LET'S GET VIRTUAL: RESTRUCTURING MAKERSPACE OUTREACH TO KEEP STUDENTS ENGAGED

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GETTING QUIZZICAL

Event Description
- Bi-weekly event
  - Quiz live for 1 week
- Held 3 times
- Virtual
- Used Arc GIS to created the quiz and posted it to Facebook
- Themed quizzes – Welcome Back, A Little Bit of Everything, Climate Change

Stats
- Quiz 1: 7 participants
- Quiz 2: 8 participants
- Quiz 3: 5 participants
- Not enough data available to create a data visualization, needed 20 participants minimum

Limitations
- Low follower base on Facebook
MAKER CHALLENGE

Event Description
• Monthly event, 3 total
• Virtual and in-person
• Created kits with supplies to complete the challenge. Wanted them to post their creation on Instagram and Facebook with #UNRMakerChallenge
• Had a physical element in the library for in-person engagement
• Themes: Paper Airplanes, Catapult, Bread

Stats
• Challenge 1: 1 virtual, 20 in-person
• Challenge 2: 0 virtual, 7 in-person
• Challenge 3: 1 virtual, no in-person component

Limitations
• Low follower base on Instagram and Facebook
• Minimal people on campus

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PHYSICS OF FRISBEES

Event Description
• One time event- 3 hours long
• In-person- outside on our Quad
• 3D printed 100 small frisbees and bought a variety of other types
• Set up 3 game: tic-tac-toe, corn hole and throw for distance on the Quad
• Created a posters describing the physics behind frisbees: poster 1 and poster 2

Covid-19 Compliant
• Required social distancing at each game
• Cleaned all used frisbees

Stats
• 97 3D printed frisbees
• 28 students engaged with games

Limitations
• Minimal people on campus

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