

Meet your future client....





Why should we evolve?

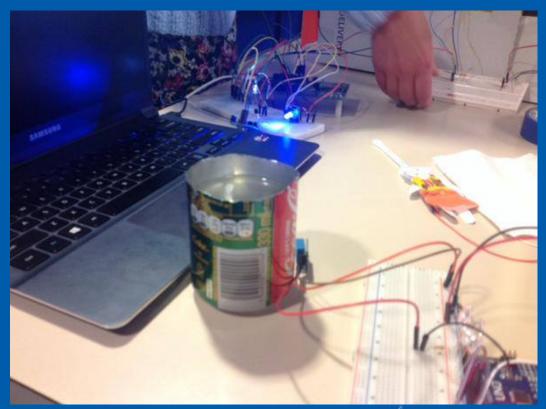
- Students have moved beyond the point of consuming information. Today students want to apply what they are learning / consuming.
- Provide a enhanced learning experience.
- Upskill students with hands-on experience.
- Better prepare them for the job market.
- Stimulate research and innovation.
- Staying relevant.





What do they create?

- Creation can be of a digital or physical nature.
- Objects that form part of their current curriculum.
- Can be a hobby or self-enrichment related project.
- Objects, processes, material and designs that are not the norm for standard library services.





What do they create....?

Aim of study

- Theoretically develop a model and experimental setup.
- Research, design and build a low cost hydrocyclone.
- Compare its experimental performance to a modeled prediction.
- By means of measuring the pressure drop and separation efficiency.
- Literature standards need to be compared to the experimental and theoretical results.

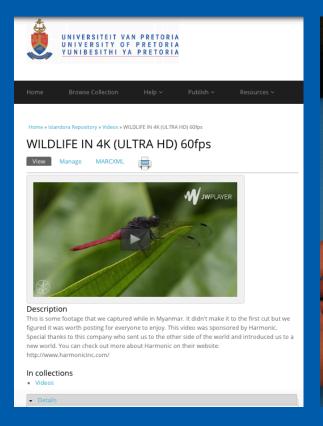
Etienne Roux (10121006)





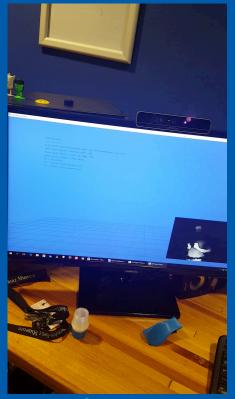


Examples of creating information...











The Maker Culture

- A contemporary culture focused on technological applications of DIY
- Self driven need for creating, enhancing and discovering
- Dates vary but can be traced to early 70's (Think about Microsoft's origins)
- Strong focus on practical skills and application



The Educational Approach

- Emphasis on learning by doing in a social environment
- Natural occurrence of knowledge and skills sharing between disciplines
- Shared learning with formal and informal training with focus on self-fulfillment







MakerSpaces / HackLabs / FabLabs

- Physical space where community gathers to share knowledge and ideas
- Location that provides access to tools, platforms and social interaction
- No specific layout
- No specific set of tools
- There are different subcultures of MakerSpaces with needs based on the requirements of organizations







Become Integrated & Network

- Libraries are one of the most connected service units on campus –act on it!
- Be aware of existing services and infrastructure.
- Share what your clients are doing:
 - Internally & externally.
 - Look for collaboration potential
- If you don't know, someone within the Library will know.

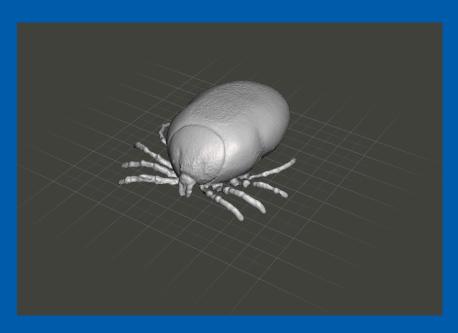


Integrating into teaching and learning - VetSc





Integrating into teaching and learning - VetSc









Integrating into teaching and learning – MVS



Integrating into teaching and learning - MVS



Students from the Department of Mechanical and Aeronautical Engineering utilised the MakerSpace for their third-year project for the Industrial Engineering module Manufacturing Systems.



Integrating into teaching and learning - YSiG



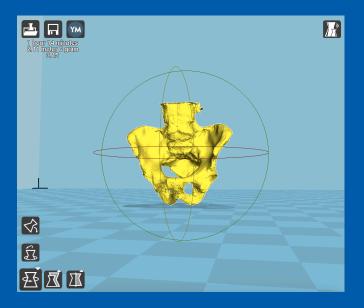
2016 Spring Hackathon

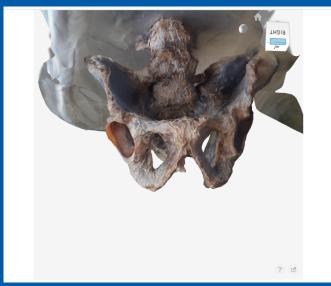


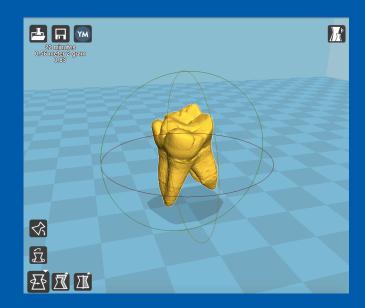




Integrating into teaching and learning...









Things we have done – Intel InteliCar











Things we have done...









Things we have done...









Things we have done...



Things we have done











Events that we hosted

- Intel / Rectron Hackathon.
- #GirlCode Hackathon.
- CPD Innovation modules (2015/2016/2017).
- Showcasing of Business Management Year end projects.
- 3rd Year Electro Mechanical Engineering Projects (2016/2017)
- 3rd Year Industrial Engineering Projects (206/2017)
- 1st Year Informatics Projects (2016/2017)
- Youth Spark Innovation Grants (2016/2017)
- LaunchLab Hackathon 2017
- Standard Bank Call for Innovation (2017)









Keep a pulse on the following areas...

- 4th. Industrial Revolution
- Data Repositories
- Data Visualization
- Big Data for [Insert your discipline]
- Augmented Reality
- Al & Machine Learning
- Software & Data Carpentry
- Collaboration Spaces
- Entrepreneurial Services



Thank You

