

Notes from the STEAM Public Session

July 19, 2018

SESSION AGENDA

- 5:15 Welcome & introductions for presenters (Maria- 5 min)
- 5:20 City STEAM initiative overview and introduce Sharlene (Sue- 5 min)
- 5:30 Presentation (Reinhard & David King- 35 min)
- 6:00 Public input (Reinhard & David King- 30 min)
- 6:30 Wrap-up & thank you (Maria- 1 min)

PUBLIC COMMENTS

- Consider adding a centralized area (or cart) to hold tools, provide additional storage, and provide people easy access to what they need.
- Garage will need a supervision model with levels (E.g. Level 1: Independent work/safe tools with no direct supervision required, Level 2: Supervised work/more elaborate tools with direct supervision required)
- Garage will need a space to display/show samples
- Consider adding a place to store instructor's stuff
- Consider adding additional counters/workspace to the Garage along the wall under the window
- Ensure you have outlets “up the wazoo”
- If you want to encourage cross-generational use of the Garage, purchase seating with back support

QUESTIONS

Common stumbling block is not thinking about budget for maintaining equipment and programming. Is CPL planning for this expense?

We will work with the city for ongoing maintenance and programming needs.

What do you anticipate doing in the Extended Reality Room?

Initially, it will be primarily experiential, since many people have never had the opportunity to try the technology. We hope to be able to eventually offer opportunities for creating VR objects. We also want to educate on the “perils” of this technology.

Will volunteers be a part of your support model like at Rhode Island School of Design?

We are still determining our support model however we hope to connect to and utilize the incredible knowledge and skills of within Cambridge community through volunteering!

What is the timeline for developing the STEAM spaces at the Main Library?

This timeline is not completely known yet but we have a rough idea. After tonight's public meeting, we will complete the Design & Development phase, obtain final funding approval from the City Manager, secure construction resources (via bidding process), initiate renovations (possibly in February?) and perhaps complete renovations in Fall 2019.

How is CPL incorporating the arts in STEAM?

Arts are an excellent entry-point to the other aspects of STEAM. An artist's "habits of mind" complement the habits of the other disciplines. For example, observation is part of science, continuous improvement cycles are a major component of engineering. A big part of STEAM is enabling learners to see the world through different lenses. We want to study innovators and learn how they came up with their innovations. We will see through this exploration the cross-overs between the various STEAM disciplines.

How can arts can enable intersection with the STEM community?

One idea we are thinking about is offering a residency program. We could have "in-house" scholars, such as a playwright, that could help the public learn about their craft through workshops, exhibitions, etc. We are working with the Cambridge Arts Council on this initiative.

How much are you looking at what's already available to help decide how to populate the equipment/plan the programming?

Cambridge is a community of resources and we will do our best to learn about the other local offerings. The CPL will be an entry level for people to get started in their learning. As they evolve, hopefully we will have relationships in place that will enable them to move to the next level.

Where can the public learn more?

All information about the STEAM at the Library initiative will be posted to our [website!](#)