smart AInnovators

Action Plan: MAKERSPACE GUIDELINES

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smartAInnovators: Promoting AI-driven digital Transformation and innovation in VET Schools for social change and better Skills match with the labour market

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PROJECT INFORMATION

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smartAInnovators

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PROMOTING AI-DRIVEN DIGITAL TRANSFORMATION AND INNOVATION IN VET SCHOOLS FOR SOCIAL CHANGE AND BETTER SKILLS MATCH WITH THE LABOR MARKET

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https://smartainnovators.eu/

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- **ATERMON B.V.** (Netherlands)
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SETTING UP A MAKERSPACE

INTRODUCTION – What is a MakerSpace?

As its name indicates, a MakerSpace is a specialized location or classroom with the specific purpose of letting the users try the training materials, activities, platforms, online tools, etc. Basically, it is the setup of a large room with resources to support students'/users project-based learning.
One of the aims of this project is to create a MakerSpace directed towards all smartAInnovators outputs usage. By means of the use of non-school or school time, the users of this MakerSpace location will be able to achieve the targeted skills for AI technology, game development and STEAM skills based on synergies with the labor market.
This activity focuses on the creation of a MakerSpace classroom per country. Nevertheless, it must be highlighted that the specifications of each MakerSpace are not limited to a general set of guidelines, but they are the consequence of the needs of each specific country. In other words, each MakerSpace created during this project will be by no means identical. Each of them will be the result of the demands each organization faces in regards to their users.
Of course, there are some general dispositions that all MakerSpaces need to have, like a large classroom able to welcome all students interested in taking part in the course, computers for all individuals and that are able to use Python and Unity (in the case of the smartAInnovators MakerSpace), etc.
During this document the use or goal of the smartAInnovators MakerSpace, the general guidelines on how to create it, the necessary equipment, and such will be explained firstly. Afterwards, each country will write the description, specifications, etc. about their specific country MakerSpaces.

PURPOSE – What is the use/goal?

As it has been previously briefly explained, the goal of creating a MakerSpace, is for all interested users to have an ample and fully equipped location they can utilize for achieving the targeted skills for AI technology, game development and STEAM skills based on synergies with the labor market.

The aim is to create a MakerSpace, personalized to the demand of each country, where students are provided theoretical knowledge while, at the same time, have the liberty to experiment with the tools given. For this respective case, all training materials created during the smartAInnovators project will me provided alongside the platform guidelines. All materials created are of free access to ensure that trainers and/or students are able to access them in a variety of languages.

In short, the MakerSpace will give the opportunity to its users to prove their abilities, while learning individually and in groups through the use of dynamic exercises. Moreover, it will also provide a social teaching, as the whole course is focused on the idea of raising awareness towards the gambling tendencies of youngsters of the current society.

MAKERSPACE FACILITIES – What is the necessary equipment?

For the correct setup of a MakerSpace location, some general and basic guidelines need to be followed. Afterwards, it is recommendable for each MakerSpace responsible organization to decide the best course of action and the necessary implementations they need to do.
As for the basics previously described:

- A classroom or an ample space where a minimum of 15 individuals can enter comfortably, and with good illumination and ventilation
- Facilities that consider ergonomic designs
- A free WIFI connection
- An individual computer for each person, able to withstand developer programs like Python and Unity
- The installation of any/every application needed for the course beforehand, in order not to waste time
- etc.

MAKERSPACE PER COUNTRY

SPAIN

Politeknika Ikastegia Txorierri has already designated a specific classroom with the purpose of conduct the smartAInnovators National Hackathon. The IT classrooms are equipped with Wi-Fi, more than 20 PCs that can run all the required software, and a projector. The computers are available with the needed UNITY program necessary for the execution of some activities from PR1-PR4.
The power supply and enough natural and artificial lighting are also provided in the rooms. Every interested party will be able to familiarise themselves with the outputs of the smartAInnovators because the rooms are completely accessible.

Politeknika Txorierri's MakerSpace has been prepared to host the smartAInnovators workshop

Staff member learning about smartAInnovators training course

CYPRUS

After the completion of both parts of the C1 – Short term joint staff training/Hackathon of the smartAInnovators project, our instructor Nicholas Moudouros began the setting up of the smartAInnovators hubs.

This will be a designated area at Emphasys Centre where young people and youth workers will be able to strengthen and advance their digital skills. The Institute has invested in hardware, such as laptops which support the UNITY program, 3D printer and software that the staff has been training internally to be in a better position to assist both Trainers and Students.

Each VET School, organisation, trainer etc.. that shows an interest to the programme will be presented with the smartAInnovators Back Pack, which has all the information needed (PR1-PR4), in order to implement the tools given within their organisation.

In addition to the activities that will be done within the duration of the course, hackathons will be organised.

The Emphasys lab, has been upgraded and is now suitable to host the smartAInnovators workshops.

The UNITY software has been installed in all computers in the lab.

POLAND

University of Social Science in Poland has plenty of classroom that can be used for training purposes. Designated spaced were choosen in two main branch campuses: in Łódź and in Warsaw.

The IT classrooms have Wi-Fi, 17 computers able to withstand all the necessary software, and aprojector. Rooms are eguiped also in ample lighting, both natural and artificial and electrical supply. Rooms are fully accessible so every interested person, also with disabilities, will be able to become familiar with the smartAInnovators outputs.

SERBIA

We have started installing software in the classroom that will be used for Python and Unity training purposes. The classroom has Wi-Fi, 20 computers, and a projector. The installation and organization of the makerspace are still continuously being worked on.

Software Instalation

Makerspace

GREECE

ATLANTIS Engineering has prepared a designated space in our premises where every interested person will be able to become familiar with the smartAInnovators outputs and will also have the ability to use and try them.

The spacious room is equipped with laptops able to withstand Python, ample lighting, both natural and artificial, WIFI connection, electrical supply, air-conditioning and a TV screen that can be used for presentations.

Image 1: Software Installation

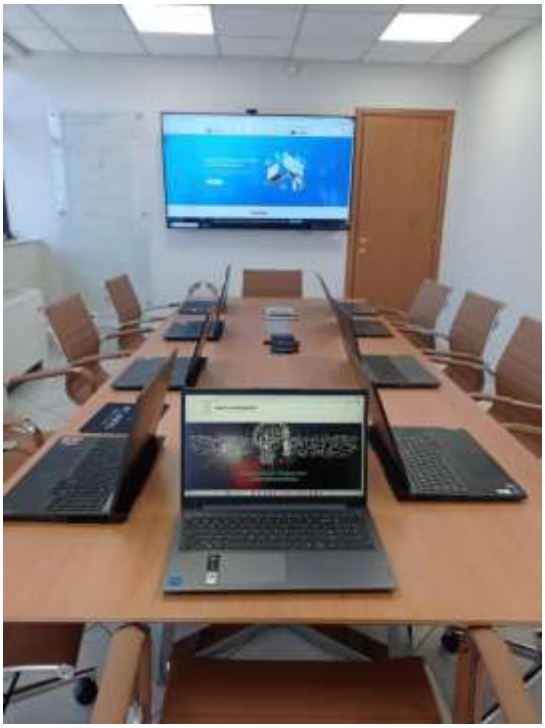

Image 2: Makerspace

NETHERLANDS

After the completion of both parts of the C1 – Short term joint staff training/Hackathon of the smartAInnovators project, our instructor David Tsenti began the setting up of the virtual smartAInnovators hubs.

There will be a designated group on Facebook, where webinars will be announced with the topics of the smartAInnovators project for Young people and VET institutions to attend. The Institute has invested in hardware, such as laptops which support the UNITY program, and of course the smartAI 'Lucky Game' to be able to learn and replicate.

Each VET School, organisation, trainer etc.. that attends these webinars will be presented with the smartAInnovators Back Pack, which has all the information needed (PR1-PR4), in order to implement the tools given within their organisation.

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