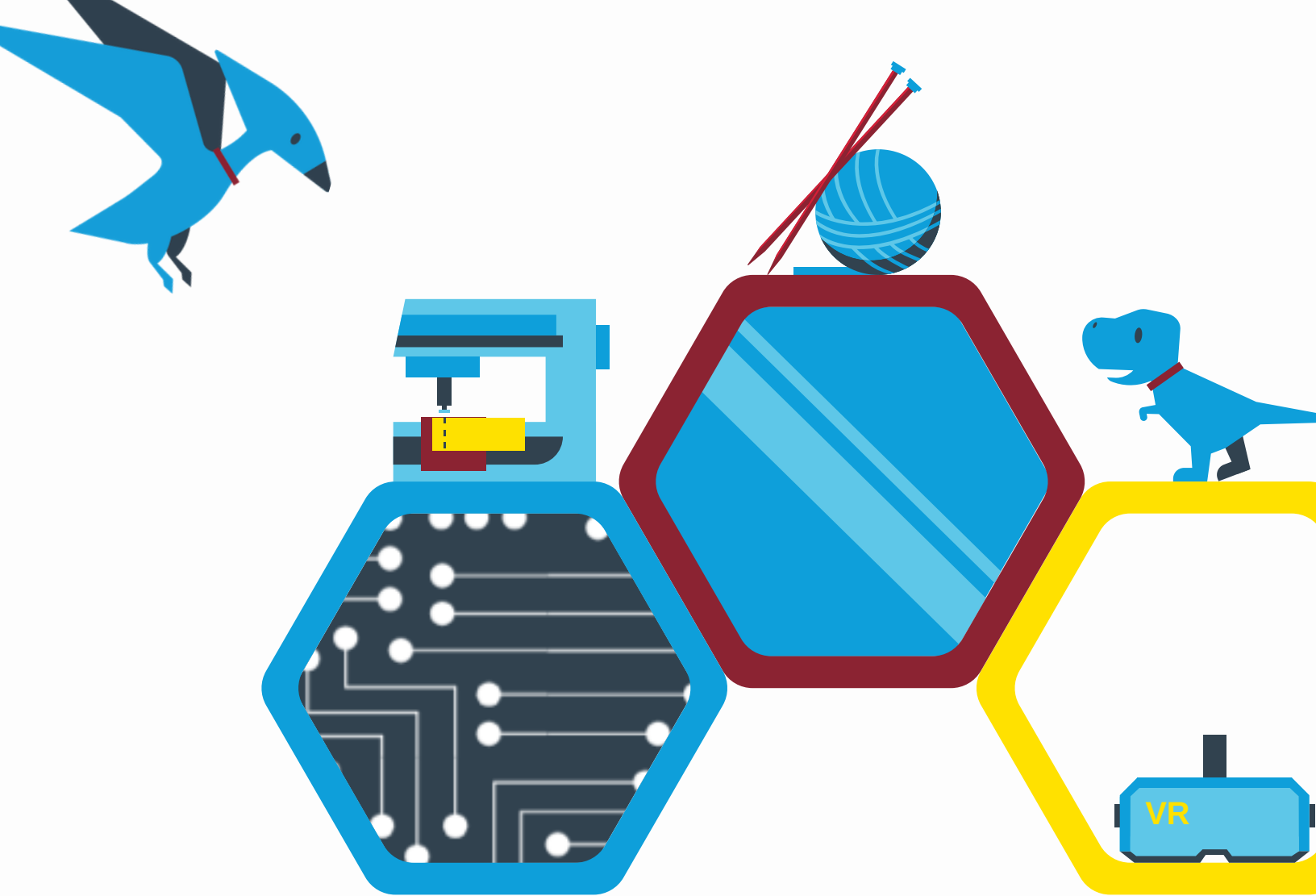




Makerspace Annual Report

2025/26

Written by

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MAKERSPACE

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About Us

Our Purpose



The Makerspace provides opportunities to explore creating that bridge the digital and physical worlds.



The Makerspace is a collaborative place for students to connect through shared interests and build community.



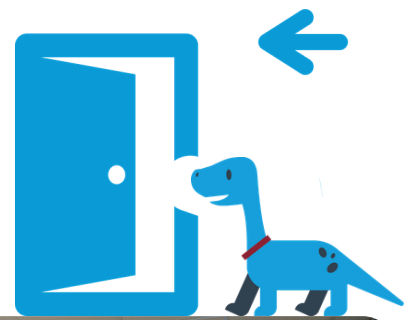
The Makerspace enhances innovation on campus and provides immersive learning opportunities.



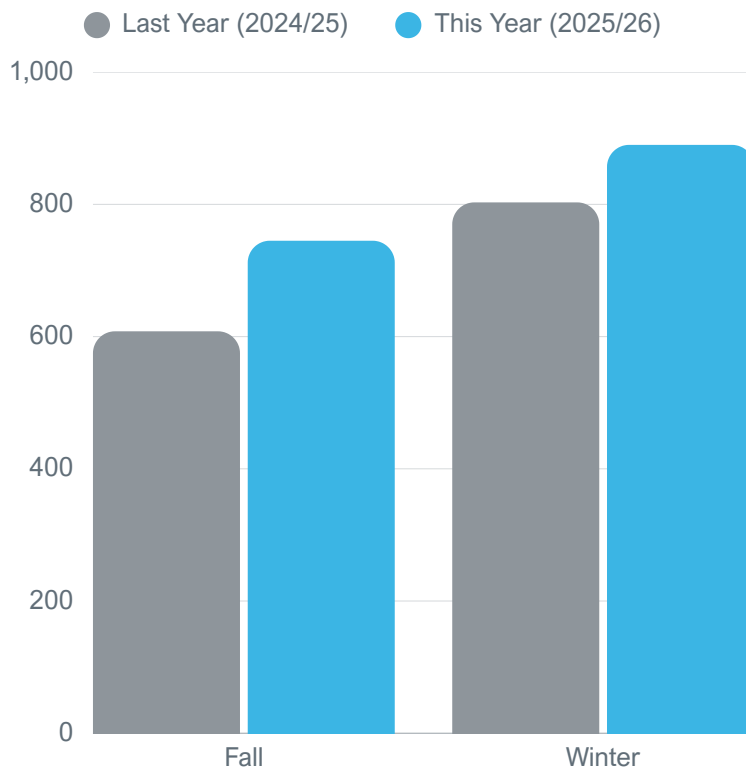
CREATE • CONNECT • INSPIRE

Statistics

Makerspace Visits



Number of Visits Per Week
FALL 2024 - WINTER 2026



Average Weekly Visits

818

Total Visits Fall 2025

11,034

Total Visits Winter 2026

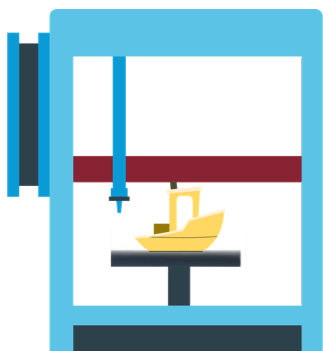
12,804

Total Increase of Visits

15.9%

Statistics

Services



3D Printing

Our Makerspace continues to inspire creativity and hands-on learning across campus. With six 3D printers available to students and staff, we supported a wide range of academic, research, and creative projects throughout the year. We are proud to provide accessible technology that supports innovation in our learning community.

Total Prints Fall 2025

1292

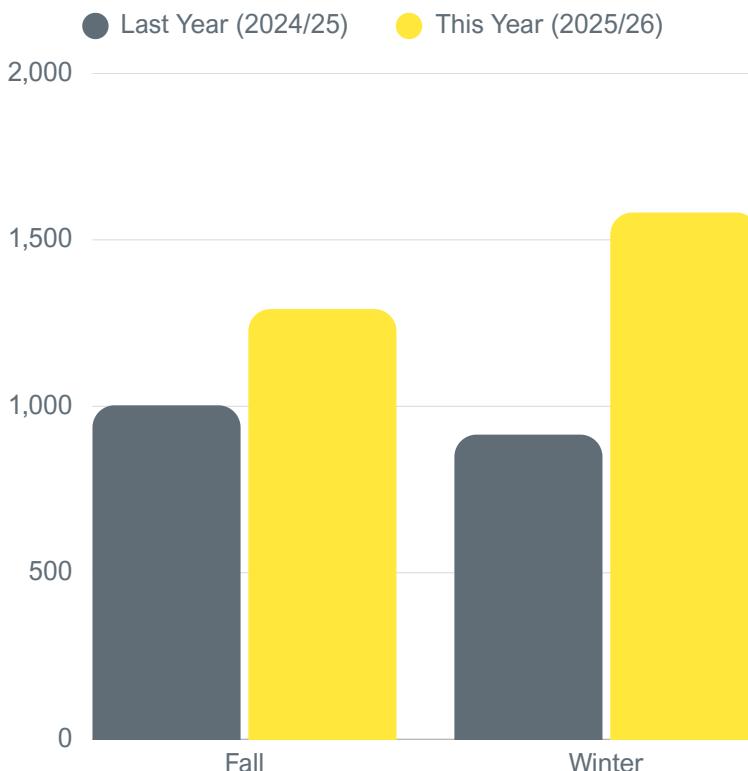
Total Prints Winter 2026

1582

Total Prints 2025/26

2874

Number of 3D Prints
FALL 2024 - WINTER 2026



Makerspace

Workshops, Classes and Events

This year, the Makerspace focused on expanding its class sessions and workshops, achieving it's goal of increasing both their frequency and overall participation. In the next year, Makerspace is advertising workshops on the Student Life app to increase visibility.

Number of Attendees 2025/26

 **605**
CLASS
SESSIONS

 **85**
WORKSHOPS

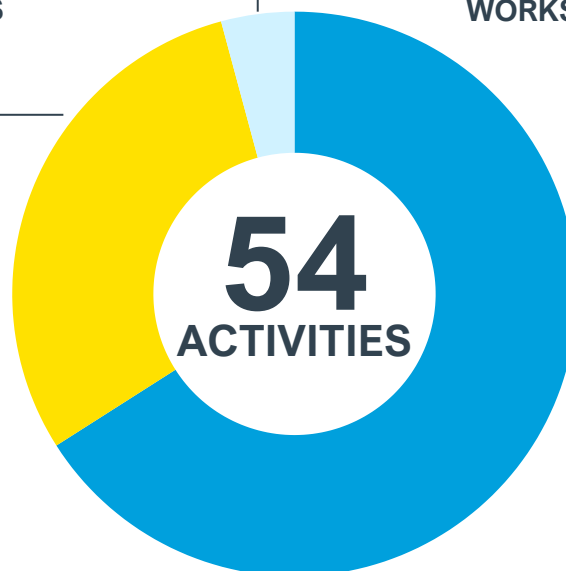
Number of Attendees 2024/25

 **338**
CLASS
SESSIONS

 **44**
WORKSHOPS



 **1382**
EVENTS

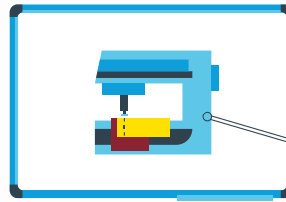


 **1338**
EVENTS



Makerspace

Workshops



Beginning in Fall 2025, the Makerspace introduced a recurring series of monthly workshops based on student feedback and continues to monitor demand in consideration of expanding hours.

3D Printing Basics

Participants were guided through the full 3D printing workflow, from file preparation to final print, with the goal of enabling independent use of the service.

Sewing Basics

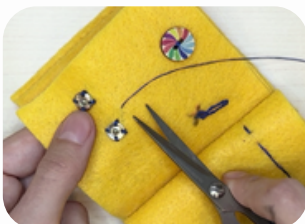
Participants were introduced to the sewing machines through a practical session covering fundamental skills, including threading and straight-line stitching.

The Makerspace also hosted one-time workshops, some of which may be developed into recurring offerings in the coming year.



3D Modelling Basics (Fusion 360)

Participants learned the basics of 3D modelling in Fusion 360, navigating the interface and building a simple design in the form of a keychain with an embedded NFC tag for linking to contact information or a website.



Mending Basics

Hosted in collaboration with residence, participants developed foundational hand-stitching skills. This included button repair, hemming, and patching through the creation of a felt reference book that doubles as a needle case.

Makerspace

Class Collaboration



SOWK 403

Instructor: Kealy Dube

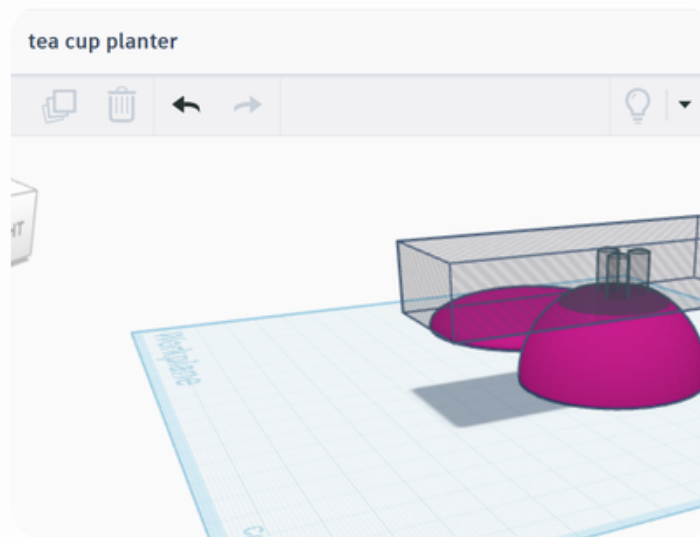
Led by the Makerspace librarian, a Tech Tutor supported the modification of an open-source systems-thinking simulation that helped social work students identify key leverage points in their community partner's feedback loops, focusing their efforts on meaningful client impact.



CMPT 104

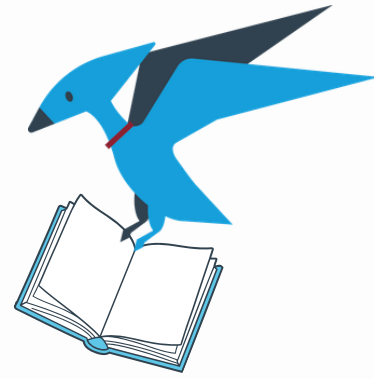
Instructor: Brian Lin

We led design thinking and 3D printing sessions to support a course assignment, guiding students through human-centred design and technical planning. Students actively applied the design thinking process to developing their print while building confidence in anticipating real-world challenges of leading technical library programs.



Makerspace

Class Collaboration



COSL 300

Instructors: Roland Lee, Ross Witherell

We delivered training in design thinking and 3D modelling to support a community-engaged project. Students created accessible, 3D-printed solutions that made a tangible impact for partner organizations.



ORGA 316

Instructor: Dianna Dempsey

We partnered with faculty to pilot peer-led AI instruction, coaching a Makerspace Tech Tutor to deliver engaging, course-integrated sessions introducing AI skills. This approach generated valuable student feedback and helped shape future AI integration in the curriculum.



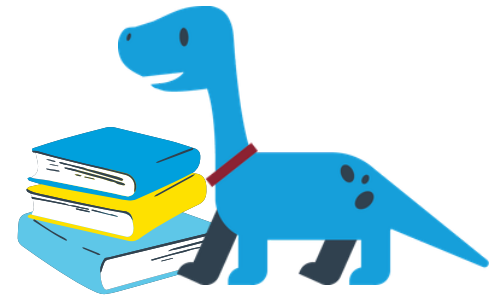
SUST 301

Instructor: Tai Munro

We collaborated as a community client to frame a sustainability-focused student project tied to Makerspace programming. Students applied course concepts to real-world challenges and developed practical recommendations for sustainable-making initiatives.

Makerspace

Class Collaboration



Foundations (pimâcihisowin)

Instuctors: Brittany Johnson, Lyndon Suntjens

Faculty: Lindsey Whitson

We delivered a dynamic introduction to design thinking and Makerspace tools for incoming students. Students became more aware of creative resources and felt more confident exploring hands-on learning opportunities.

DESN 347

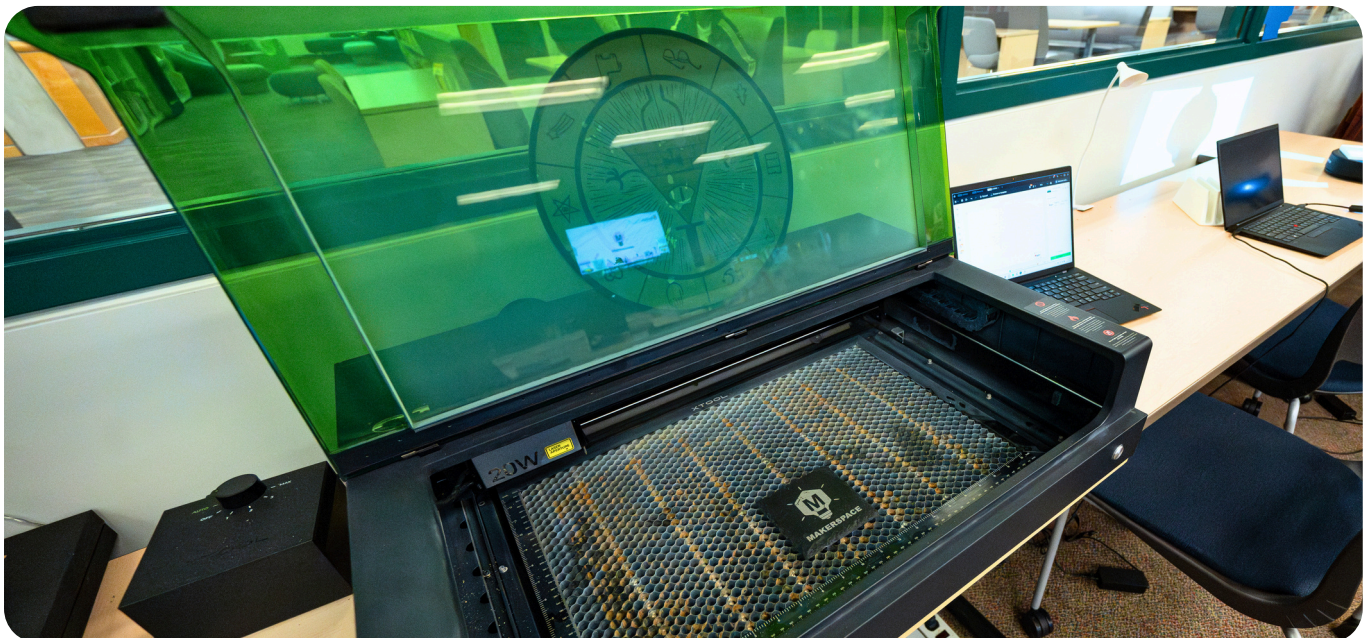
Instructor: Farzan Baradaran Rahimi

We presented opportunities for innovation in the library to design students. Student work sparked cross-library conversations and opened new pathways for collaboration with the library.

DESN 316

Instructor: Michelle McBride

We supported the integration of laser cutting into design coursework through hands-on instruction and the use of our laser engraving machine. Students expanded their technical skills while applying digital fabrication to creative projects.



Makerspace

Class Collaboration

kihêw waciston

Contact: Larissa Heron

We organized interactive demos and activity stations that invited students and staff to explore Makerspace technology, specifically ink and laser-etched stamps. These hands-on experiences built relationships and launched new opportunities for collaboration.



INFM 101

Faculty: Norene Erickson

Introduced students to the library and Makerspace through an engaging orientation and guided tour. Students left with a clear understanding of available services and how to access them early in their studies.

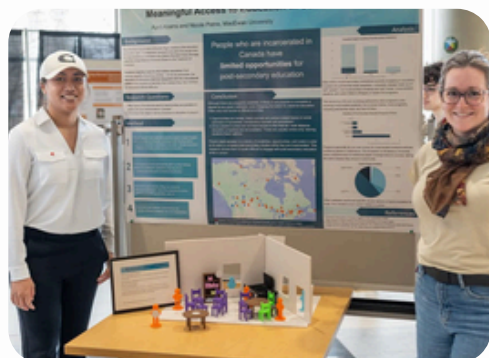
Research



MGMT 352

Faculty: Shervin Espahbod

We collaborated with faculty to design and facilitate a 3D-printed racecar project that immersed students in a simulated management production process. Students connected theory to practice, strengthening their understanding through hands-on experience.



Student Research Project

Faculty: Nicole Patrie

Student April Abarra

The Makerspace's 3D printing capabilities supported the creation of a 3D model to visualize findings on post-secondary education for incarcerated individuals. The model visually represents the division between in-person, online, and paper-based distance education classes.

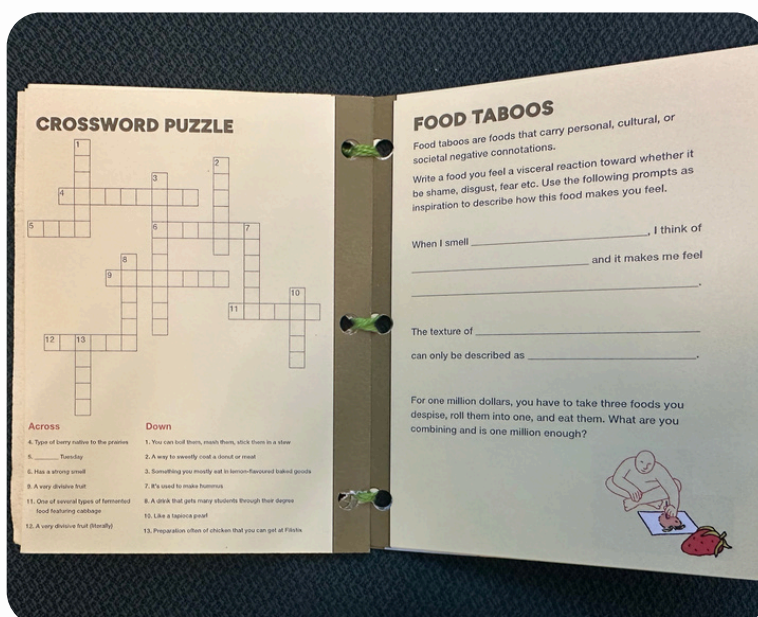
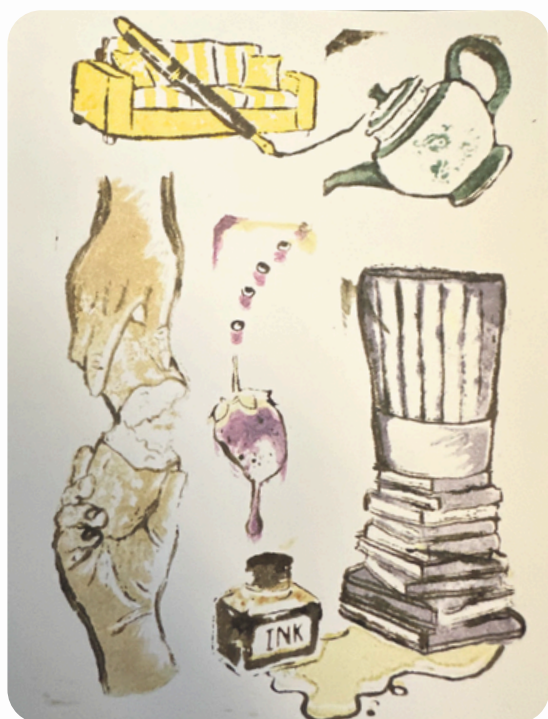
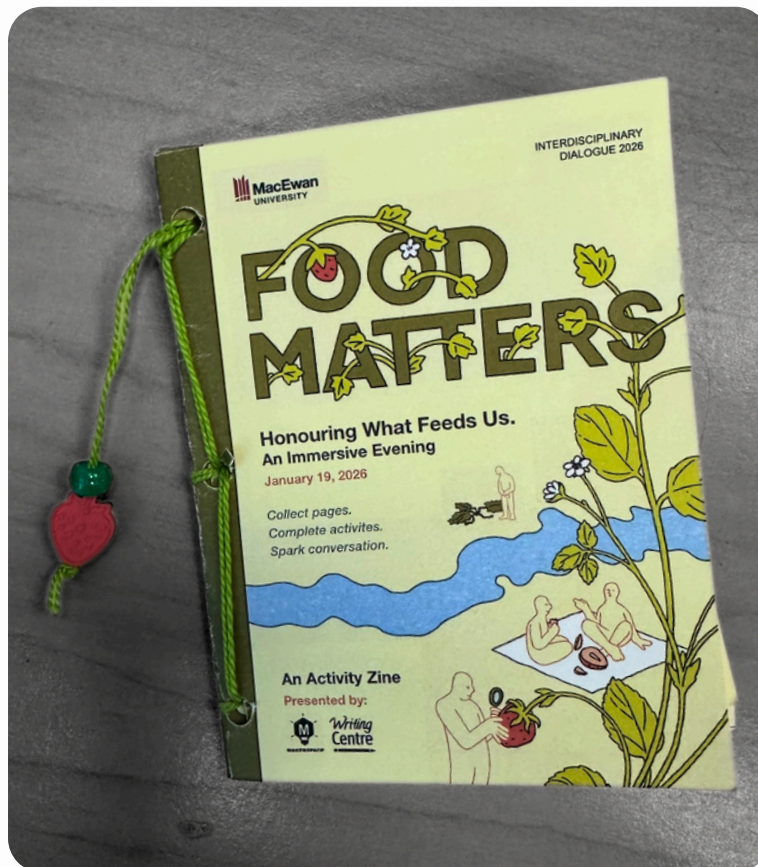
Makerspace Events



Interdisciplinary Dialogue Project

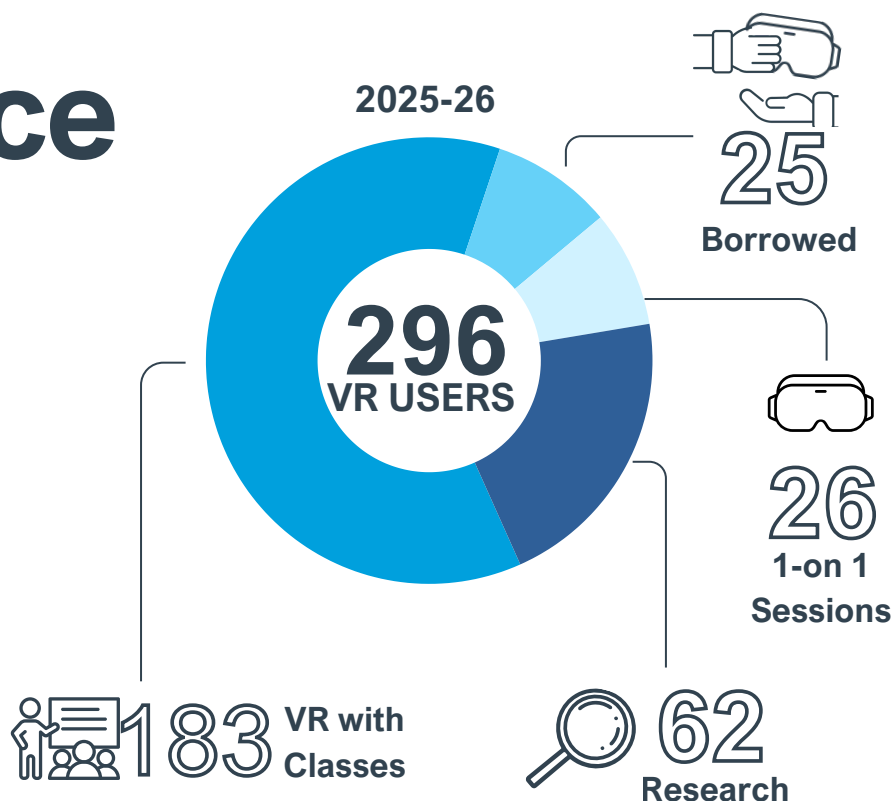
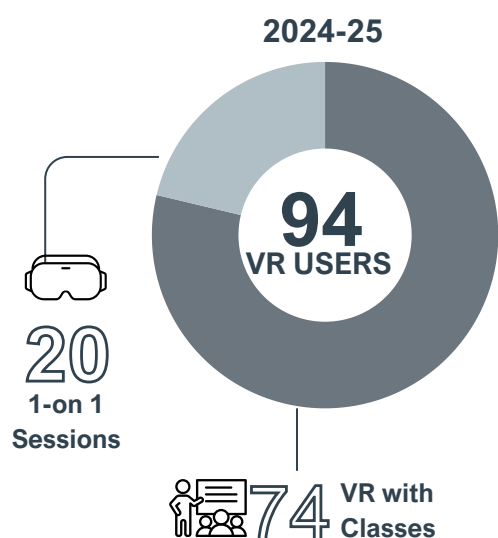
Food Matters Event

In partnership with the Writing Centre, we created an interactive zine featuring writing and hands-on making activities centred on the theme of honouring food. During the event, participants moved through a series of stations to complete activities and collect custom stamps, produced with our laser cutter and inked with homemade food-based inks. Activities ranged from a writing prompt exploring food taboos and a comfort food collage to a personal taste profile exercise.



Mediaspace

Virtual Reality



Mediaspace Updates

October 2025 marked the launch of a new virtual reality (VR) borrowing program, allowing students, staff, and faculty to take headsets home for up to a week at a time. Our new VR technician, Val Dufour, implemented the loaning system and process for patrons to check out VR headsets. She currently manages our in-house consoles, troubleshoots our tech, and provides workshops to help users explore all that mediaspace offers.

In Winter 2026, Val launched the first workshop on how to design 3D objects in virtual reality - see more on page 15!



Mediaspace Research



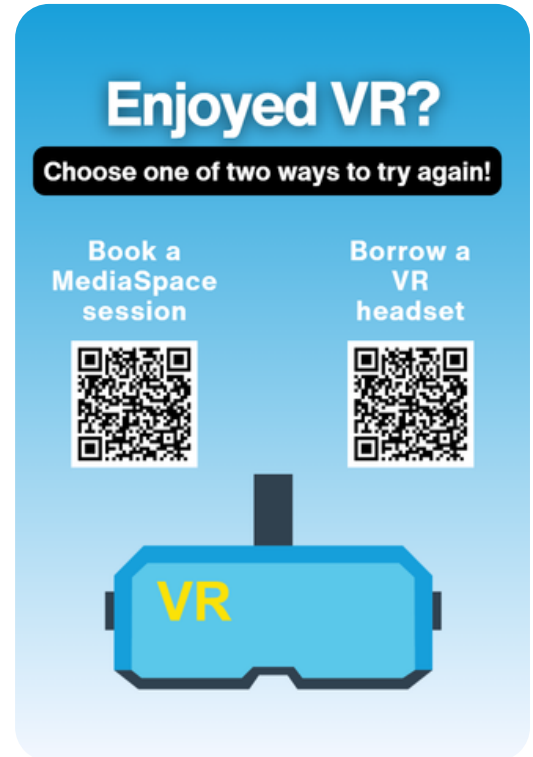
Marketing VR

Faculty: Dooseon Jung, Yang Hoong

Sixty students with little or no prior VR experience attended the MediaSpace and participated in a guided VR session. Each session was about 25 to 30 minutes, including consent and safety, a brief orientation, a 10-minute guided VR demo, and a short survey afterwards.

Each participant was randomly assigned to one of three groups. The groups had the same VR experience, but the environmental supports varied.

Preliminary findings indicate that the experimental interventions increased both engagement and interest in returning to the Mediaspace.



NURS 270

Faculty: Melanie Neumeier

We partnered with faculty to facilitate student testing and the use of an IV pump simulation app in the Mediaspace. Students engaged in simulated learning prior to use of the real-world IV pump.

SOWK 110

Faculty: Kealy Dube, Danielle Larocque

We hosted immersive sessions where students tested a client interaction simulation using VR. Students built practical skills in a safe environment while contributing to innovative teaching and research.

Mediaspace

Class Collaboration



INTA 210

Faculty: Maren Hancock

We coordinated a series of VR headsets featuring a variety of immersive experiences focused on arts, studio and experiential learning. These immersive activities sparked thoughtful discussion and deepened student engagement with course themes.

ANTH 389

Faculty: Kyle Napier

We procured and supplied PlayStation 5 consoles to support the critical analysis of Indigenous representation in video games. Students engaged directly with course materials, strengthening their analytical and reflective skills.

MacEwan GameDev Club

We loaned 10+ VR headsets to the MacEwan Game Development club for support in learning real-time engine technologies and game development in virtual reality.

Workshops

3D Modelling with Virtual Reality

Participants learned the basics of 3D modelling in Gravity Sketch using VR headsets. Students learned to navigate the interface and build 3D snowmen in virtual reality in a spatially collaborative environment. The 3D forms can then be used in game development, for 3D printing or for graphic design.





Referenced equipment access as a primary reason for using the makerspace.

Value the community atmosphere and environment

Want more workshops or trainings

Mention access/hours issues

Acknowledge the helpfulness of staff

Updates

Where Are We Now



Reorganization

Following feedback gathered through our annual survey, we took the opportunity to thoughtfully redesign the layout of the Makerspace. The updated space was configured to better support a variety of working styles, accommodating both communal, collaborative making alongside quieter, individual work.



Welcome Kaeli-Rae McCormack & Val Dufour

In 2025/26, the Makerspace welcomed two new casual staff, Val Dufour as our VR Technician and Kaeli-Rae McCormack as our Makerspace Technician.

Kaeli-Rae, a MacEwan alum and former tech tutor, brings valuable experience from the Edmonton Public Library Makerspace and has contributed to the new embroidery service.

Val has deep expertise in digital media from the corporate tech sector and has been essential to the VR borrowing program and the increase in VR engagement this year.

We're lucky to have them on the team!



Thank you!

To everyone who contributed to our Makerspace community. We look forward to another wonderful year!