

Outcomes Framework for Adult Participation in Public Library Making Activities

www.makercenteredframework.org



Outcome	Description
Developed Making Skills or Knowledge	Maker deepened ability to complete makerspace projects or activities. Learned new things about makerspace equipment, design, or materials. Gained information, ideas, or feedback from others. Developed new ways of solving problems or generating solutions.
Met Practical Needs	Maker satisfied their requirement for specific objects by making items or modifying existing items to suit their specific preferences, taste, or needs. Repaired, repurposed, or recycled items or materials.
Saved Money	Maker reduced expenses by creating items in the makerspace rather than purchasing them or using makerspace equipment or software rather than purchasing, subscribing, or paying to use them elsewhere. Gained access to equipment or software that would have otherwise been cost prohibitive.
Supported Livelihood	Maker started, grew, or maintained a business by leveraging skills developed in the makerspace or using makerspace tools or materials. Advanced current employment or moved toward a new job or career by creating items or developing skills in the makerspace. Generated income via makerspace activities, such as creating products, marketing materials, or product packaging.
Fostered Creativity	Maker brought ideas to life by using the makerspace or satisfied their need to develop new ideas or items. Gained inspiration from materials, tools, projects, or people in the makerspace. Deepened their existing practices by expanding to new materials, tools, techniques, or skills.
Engaged in Leisure	Maker had fun, relaxed, or played as part of making activities. Engaged in making-related hobbies or recreational activities. Passed the time in a positive way or avoided being bored.
Enhanced Wellbeing	Maker gained respite from demands of home, family, work, or other responsibilities by visiting the makerspace. Relieved stress, rested, or recovered from challenging experiences. Felt a sense of satisfaction, accomplishment, pride, or self-confidence related to making activities or items created. Received encouragement, moral support, or camaraderie. Expressed or explored beliefs, meaning, or connections that were greater than the maker themselves.
Cultivated Relationships	Maker socialized with others or met new people through making activities. Spent quality time with family or friends by working on projects together. Provided care, activities, or positive interactions for children by visiting the makerspace. Created gifts, including customizing or personalizing items for other people.
Taught Others	Maker shared information, ideas, or skills with others. Introduced other people to making activities or skills or facilitated others' making activities.
Maintained Tradition	Maker passed making activities or skills from an older generation to a younger generation. Pursued activities or skills to continue a cultural tradition or a practice of a previous generation.
Nurtured Local Communities	Maker contributed to nonprofit organizations, faith communities, charities, or their neighborhood by making and donating items. Raised awareness about issues or needs by making promotional items.