//EMERGING TECHNOLOGY STUDIO

SHARING SKILLSETS-WORKSHOP PROJECT

Over the course of the semester, you have already learned so much about different methods of engaging with emerging tools and techniques. While there's certainly more yet to come (and new tools and processes to add to your repertoire) we need to take a step back, look at the skills you have gathered, and use this information to address one of the fundamental and persistent components of emerging technology/Maker culture—sharing. Without the drive to seek-out community, share knowledge, and identify hubs for learning, your practice as a person who makes creative material can quickly become isolated, and your access to new tools and ideas can become difficult.

Over the course of this project we will:

• Attend a lecture/workshop on the topic of Backward Design (essentially, a workshop on how to make a workshop) presented by Martin Wallace, The Maker Literacies & Engineering Librarian at UTA.

• Brainstorm/ideate based on the major themes/techniques from our class in order to identify opportunities for generating workshop activity.

• Break into groups based on specialty/interest, and assign each group a workshop to collectively further ideate and build.

The beauty of this workshop project is that it is conceptually, and formally devised by you (in groups) – this is your opportunity to pitch and develop a teaching/learning situation that deals specifically with the themes, tools, ideas, construction methods, media, and content of your choice! The only major stipulations are that the workshop must engage with at least one (but ideally, multiple!) of the tools or processes that you have learned (or are set to learn) over the course of this class – namely: Processing/generative design, laser-cutting/parametric design/flat-pack construction(illustrator/path-creation), vinyl plotting, and 3D modeling/printing.

Look at this workshop project as a space for you to deconstruct and observe ways that we communicate and share personally engaging or meaningful information – there's a reason you wanted to take this class, an idea, an urge to learn or explore some specific facet of emerging technology as it relates to what you design/make/build, now it's time to share that knowledge!

// SUGGESTIONS

- Begin with brainstorming – what has caught you as interesting in the first half of our class? What are you interested in exploring more in-depth? What are manageable, accessible, and useful ideas worth sharing with a group of (possibly) uninitiated learners.

// FORMAT

Your final workshops will be presented in the UTA central library, utilizing equipment/space in the FabLab and associated facilities (computer labs, etc.) [final date to be organized by your groups, and forwarded to FabLab staff to arrange accommodations.]

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Backward Design: Worksheet

What Do You Know?

Use this section to list things you know about the UTA FabLab. What equipment are you proficient with? What new processes and techniques have you learned by using the equipment? After listing the things that you know, chose ***one*** topic from the list that you are enthusiastic about and enjoy the most.

What Do You Want Participants to Learn?

Thinking about the topic you have chosen, list the equipment, materials, processes, techniques and other aspects of the topic that a beginner would need to learn in order to become proficient. Once you have a sizable list, choose three or four of them that you think are the most important for a beginner to learn. These will be your desired learning outcomes.

How Will You Know if They Learned It?

For each of the three or four learning outcomes, describe how you will be able to know that they learned something about it. Some examples are observing them perform a task, asking them to describe a process, and taking a quiz.

How Will They Learn It?

Finally, describe the interventions that you will need to provide to make sure your participants will learn what you want them to learn. Some examples are demonstrating a process, watching a video, and hands-on activities.