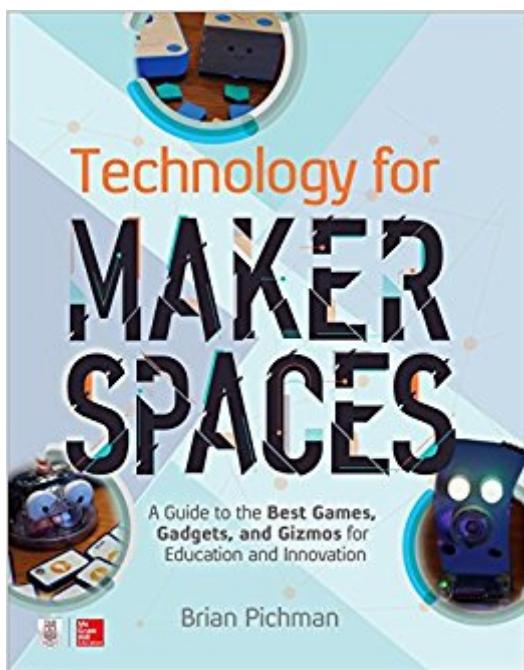


The book was found

Technology For Makerspaces: A Guide To The Best Games, Gadgets, And Gizmos For Education And Innovation



Synopsis

Learn the tools and technologies available to take any makerspace to the next level! This innovative guide explains cutting-edge technologies and activities for makers of all types and ages and shows, step-by-step, how to quickly and radically transform any makerspace. *Technology for Makerspaces: A Guide to the Best Games, Gadgets, and Gizmos for Education and Innovation* covers the entire spectrum of components and is logically organized by skillset and implementation strategy. Written by “Games & Gadgets” guru Brian Pichman, the guide offers a single source for reliable, fact-checked information. You will learn to easily determine the best resources for starting or expanding a makerspace. The book lays out a world of options, including tangible play, tangible and drawing circuits, robotics, virtual reality, 3D printing, programming, and more. Helps determine what gadgets and activities best fit in individual makerspaces. Explains what each technology does, how it works, and why it’s useful. Written by an experienced makerspace creator and director

Book Information

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Customer Reviews

Brian Pichman is an entrepreneur, innovator, and collaborator. As Director of Strategic Innovation at the Evolve Project, he works with libraries to create makerspaces and fab labs, and provides the coaching and guidance needed to take their environments to the next level.

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