

How 3D Printing **Ate** my Media Lab

...AND HOW WE MADE IT LOOK LIKE WE PLANNED IT

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Purpose of Learning Spaces:

- Oversight and planning for physical learning spaces
- Technologies provided in learning spaces, and user-related scanning, printing, copying, and media production / editing
- User assistance/support related to spaces and technologies
- User education related to technologies, equipment, building use

Our “competition”: industrial strength facility for serious media majors



Student survey (653 responses)

Have you been given any multimedia-related assignments in courses you've taken over the past three years or so?

What kinds of multimedia-related assignments?

- Audio
- Video
- Digital portfolios
- Recorded interviews
- Website creation

Student survey, continued...

What multimedia-related needs do you have that the library might be able to support?

- Equipment
- Software
- Space (media lab/studio, etc.)
- Assistance/consultation with multimedia projects or assignment planning
- General multimedia instruction

Student survey, continued...

What might the library offer that could have supported you with past/current multimedia-related assignments?

- Equipment
- Software
- Space
- Media project assistance
- General media instruction
- Nothing; I have what I need

Student survey, continued...

If the library offered the items you indicated above, would you... [choose all that apply]

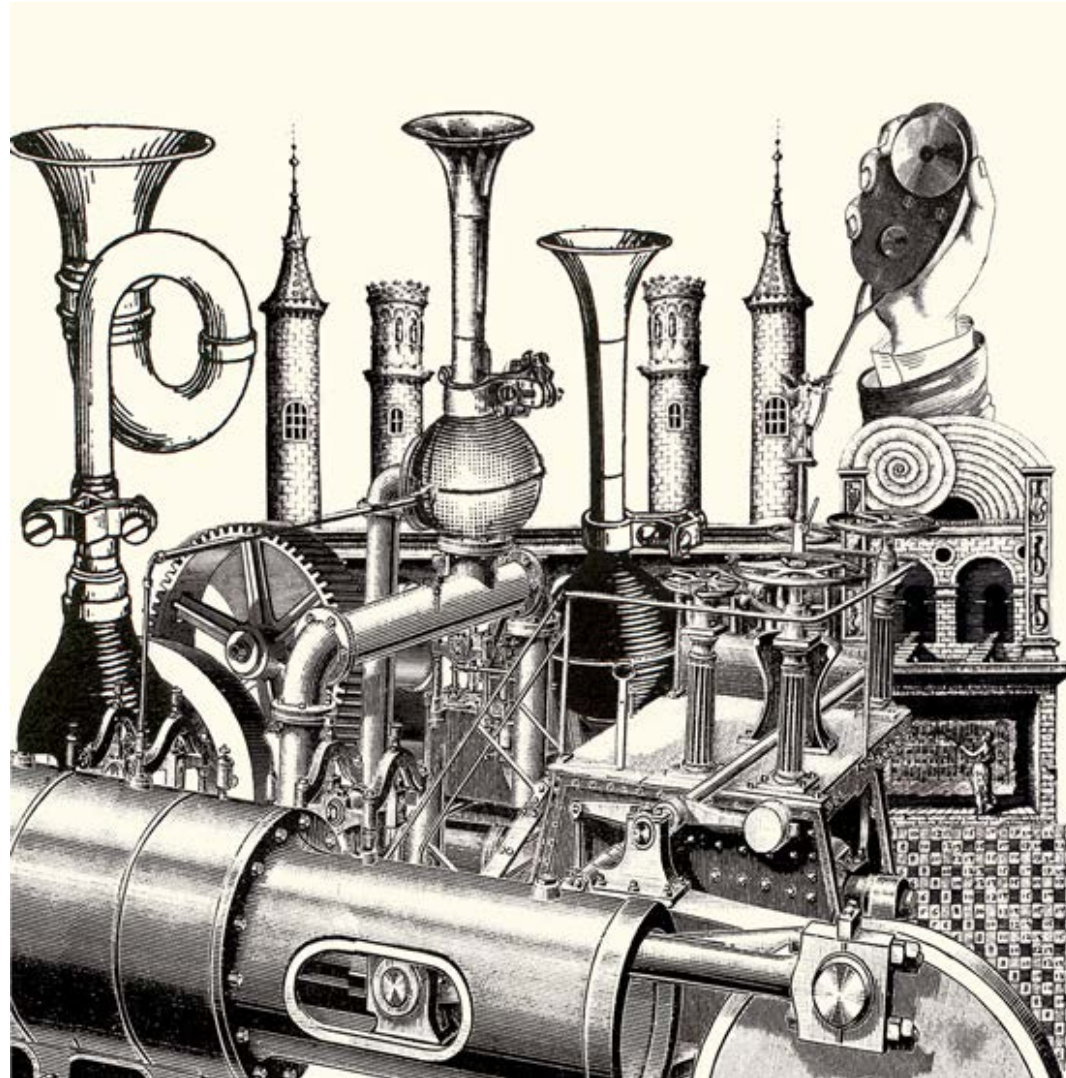
- Take advantage of the library offerings
- Use equipment/services I can access outside the library
- Use equipment/knowledge I already have personally

How likely would you be to use a multimedia lab if one were added to Geisel Library?

Last question!

Anything else you'd like to tell us about your multimedia needs?

Actual photo of early 3D printer



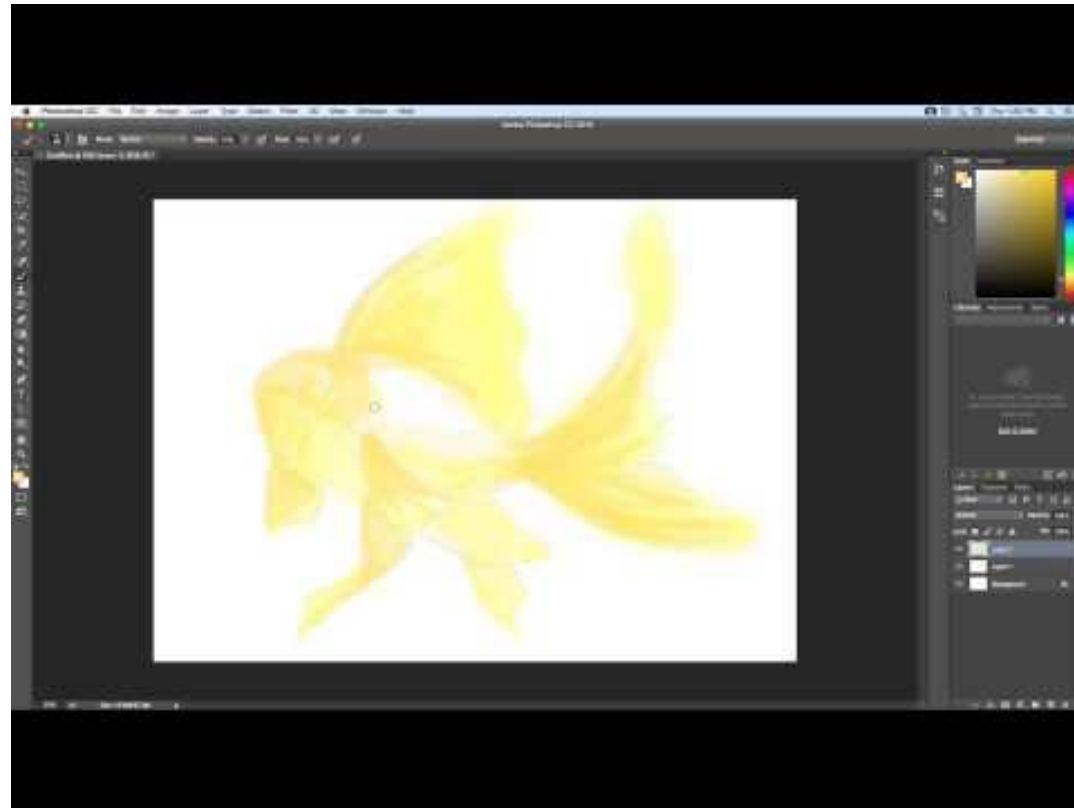
Open for business, September 2015



DML

digital media lab

What we thought we'd be doing...



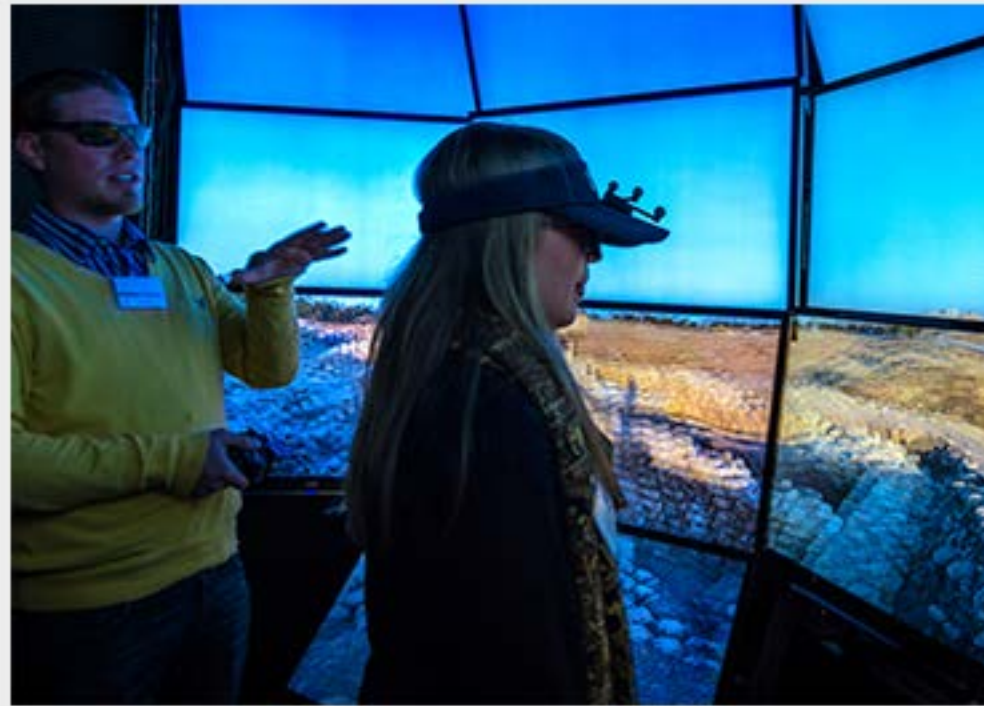
Individual heart model, from an MRI



So now we're rocket scientists...



Archeological sites mapped in HD, 3D, and explored virtually, anywhere.



Just-in-time training, on any device



From Ruins to Rockets: the DML. *Expectations Exceeded*

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