

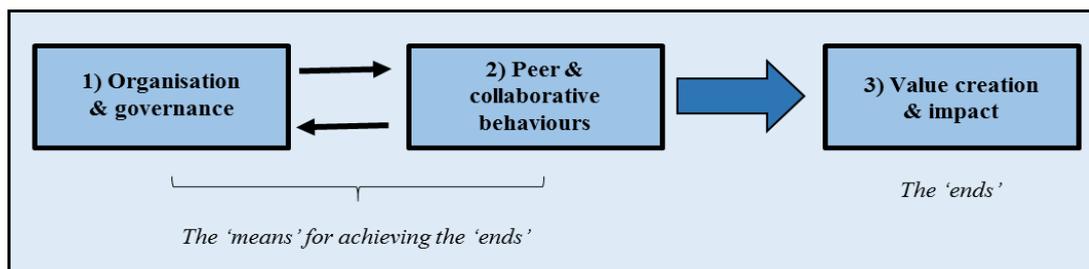
## MAKE-IT Fact Sheet

### Objectives and Ambitions of MAKE-IT

The overall objective of the *MAKE-IT* project is to understand the role of Collective Awareness Platforms (CAPs) in how the maker movement has grown and operates, particularly in relation to using and creating social innovations and achieving sustainability.

The specific objectives of MAKE-IT are

- Undertake **multidisciplinary research**<sup>1</sup> into the role and impact of CAPs approaches on the maker movement. The maker movement exhibits much complexity and variety but includes individual makers, maker communities, maker ecosystems and maker networks.
- Focus the research specifically on the role of CAPs in **three analytical pillars** (perspectives):
  - how maker communities are organised and governed;
  - what maker participants do and how they behave; and
  - the various ways this impacts on and adds value to society.



The ambitions of MAKE-IT are

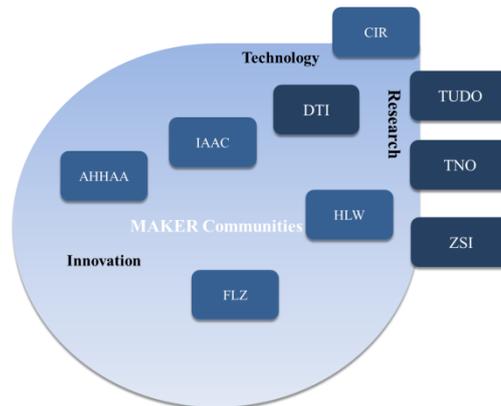
- *Extending CAPs into the domain of tangible products*  
The MAKE-IT project will extend the collaborative production of knowledge and other forms of intangible content, into the collaborative production and consumption of tangible forms of physical objects, as currently being realized by the burgeoning makers movement.
- *Broad, comprehensive but focused multidisciplinary approach*  
This research will use the analytical pillars mentioned above and feed into the next ambition.
- *Innovation action research*  
Innovation action research will be undertaken, in addition extracting knowledge for research purposes, to put knowledge back into the maker and CAPs communities. This includes, among others, joint and pro-active problem solving as well as to support a more reflective process of progressive problem solving.
- *Contributing to the future development of maker awareness and culture within the context of larger scale technological change and sustainable socio-economic growth.*  
The *MAKE-IT* proposal will advance the state-of-the-art by examining whether the trajectory followed in the digital virtual world will be emulated in the digital-physical world. If it does, mutatis mutandi, the future of manufacturing, work, behaviour and local and city development, not to mention global politics and value chains, will be turned upside down

<sup>1</sup> Behavioural studies, social psychology, sociology, management information systems, economics, plus environmental, technological and governance issues.

over the next ten to thirty years. Perhaps of even greater significance will be the potential impact on the environment and sustainability more generally.

## The MAKE-IT Consortium

The *MAKE-IT* consortium presents a truly cross-disciplinary research team with a very strong representation of the target groups, namely the maker communities.



### Research & Technology partners

TNO, the project coordinator, is an independent Dutch research organisation whose expertise and research make an important contribution to the competitiveness of companies and organisations, to the economy and to the quality of society as a whole.

DTI, the Danish Technological Institute, is a self-owned and not-for-profit research institution, which functions as a core scientific partner and has an active maker space to be involved as a case study.

ZSI, Centre for Social Innovation, is an independent Austrian research institution that conducts research on the social embedding and impact of all types of innovations, and contributes to the design and diffusion of socially accepted and sustainable innovations to meet social challenges.

TUDO, Technical University Dortmund, Germany, has a long tradition of researching and teaching at the global intersection between man, nature and technology. The unit involved in MAKE-IT from TUDO is the “sfs” (social research center), which is one of the largest German research institutes in social sciences.

CIR has a clearly technical profile, offering 3D printing and related technologies. Complementary to the scientific partners DTI and TNO, who also bring technical expertise to the consortium, CIR has a strong focus on hardware products that are key technologies for the maker communities.

### Partners from the maker community

In *MAKE-IT* different types of maker organisations are represented in the consortium. Apart from these maker organisations directly involved as project partners, additional cases are going to be studied.



Images from HappyLab (HLW)

**IAAC** (Institute for Advanced Architecture of Catalonia) is an academic institution that hosts **Fab Lab Barcelona**, which is a leading organisation in the worldwide network of FabLabs.

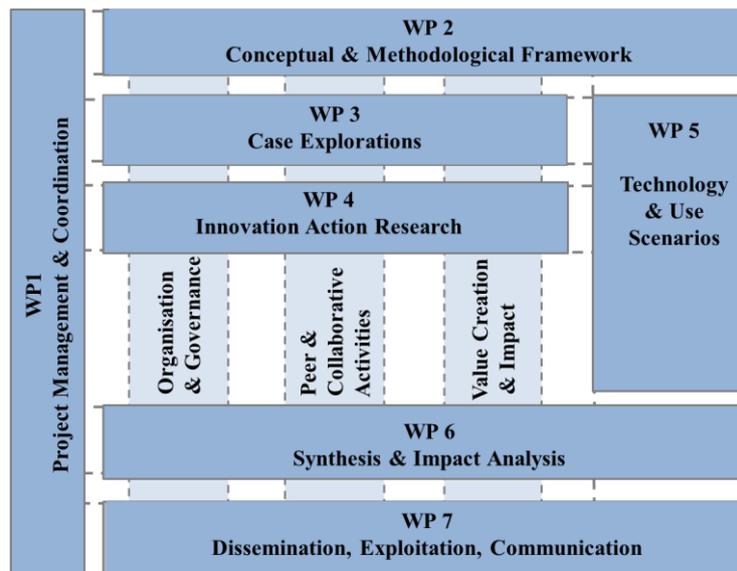
**AHHAA** is a foundation founded by Tartu University, Tartu city and the Estonian Ministry of Education and Science. As the biggest science centre and local innovator in the Baltic region AHHAA aims at making science and research subjects interesting for the public.

**HLW**, HapyLab Wien, in Vienna is Austria's first FabLab, and provides a combination of professional equipment and low-threshold access, resulting in about 1,500 regular users and a growth rate of 1 to 2 users daily.

**FLZ** is the first FabLab in Croatia, registered as an NGO and with good relations with the Faculty of Architecture at Zagreb University, which also undertakes teaching. FabLab Zagreb is based on the Fab Charter and its main focus is to promote digital fabrication to general public in cooperation with similar organisations on local level and internationally.

### Additional MAKE-IT Project Facts

The work within MAKE-IT is organised in 7 work packages with relations as depicted in the following figure.



The MAKE-IT project will run from January 2016 until December 2017 (24 months). The total budget of the project is 245 person months.