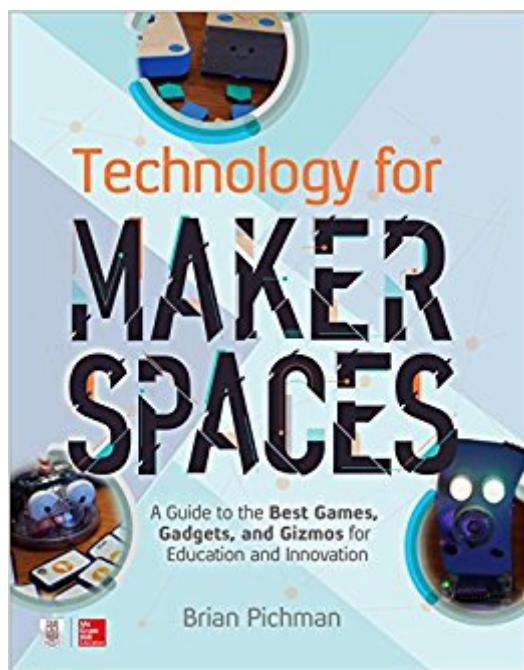


The book was found

Technology For Makerspaces: A Guide To The Best Games, Gadgets, And Gizmos For Education And Innovation



Synopsis

Learn the tools and technologies available to take any makerspace to the next level! This innovative guide explains cutting-edge technologies and activities for makers of all types and ages and shows, step-by-step, how to quickly and radically transform any makerspace. *Technology for Makerspaces: A Guide to the Best Games, Gadgets, and Gizmos for Education and Innovation* covers the entire spectrum of components and is logically organized by skillset and implementation strategy. Written by “Games & Gadgets” guru Brian Pichman, the guide offers a single source for reliable, fact-checked information. You will learn to easily determine the best resources for starting or expanding a makerspace. The book lays out a world of options, including tangible play, tangible and drawing circuits, robotics, virtual reality, 3D printing, programming, and more. Helps determine what gadgets and activities best fit in individual makerspaces. Explains what each technology does, how it works, and why it’s useful. Written by an experienced makerspace creator and director

Book Information

Paperback: 304 pages

Publisher: McGraw-Hill Education TAB; 1 edition (February 16, 2018)

Language: English

ISBN-10: 1260019179

ISBN-13: 978-1260019179

Shipping Weight: 1.1 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #1,743,783 in Books (See Top 100 in Books) #42 in Books > Teens > Education & Reference > Science & Technology > Technology > Inventions #120 in Books > Books > Teens > Hobbies & Games > Crafts & Hobbies #493 in Books > Books > Engineering & Transportation > Engineering > Electrical & Electronics > Digital Design

Customer Reviews

Brian Pichman is an entrepreneur, innovator, and collaborator. As Director of Strategic Innovation at the Evolve Project, he works with libraries to create makerspaces and fab labs, and provides the coaching and guidance needed to take their environments to the next level.

[Download to continue reading...](#)

Technology for Makerspaces: A Guide to the Best Games, Gadgets, and Gizmos for Education and

Innovation Electric Gadgets and Gizmos: Battery-Powered Buildable Gadgets that Go! (Kids Can Do It) Steampunk Gear, Gadgets, and Gizmos: A Maker's Guide to Creating Modern Artifacts (Electronics) Foresight for Science, Technology and Innovation (Science, Technology and Innovation Studies) Fintech: Simple and Easy Guide to Financial Technology(Fin Tech, Fintech Bitcoin, financial technology fintech, Fintech Innovation, Fintech Gold, ... technology, equity crowdfunding) (Volume 1) FINTECH: Simple and Easy Guide to Financial Technology(Fin Tech, Fintech Bitcoin, financial technology fintech, Fintech Innovation, Fintech Gold, Financial services technology, equity crowdfunding) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Travel Games for Adults: Coloring, Games, Puzzles and Trivia: Featuring Over 60 Activities including Group Games, Games for Two, Scavenger Hunts, ... Word Search, Word Scramble and more Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Gadgetology: Kitchen Fun with Your Kids, Using 35 Cooking Gadgets for Simple Recipes, Crafts, Games, and Experiments Making Marble-Action Games, Gadgets, Mazes & Contraptions: Designs for 10 Outlandish, Ingenious and Intricate Woodworking Projects Handheld Gadgets (Sci-Hi: Science and Technology) 3D Printer Projects for Makerspaces (Electronics) Getting the Most Out of Makerspaces to Build Robots Getting the Most Out of Makerspaces to Explore Arduino & Electronics Getting the Most Out of Makerspaces to Create with 3-D Printers Getting the Most Out of Makerspaces to Go from Idea to Market Getting the Most Out of Makerspaces to Build Unmanned Aerial Vehicles Simplifying Innovation: Doubling Speed to Market and New Product Profits with Your Existing Resources: Guided Innovation What Customers Want: Using Outcome-Driven Innovation to Create Breakthrough Products and Services: Using Outcome-Driven Innovation to Create Breakthrough ... (Marketing/Sales/Advertising & Promotion)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)