Reflection on Makerspaces and Digital Humanities

Readings:

[The Maker Mindset by Dale Dougherty](https://llk.media.mit.edu/courses/readings/maker-mindset.pdf)

[Makerspaces - Digital Pedagogy in the Humanities](https://digitalpedagogy.mla.hcommons.org/keywords/makerspaces/)- David M. Rieder and Jessica Elam-Handloff

In this 500-750-word reflection, answer at least three of the following questions:

* What is a maker?
* What are some of the guiding principles of the maker movement?
* Who can participate in the maker movement? For example, does a maker have to be in a STEM-focused major?
* Think about a time that you made something. How did it make you feel? What do you think you got out of the experience?
* How can tinkering, creative problem-solving, and ideation be used in the digital humanities?

Papers should be double-spaced, 12-point font, and include page numbers. Submit papers as a PDF or Word document.