



Call for Proposals

Inclusive Makerspace Conference

May 24-25, 2023

21st century learning means moving beyond the traditional constraints and confinements of a one-sized, teacher-directed curriculum towards developing a creative, divergent, and rigorous learning environment that is personalized and differentiated. The aim of a critical maker space is to engage learners through authentic critical challenges and provocations. Through the act of making and tinkering (Graves & Graves, 2017), people are able to engage in real-world applications relevant to their own lives in a space that builds innovation, critical thinking, multiliteracies, communication, and collaboration skills.

Interest in “creating physical items with digital tools and internet-shared plans and techniques is known as the maker movement” (Burke, 2014, p. 11). As Pepler and Bender (2013) explain, “a hallmark of the maker movement is its do-it-yourself (or do-it-with others) mindset that brings together individuals around a range of activities” (p. 23). Three fundamental elements required for effective maker learning are: 1) commitment to best-practice and research-supported pedagogy (Barnett, 2020); 2) commitment to educational technology and meaningful and purposeful non-digital and digital tool implementations (Dousley, 2017); and 3) development of soft skills and a growth mindset (Rosenheck, 2020). According to Halverson and Pepler (2018), the maker movement has fundamentally changed the way educators and educational researchers envision teaching and learning; at the same time, Spencer (2017) argues many educators do not know how to effectively infuse, implement, identify, and design curriculum content through makerspace structures. Many educators continue to struggle with ensuring the design and execution of equitable, inclusive, diverse, decolonized, and anti-racist spaces that are culturally relevant, responsive, and sensitive (Kye, 2020).

The focus of this conference is the unequivocal implementation of equity, diversity, inclusion, decolonization, anti-racism (EDIDA) frameworks for the design of highly critical, responsive, and inclusive makerspaces that start with a culture that promotes equity and reduces disparities.

If you’re a maker, expert, academic, student, or an industrial actor in education at any level and in any setting (e.g., Faculty, Staff, Students, Pre-Service and In-Service Teachers, Librarians,

Instructional Designers, Community Workers etc..), we invite you to submit a proposal to present at this Inclusive Makerspace Conference hosted by the University of British Columbia and sponsored by the [Master of Educational Technology \(MET\)](#) Program.

Call for Proposals

We seek students and professionals from all educational settings and all parts of the world to submit proposals focused on maker spaces, inclusive making and design, and learning in and through maker initiatives. We invite academic paper presentations, workshops, and expert panels focused on maker challenges and provocations seeking EDIDA.

Presentation Topic Suggestions*

- Designing and implementing Inclusive Makerspaces
- Educational Research to Understand the Values of Making
- Qualitative and Quantitative Studies of Making
- Supporting and Promoting Innovation and Entrepreneurship
- User Engagement, Curriculum Development, and Programming
- Literature Surveys relevant to Academic Makerspaces
- Emerging Hardware and Software Tools for Makers
- Community and Industry
- Accessibility
- Game-based learning and Making
- Defining Success: Metrics, Data Collection, & Impact
- Funding Models, Revenue Streams & Sustainability
- Makerspace Mission, Vision, Goals & Core Values
- Management & Staffing Models
- Navigating Policies and Politics to Promote Campus Collaborations
- Role of Libraries in Promoting Academic Making
- Making with Purpose
- EDIDA Frameworks Through Making
- Decolonizing Makerspaces and Curriculum
- Solving Real-World Problems Through Making
- Makerspace and Assessment
- Maker Mentality
- Making and Mental Health
- Space Design, Workflow, Equipment, and Safety & OSHA Regulations
- Theoretical Underpinnings of Making and Makerspaces

**Topics are just suggestions, and are not limited to the above list.*

Fees

All presenters will be required to register for the conference. Please check the conference webpage for the registration prices and details: met.ubc.ca/inclusive-makerspace-conference.

Presentation Format

a. Creation Lab or Interactive Making Session (30-90 minutes)

Creative labs and Interactive Making Sessions work to solve real world problems through making (also known as inclusive maker challenges and provocations). Presenters will engage participants in a hands-on challenge with a view to encouraging participants to think critically, creatively, and collaboratively to address social justice issues and unique problems using no-tech, low-tech, and high-tech making.

b. Panel

A group of experts exchange insights and views to inspire critical thoughts and ideas among audience members. A panel session should be organized around a theme, with each panelist presenting their work and/or point of view. A variety of formats may be included, for example, student-led panels that demonstrate some aspect of inclusive making practices or group discussions that pose a question or a problem.

c. Poster Presentation

The poster track invites experience reports, best practices, project reports, implementation reports, works-in-progress, and student projects completed in makerspaces. A poster session is an informal presentation and discussion featuring the use of graphic or other multimedia material. Poster displays should be at most 4' by 4' (1.22 by 1.22 meters) to maximize the number of posters that can be displayed in the poster gallery. If you require extensive equipment support, a paper session may be more appropriate. Some authors of the poster session may also be invited to participate in panel discussion or a round table discussion.

d. Individual Paper

Submissions that include research results, surveys, interviews, quantitative research, qualitative or mixed-methods studies, novel approaches to research, and literature reviews. Co-authored papers are acceptable. Presentations are followed by audience participation and, in some cases, discussant comments.

e. Roundtable

A roundtable session is a small group discussion centered on one or more individual paper. A roundtable is an excellent way to present and receive feedback on your research. Most roundtable presenters find this format creates opportunities for rich conversations. The process begins with the first of two or more rounds of discussion for groups of 4-6 seated around a table. Each round is prefaced with a question. At the end of each 15-20-minute round, each member of the group will move to a different table. Once all rounds have been completed, key points from each table are presented to the whole group for a final collective discussion.

Preparing your Submission

- List all authors and presenters, including contact information for all the presenters
- Title written in plain language stating what the session is about. Your title needs to convey enough information to attract an audience. An example of a clear, crisp, and concise title: “Allyship, Authorship, and Artefacts”
- Include a description, no longer than 250 words, written in plain language. Using the following guidelines:
 - a. Creation Lab or Making Session: Description of content and purpose of the session along with actionable items
 - b. Panel Presentation: Summary of expertise, topic idea(s) and critical probing question that might be appropriate of the discussion
 - c. Poster Presentation: Description of report, project or other work-in-progress
 - d. Individual Paper: proposal should define the problem you are addressing, an overview and your perspective of the topic, research (action research, meta-analysis, research review), findings, and implications for action and implementation
 - e. Roundtable: outline of the topic and critical guiding question for the discussion
- Include a presenter bio that is short and concise and provides a clear background as to who you are, your current role, and noted background of expertise for the session to which you are applying.

Submissions will be accepted until **February 15, 2023 at 11:59 pm (PST).**

Please visit the [MET Inclusive Makerspace Conference webpage](#) to complete and submit your application.