

Kickstart a maker culture at your company



Makerspaces offer employees a chance to learn a new skill, participate in team-building, blow off some steam, and to problem-solve. Want to try it for yourself? Here are some tips for getting started:

1 Be scrappy and be nimble.

Start small and be quick about it. Think about what you really need to begin—a lamp, a small space, some pencils...? Great things often begin in bathrooms and garages and other unlikely, but convenient locations.

2 Find your champions.

If you're a creative, band your fellow creatives together and see who's interested. Test the waters by hosting small events or workshops to get people interested and excited. Rally your fellow makers to build your case for an official makerspace.

3 Rally top-down support.

The key is to find champions at the top as well as the bottom of your organization. If you begin with the support of senior management, you'll have an easier time clearing the way for dedicated, company-sponsored time and space.

4 Align the space to your company goals.

A makerspace is not a place for employees to launch a side business, but it can offer employees a chance to pick up a new skill while participating in some team-building.

5 Justify the lab's value.

The art of making might not directly improve your business's product, but that doesn't mean it isn't a worthy practice. People will love the labs, so focus on recruiting and retention while making your case.

6 Make art, and mistakes.

Art can be a great distraction from other problems at work, but it also creates problems of its own. Overcoming the hurdles of creation can lend a real sense of accomplishment.