

**11:00 a.m. – 12:00 noon     Choice of Concurrent 60-Minute Breakout Sessions**

| | |
|---|---|
| A | **Training Makers (and Your Trainers)** — How do you train users so makers have the confidence to come in and use the makerspace equipment--themselves! What is the quickest and easiest way to train--or is that not possible? So you bought a machine--now how do you develop a class to train users on that machine?  How can you build the confidence of your trainers and your makers?  What do you do with those folks that just want you to make them something? Our panelists will have lots to share even though there may not be easy answers to these questions.  Presented by Panel |
| B | **If You Build It, Will They Come? What Studio Host Libraries Learned** — Even when you have the opportunity to try out a makerspace, moving to a full time makerspace is not an easy feat.  It's really a lot of work and there wasn't much time to get ready for the experience.  Hear from public libraries who hosted a makerspace about their experiences. What continued hurdles do they see and how they are addressing those so they can move forward slowly but surely--and why some think it will be worth the work.  Presented by Panel |
| C | **Circuit Playgrounds "Hands-On Activity"** — The Circuit Playground is a device with small microcontroller boards with LEDs, buttons, and sensors built in. Designed specifically for novice programmers, the Circuit Playground enables students/users to get up and running quickly with physical computing without worrying about many of the traditional barriers to entry.  Presented by: Dawn Ferreyra, Educational Service Unit 3 |
| D | **Cardboard Robot/Battlebot Building**  — Attendees will participate in a hands-on example activity that teaches cardboard prototyping skills that they can use to create phone/app controlled robots to compete in a battlebot style competition.  It's a fun and relatively inexpensive way to engage students in hands-on making and iteration.  Presented by: Robert McCown, Board Member, MakeShift Lincoln |
| E | **Videography: Tools, Tips & Tricks "Hands-On Activity"**  — Do you want to spice up your library tour video, make fun story hour videos, and make quick, eye-catching marketing spots? This session has the tools, tips and tricks you need to make videos. The tools are also great for maker activities! This handy Video Production Guide will be a handy reference after the session. You will get to practice your new video editing skills by making a quick video in Canva using free, open source video clips downloaded from the web.  Presented by: Amanda Sweet, Nebraska Library Commission |

**12:10 – 12:50 p.m.    Lunch with Room Topics**

**1:00 – 2:00 p.m.             Choice of Concurrent 60-Minute Breakout Sessions**

| | |
|---|---|
| A | **Transform Learning with 3D Design & Emerging Technology** — Immerse yourself in a world where you dream it and then do it using augmented and mixed reality.  Discover how students create 3D designs and use emerging technology to collaborate, communicate, and share their ideas. Your presenters will focus on the design-thinking process and share a variety of student examples. Presented by: Stephanie Dannehl, Bertrand Community School |
| B | **Makerspace Layout/Creating a Makerspace in Small Spaces** — Creating a makerspace in even small libraries is possible. Everyone told the staff at the Central City Public Library a makerspace was not possible in their building—but they were proved wrong. Listen to their experiences and a panel of others who know a bit about making the most of the space you have.  How do you layout your makerspace? What do you need to consider—electrical, ventilation, storage, work space? What machines work in small spaces or are portable enough to tuck away when not in use? Learn something from all our panelists and be ready to ask questions.  Presented by Panel |
| C | **Marketing your Makerspace--Before and After You Have One** — How do you market and advertise a makerspace when not everyone knows what a makerspace is? It's hard to capture what the makerspace can do in a short advertising message.  Hear from our panelists as to what they have tried that worked.  Presented by Panel |

| | |
|---|---|
| D | **How Creating Board Game Prototyping Kits Merges 3D Printing, Laser Cutter & Printing Technologies** — This interactive "show and tell" will use precut and printed parts to showcase building a kit to support a game jam event. Although time may be short to make a complete board game prototype, we might have time to make a few mini-games.  Either way it will be easy to see how game creation can showcase the components in your makerspace.  Presented by: Charles Fisher, UNO Libraries Creative Production Lab |
| E | **Videography: Tools, Tips & Tricks "Hands-On Activity"**  — Do you want to spice up your library tour video, make fun story hour videos, and make quick, eye-catching marketing spots? This session has the tools, tips and tricks you need to make videos. The tools are also great for maker activities! This handy Video Production Guide will be a handy reference after the session. You will get to practice your new video editing skills by making a quick video in Canva using free, open source video clips downloaded from the web.  Presented by: Amanda Sweet, Nebraska Library Commission |

**2:15 – 3:15 p.m.**           **Choice of Concurrent 60-Minute Breakout Sessions**

| | |
|---|---|
| A | **Want To Develop a Makerspace? The Journey Forward** — Think you might want to invest in a Makerspace? Do you start with one machine or do you dream big?  Or do you start by building partnerships?  How do you sell your community on a makerspace at your library, school, or community? What should you know about makerspaces?  Learn from those who have created a makerspace before you jump in feet first.    Presented by Panel |
| B | **Writing Standard Operating Procedures for Your Maker Machines** — Creating clear and comprehensive SOPs for makerspace equipment keeps users safe and reduces the chance for misuse of the equipment. SOPs that explain fully how to operate the equipment also reduce demands on staff time by minimizing questions about operating the equipment. Find out what you need to know to write SOPs for your equipment. Presented by:  Jerry Reif, Nebraska Innovation Studio |
| C | **Makedo: Creating with Cardboard (Make Session)** — With fasteners and simple Makedo tools, learn how fun it is to construct creations out of cardboard.  Make Master: Stephanie Dannehl, Bertrand Community School |
| D | **How Creating Board Game Prototyping Kits Merges 3D Printing, Laser Cutter & Printing Technologies** — This interactive "show and tell" will use precut and printed parts to showcase building a kit to support a game jam event. Although time may be short to make a complete board game prototype, we might have time to make a few mini-games.  Either way it will be easy to see how game creation can showcase the components in your makerspace.  Presented by: Charles Fisher, UNO Libraries Creative Production Lab |
| E | **Heat Press & Eco-Tank Sublimation Printer "Make Session"** — Using an Eco-Tank Printer with Sublimation Ink and a Heat Press, attendees will make custom-made printed mouse pads (or other items using a variety of sublimation blanks). Bring your "high resolution" favorite photo or two on a USB drive.  Presented by: Library Makerspace Staff |

**3:15 – 3:20 p.m.**            **Remarks & Adjournment**

3:30 – 4:00 p.m.            Optional Nebraska Innovation Studio Tour (limited capacity)