3D or Not 3D? That is the Question:
Library Makerspace Moves into Literature

Laura Dumuhosky, The College at Brockport
Wendy Prince, The College at Brockport
Dr. Megan Norcia, The College at Brockport
Kenneth Wierzbowski, The College at Brockport

Makerspace

Lesson Overview

1. Select an object from one of four required readings and have it 3D printed.
2. Write an abstract about that object’s role in the novel as well as its context in history and/or culture.
3. Research and write a paper further exploring the ideas outlined in your abstract.
4. Present the object to your peer group and in the display case at Drake Memorial Library, along with your revised abstract.

Threshold Concepts in Action

“To realize the bright, early promise of the digital revolution, perhaps the answer is not more training, but more strategic partnering.” - Dr. Norcia

Perfect Fit for More than Children’s Lit

3D printing is a new form of illustration and the link between it and Children’s Literature is a natural one. Other humanities frequently focus on physical objects or images:

- History
- Film Studies
- Anthropology
- Theatre
- Archaeology
- Art

Authority is Constructed and Contextual
Information Creation as Process
Information has Value
Searching as Strategic Exploration
Scholarship as Conversation
Research as Inquiry

Having pre-printed their 3D Object, students were obliged to adopt several of the ACRL Framework’s Knowledge Practices and Dispositions.