

# Incorporating MakerSpace Projects into Agricultural Engineering Courses

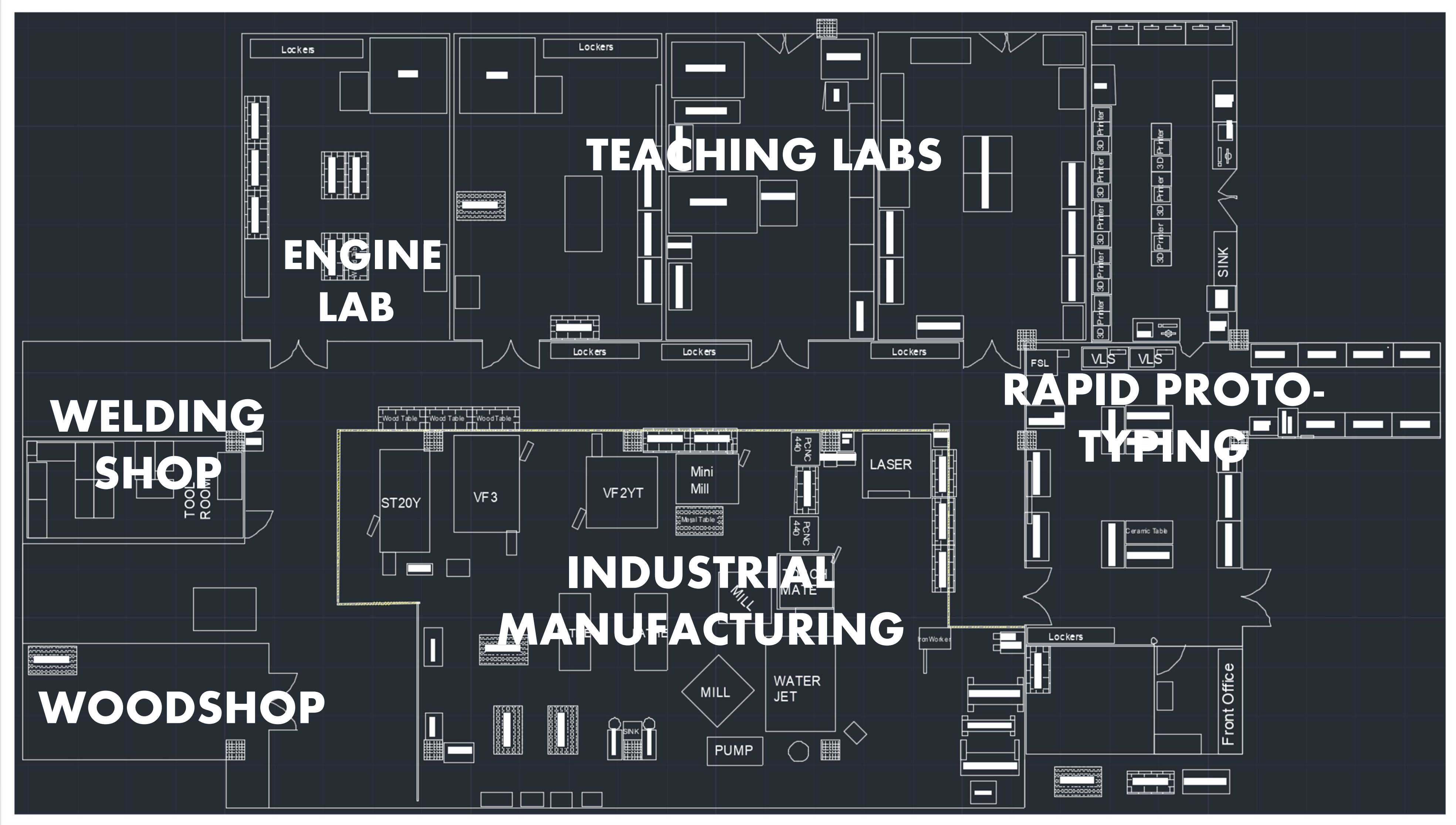
Brittney Heibel, Bradley D. Borges and Ryan G. Anderson  
Department of Agricultural Sciences, College of Applied Arts, Texas State University



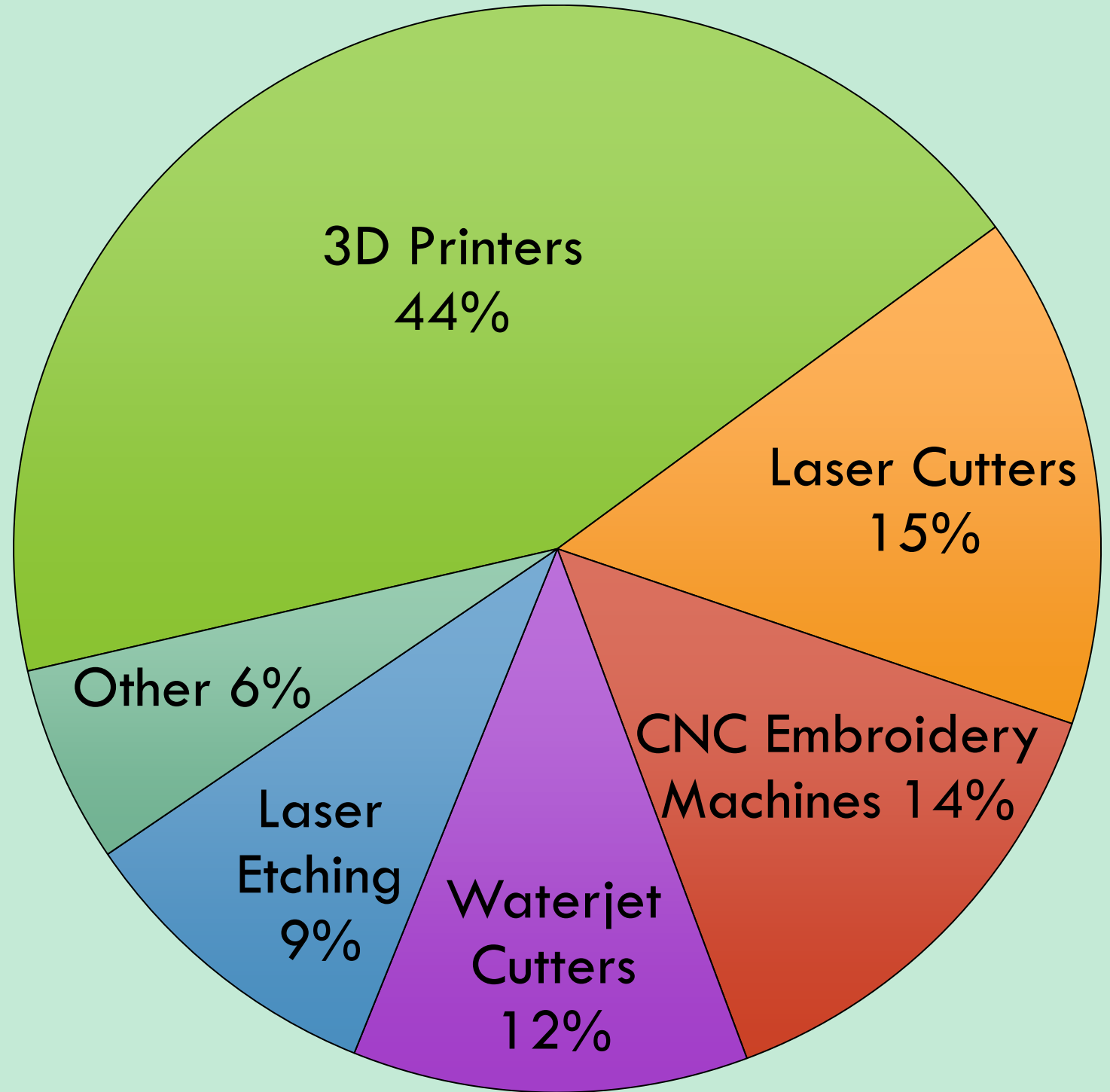
**What is a MakerSpace?**  
The Ingram Hall Academic MakerSpace is a shop, bedecked with advanced machinery for rapid prototyping, industrial manufacturing, woodworking, and various types of engineering.

**Why a MakerSpace?**

- Welcoming and encouraging environment
- Promotes participation from diverse groups
- Utilization of MakerSpaces has led to high levels of teamwork and communication



**Results to Date:**  
44 projects have been completed by students.



Scan the QR code below to view the MakerSpace projects students have completed!



**How to MakerSpace:**

1. Students tour the MakerSpace, guided by a MakerSpace technician
2. Project assignment: create a unique project utilizing at least one piece of equipment within the MakerSpace
3. Students design and receive approval for their project, then complete the required training protocol
4. Students submit their project upon completion by the end of the semester



**Future Use of MakerSpaces:**  
Implementation of MakerSpace projects in university-level courses should:

- Allow students ample time for initial familiarization
- Blend team-based learning into project assignment
- Monitor students continued use of the MakerSpace

Campuses without MakerSpaces should seek similar off-campus resources.