


Outreach Materials

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The Maker Hub newsletter keeps you up-to-date on the latest events, opportunities, and requests from our maker community at Georgetown University.



Welcome to the second Maker Hub Newsletter! In this issue we're excited to be announcing new tools, new initiatives, and new ways to get making in the Maker Hub.


New Tools

Thanks to the generosity of the Ethics Lab (Kennedy School of Ethics) and professor Arjun Dhillon, the Maker Hub has a new suite of tools for Woodworking and Printmaking.

The woodworking and power tools station is equipped with the Festool's modular power tool system and a large collection of quality hand tools.


The new print station has a range of paper cutters, corner rounders, and bookbinding materials.

We're still organizing all this new awesomeness, but drop by to take a look and consider the possibilities!



Contents

- New Tools
- Weekly Jam Sessions
- Google Group
- New on Facebook!
- Volunteer
- Donate




Help us expand our Open Hours!

Wish we were open different hours? Fill out our "Open Hours Wishlist Survey!"

Now on Facebook!

Join our new Facebook Group to follow all the awesomeness and connect with your fellow makers!



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Introducing Weekly Jam Sessions


We learn best when we learn together!

Join your like-minded makers at our new weekly "Jam Sessions," two-hour blocks set aside for focusing on a particular aspect of making.


While we may sometimes run structured workshops in this time period, usually Jam Sessions are casual, peer-to-peer learning events. You can get an introduction to the topic, learn a new skill, get help on a project, and connect with fellow makers to come up with new ideas and bring them to life in the Maker Hub. Makers of all skill levels are welcome; Jam Sessions work best when the group has beginners, journeymen, and experts all hanging out together.

Note: During Jam sessions, the Maker Hub remains open to all other activity. You can still sew during Arduino Thursday, or 3D print on Woodshop Wednesday.


Jam Session Schedule




CNC Fabrication:
Tuesdays 5-7pm. Work with Vinyl cutters, the laser cutter and 3D printers. Share techniques for designing with software like Tinkercad, Adobe Illustrator, Fusion 360, and more. Show off your work and brainstorm new ideas with other CNC enthusiasts.



Woodshops:
Wednesdays 5-7pm. Learn how to use the Maker Hub's power tools and hand tools. Learn and share techniques for working with wood and other traditional construction materials.



Turn old crates, magazines, and newspapers into instant fun with the Maker Hub's bottom makers!




Be a Maker Hub Volunteer

Help us build our community of Makers at Georgetown and expand our impact on campus by becoming a Maker Hub Volunteer Monitor! Volunteers get access to the space during non-open hours in return for working at least 2 hours per week in the Maker Hub. [Click here for details!](#)

Tell Your Friends!

Please support the Maker Hub by spreading the word. Forward this email to friends, classmates, professors and casual acquaintances that might be interested. They will thank you later!



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Get help on your projects, partner with other makers, and come up with new ideas.

Arduinos, Pis, and Electronics: Thursday 3-7pm. Dive into the world of physical computing with platforms like Arduino and Raspberry Pi. Learn the basics of electronics and how to connect analog and digital worlds together. Get help with your projects, or get an introduction to a new tool or technology.

Textiles: Fridays 3-5pm. Learn how to knit, crochet, sew, weave, and more. Bring some jeans to repair, a pattern to make from scratch, or work with others to come up with new designs.

Join our Google Group! Share ideas, find collaborators, ask questions, and keep up with all the goings-on in the Hub by [joining our google group](#). *Note: emails to the google group may be more frequent than our newsletter, but you can subscribe to a daily or weekly digest.*

We Take Donations! Clearing out the garage or closet? The Maker Hub is accepting donations of any any tools, electronics, equipment, and supplies. It need not be working, but if the donation is large, let us know in advance. In particular we need:


- Lab coats, aprons, utility vests
- Vintage AV Gear
- Projectors, cameras, and anything with lenses
- Old video game systems
- Legos and other construction kits
- Thread, fabric, and sewing supplies
- Woodworking tools
- Scrap acrylic sheets and wood for the laser cutter

Contact

- [Website](#)
- [Email](#)
- [Now on Facebook!](#)

Location
First Floor, Lauinger Library
Georgetown University

Open Hours
Mon, Fri, Sat: 12-5pm
Tue, Wed, Thu: 9-4pm



NC STATE UNIVERSITY **REOURCES** search ncsu.edu

THINK AND DO THE EXTRAORDINARY
Support the Libraries &

NCSU LIBRARIES FIND GET HELP SERVICES LIBRARIES ABOUT

ASK US MY ACCOUNT HOURS FAQ LOG OUT CHAT NOW

HOME

Rules and Regulations

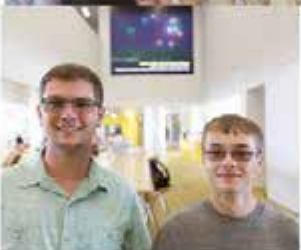



Get Started

Resources

Submit Entry

Code+Art Visualization Contest

ANNOUNCING THE WINNERS OF THE 2017 CODE+ART STUDENT VISUALIZATION CONTEST!



- Grand prize: Nathaniel Brooks, "Burst of Color" (top left)
- Second: Tyler Mayberry, "Carnival Claw" (top right)
- Third: Simon Park, Julia Lineberry, Hilary Smith, Lucas Gargano, Connor Shipway, Nattanun Sumpunkulpek, & Monica Nguyen, "PaperTownVR" (lower left)
- Honorable mention: Nicholas Beam and Matthew Meeks, "On the Origin of Fishies" (lower right)

Read about the winning pieces in our [news article!](#)

What is it?

The NCSU Libraries is pleased to announce its third-annual Code+Art Student Visualization Contest. Students are invited to create visualizations that may be data art pieces, procedural environments, or virtual reality experiences. Entries will compete for cash prizes and winners will be announced April 26, 2017.

Purpose

Libraries have long been places where people have explored new ways of interacting with information. We invite students to create visualizations that give visitors a taste of the possibilities that await them inside our Libraries.

What are we looking for?

We are looking for attractive visualizations that are created with a computer. Submissions in the following categories will be accepted:

- Data visualization / data art
- Generative art
- Procedurally generated environments (game environments, for example)
- Virtual or augmented reality experiences

Note: We are especially interested in "massively responsive" web-based work that could be displayed on the Hunt Library video walls.

Prizes

- First - \$400
- Second - \$200
- Third - \$100

Winners are responsible for any tax implications. There is a greater impact on nonresident aliens who are subject to US tax of 30% for prizes and awards and additional State of North Carolina taxes. There are also several pieces of legal documentation required in order to process the payment for nonresident aliens (W-8BEN, visa, passport, I-94).

Who is eligible?

Any NC State undergraduate or graduate student enrolled during Spring 2017 is eligible to enter. Students may enter either individually or in groups. Groups may have both undergraduates and graduates within the same group. Students from all departments in the university are encouraged to enter. Students who graduated in December 2016 are ineligible.

Timeline

April 10, 2017 - Final deadline for entries

April 26, 2017 - Winners notified


[Submit your entry](#)

Need Help?

If you have any questions about the contest, available technology, resources, or making visualizations, contact Alison at ablaine@ncsu.edu.

The screenshot shows a web page from NC State Sustainability. The main article is titled "Make-a-thon Inspires Students To Solve Sustainability Challenges" and is dated February 2017. The article describes a competition where students developed sustainable solutions like ReCycle, a bike-sharing system. It mentions that the event brought together 102 students from 26 colleges and that students used a makerspace to build prototypes. A sidebar on the right contains a search bar, latest news, past posts, and a category list including Alumni, Buildings, Change Your State, Energy, Food, Planet, Travel, Water, Wellness, Zero Waste, Climate, Community, Energy, Faculty, and Food.

NC STATE Sustainability ABOUT - CAMPUS - ACADEMICS & RESEARCH GET INVOLVED - NEWS HOME



Student teams were required to have members from at least two colleges to ensure interdisciplinary perspectives.

Ideas presented at the Make-a-thon finale ranged from wearables designed to reduce food waste to self-powering lights that improve safety of alternative transportation such as biking and skateboarding. Students prototyped energy-saving, motion-sensored streetlights and plumbing that creates energy as water flows through pipes.

Many ideas stemmed from personal experiences. Industrial design master's student Penghui Jiang twice missed the Wolfline bus to a career fair because the bus was at capacity, so his team designed an app that enables adjustment of bus routes based on real-time demand.

Other teams designed sustainability improvements to residence halls, such as self-charging motion sensors that turn off lights when bathrooms are unoccupied and waste chutes that sort trash and recycling.

All ideas included an interdisciplinary perspective due to a competition requirement that teams include members from at least two of the university's colleges.

"I joined [Make-a-thon] because it gave me a chance to work with engineers. In a real-world setting, I will have to work with engineers. This helps me a lot," said economics major Mithila Guha, whose team designed a waterproof solar cube to provide renewable energy during disasters.

Though Make-a-thon is over, many teams indicated their idea isn't. Between university funding opportunities such as the [Sustainability Fund](#) and the [Lulu xGames](#), it's possible some projects could become actual products. But even if these ideas remain just ideas, students said the Make-a-thon experience has provided real-world benefit.

"You may not know a lot coming in [to Make-a-thon], but with the mentorship, the technology and the resources available, you can learn a lot and apply this to future career paths you may have," Hoigado said.

[See more Make-a-thon projects in this Storyify story](#)



Many students learned new technology in the NCSU Libraries' Makerspace during the Make-a-thon competition.

- Land (10)
- Materials and Purchasing (4)
- News (316)
- NewsWire (20)
- Research (60)
- Staff (19)
- Students (81)
- Transportation (8)
- Uncategorized (184)
- Waste Reduction (29)
- Water (13)
- Wellness (4)

[Share this post](#)

The screenshot shows the York University Libraries website. At the top, there is a navigation bar with the York University logo, links for 'FUTURE STUDENTS', 'CURRENT STUDENTS', and 'ALUMNI & FRIENDS', and a search bar. Below this is a red banner with 'York University Libraries' and a secondary navigation bar with links for 'Libraries Home', 'Collections', 'Research & Learn', 'Ask & Services', 'Library Branches', and 'About Us'. The main content area features a blog post titled 'Step into Startup Culture' dated January 7, 2016, by Stephanie Quail. The post includes a photo of a book display on a wooden shelf with books like 'Step into Startup Culture' and 'NEW VENTURE CREATION'. Below the photo is a red graphic with a cloud and various icons representing business and technology. The text of the post describes the display and lists a book: 'The Innovator's Method: Bringing the Lean Startup into your Organization' by Nathan Furr and Jeff Dyer. To the right of the post is a sidebar with social media links (Facebook, Twitter, YouTube, RSS), a 'Tweets' section by @BronfmanLibrary, a 'RECENT POSTS' section with links to workshop and acquisition news, an 'ARCHIVES' section with a 'Select Month' dropdown, a 'Search' bar with 'Google Custom Search' and a 'Search' button, and a 'LIBRARY INFORMATION' section with a link to 'HOURS OF OPERATION'.

- **Startup Mixology: Tech Cocktail's Guide to Building, Growing, and Celebrating Startup Success by Frank Gruber**
 - The founder of **Tech.Co** provides you with a framework for creating a tech startup, while also giving readers real-world examples of failures and successes from well-known startups like WordPress and Basecamp.
- **The Real Problem Solvers: Social Entrepreneurs in America edited by Ruth A. Shapiro**
 - Learn about various aspects of social entrepreneurship from this edited book, such as different types of social entrepreneur ventures, how these ventures are funded, and how social entrepreneurship straddles both the non-profit and for-profit worlds.
- **The Art of the Start 2.0: The Time-tested, Battle-hardened Guide for Anyone Starting Anything by Guy Kawasaki**
 - Arianna Huffington classified this book as the "ultimate entrepreneurship handbook", as it provides clear, actionable advice for a variety of topics, such as idea generation, financing, and getting the word out about your new product or service.

After perusing our display, you can flex your new startup and social entrepreneurship skills by signing-up for the **third annual Steacie Library Hackfest!** The Hackfest will be held on February 17 and 18 at the Steacie Library. York students from all disciplines are welcome to participate. Students will pitch their startup or social entrepreneurship ideas on the morning of the 17th, then they will form teams, and create a minimum viable product to showoff during the the final presentations on the afternoon of February 18. The Hackfest's theme this year is **Making a Difference with Data**, so if you have any great ideas for this topic, please make sure to sign-up for the Hackfest as soon as possible.

Enjoy our new book display and we hope to see you at the Hackfest this year!

[← Recent Acquisitions, December 21 - December 28, 2015](#)
[Recent Acquisitions, January 4 - January 11, 2016 →](#)

> Monday	9 AM - 10 PM
> Tuesday	9 AM - 10 PM
> Wednesday	9 AM - 10 PM
> Thursday	9 AM - 10 PM
> Friday	9 AM - 5 PM
> Saturday	10 AM - 6 PM
> Sunday	12 PM - 8 PM

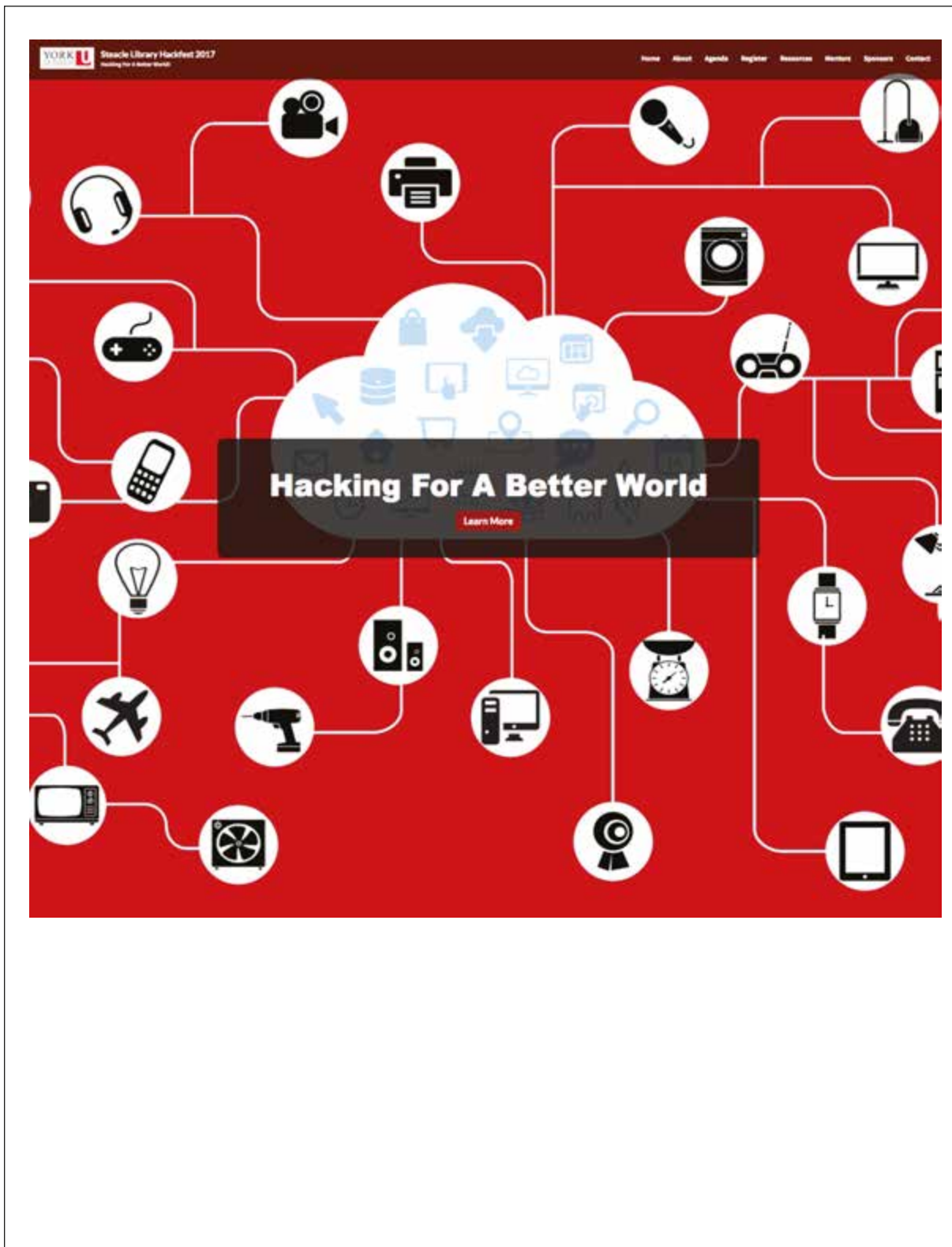
[More Hours](#)

LOCATION
Room 5237 - Schulich School of Business - 99 Ian Macdonald Blvd., Toronto ON
[Google Map](#)

Chat with a Business Librarian
[Chat to online](#)

SUGGESTIONS

We welcome your suggestions regarding purchases or improvements in service, or, if you are so inclined, a compliment.
[Leave a Comment](#)





Steacie Library Hackfest 2017
Hacking For A Better World

[Home](#) [About](#) [Agenda](#) [Register](#) [Resources](#) [Mentors](#) [Sponsors](#) [Contact](#)

Steacie Library Dungeon Hackfest 2017

By York University Libraries

Date: **February 22nd – 23rd 2017**

Time: **9:00am Feb 22nd – 5:00pm Feb 23rd**

Location: **Steacie Science and Engineering Library.**

Do you love crunching data? Creating breathtaking visualization? Or do want to learn how to do those things? Do you have a brilliant business involving data idea but you are not sure how to build it? Do you think that there's some wisdom hidden in someone else's data that can help us understand the world better? Are you a go-getter who will hack your way to your goals?

If you answered "Yes" to any of these questions, we invite you to participate in the Third Steacie Library Hackfest!

What is a Hackfest? If you haven't been to one, it is about spending two days collaborating with your fellow students on a particular project, and bringing the project to reality! Students from disciplines such as Computer Science and Engineering, Fine Arts, Business, Digital Media, and Health will work together to share ideas and create solutions.

If you want to gain experience bringing an idea to life, or just want to participate in a fun collaborative environment, mark your calendar for the Annual Steacie Library Hackfest supported by LaunchYU, on **February 22nd-23rd, 2017**. We look forward to seeing you there!

Breakfast, lunch, and caffeine provided!