



THE UNIVERSITY OF BRITISH COLUMBIA

Faculty of Education

Master of  
Educational  
Technology  
Program



**Choose Your Own Adventure**

**~~Inclusive Makerspace Challenge~~**

Eco-friendly designs, unique inventions, solving the world's problems

Inspired by: Paula Huddy-Zubkowski

# Overview of the challenge

This challenge exposes makers to design process and provides voice and choice in the making process to tackle real world problems while implementing a maker mentality.

## Materials and Resources Required



## Inclusive Maker Challenge Instructions

Spend the next few minutes examining the links provided in the materials section

Explore the design process! Do you want to invent an eco-friendly kitchen? Design the ultimate tree house? Design a school on Mars? Or invent a creature that lives inside an active volcano? Pick any of the challenges listed here or share your own design challenge to inspire others to be creative! Make sure to engage in the [design process](#).



Ultimate Roller Coaster



Ultimate Tree House



Eco-friendly Challenge



Social Distance Sport





**Invent a Creature That Lives Inside an Active Volcano**

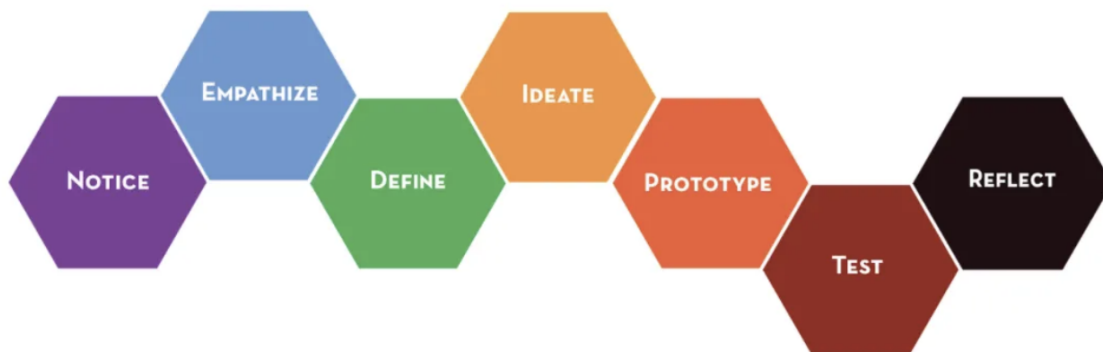


**Design a School on Mars**



## Critical Questions for Consideration

1. How have you used the Design Thinking Process and specifically, the Liberatory Design Process to critically design for all peoples?



2. What problems are you solving through your design?

3. How is this design accessible to all?
4. Who is your audience?
5. What are your greatest struggles with this design?
6. How will you remedy these struggles?
7. What is your expected outcome?
8. How must you continue to redefine this design with technology?

## Background/Additional Information

Because this is a choose your own adventure type activity, the only thing that learners should understand is the design thinking process and the liberatory design process for inclusivity.

## Inclusivity Focus

When introducing this topic you might consider reviewing UN's Goals for Sustainable Development to provide learners with a focus, as well as discussing inherent biases that might be apparent as they approach their task of choice in order for them to be cognizant of their choices, approaches, and assumptions.

## No-Tech, Low-Tech, High-Tech Options

A wide variety of no-tech, low-tech, and high-tech materials and tools should be available to makers to provide voice and choice honouring the low floors, high ceilings, and wide walls philosophy.



## Extensions

Due to the extensive nature of this challenge, the possibilities for extensions are endless. Please share any ideas that you have for any of the challenges listed above by tweeting your ideas to #UBCMETmakerchallenge.

