

Sample Makerspace Member “Job Description”

Makerspace brings together like-minded young people, adult mentors, and fabrication facilities to help more kids make more things. Its collaborative community celebrates an open-ended culture of creativity, innovation, and experimentation, melding diverse disciplines—math, science, art, craft, engineering, green design, music, and more—into ambitious projects.

Summary

Members make a project to display at Maker Faire, while also learning new skills for making things.

Responsibilities

- Create something to display at Maker Faire: this can be in the areas of technology, art, craft, engineering, music, science, green design, or other Maker themes
- Document your project as you create it
- Work one-on-one with an expert and/or in groups to design and produce your project
- Improve / “plus” projects with helpful feedback and tips to others (while respecting their projects)
- Engage in your own learning and exploration
- Apply good time-management and project planning skills (optional, but very helpful!)

Time Commitment

January–May; 6+ hours/month, **plus** project work time (increases just before Maker Faire)

Cost

Materials for projects are not provided and must be purchased by project team members (although some may be obtained through a donation from retailers or manufacturers.) Any members who cannot afford these costs will be considered for scholarships and discounts. (That is, nobody will be excluded from participation for financial reasons.)

Qualifications

- Aged 12 to 19, and in middle or high school
- A desire to bring to Maker Faire something you created yourself (and/or with a group)
- Enthusiasm and willingness to learn and make things
- Experience and/or strong interest in working with others
- Open to meeting new people and sharing ideas (i.e. you may not be a good fit if you consider yourself “shy”)
- A commitment to work as a team and to be a part of the Makerspace community

Benefits

- Priority admission to four Open Make: events at the Exploratorium, held monthly on the third Saturday
- Admission to Maker Faire for you and a parent; access to discounted tickets for additional guests
- Orientation to Makerspace by staff from Disney/Pixar, the Exploratorium, and or Make Magazine / Maker Faire.
- Training as needed, available, and appropriate, in the areas of technology, art, craft, engineering, music, science, green design, or other Maker themes
- A creative, supportive environment to explore one’s own interests alongside others.
- Build something with expert help
- The opportunity to network with other members, program staff and mentors throughout the region