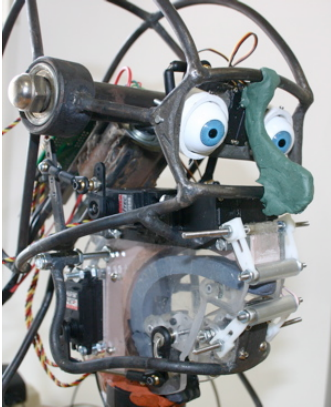


Maker Faire®

Education Day • Friday, May 2nd, 2008



About some of the Makers you'll meet

Austin Giles of Found Sound Noise Orchestra has been playing the drum set for 13 years and teaching drum set for 5 years. When not tap-dancing on the World's Largest CowBell, Austin can be found performing with many bands and as FrankenBot, a one-man band utilizing drum triggers strapped all over his body and electrified tap shoes. He also leads a percussion and experimental music spectacular where youth make technology enhance existing musical talent.
worldslargestcowbell.com
myspace.com/foundsoundnoiseorchestra.com

Christopher Myers is a product designer and educator who has worked on a variety of projects including concept automobiles, electric vehicles, medical equipment, exhibit design, wearable computers and toys. Although a certifiable "car nut" and lover of cutting edge technology, his favorite projects are toys. He resides in San Francisco and spends his free time throwing the frisbee for his dog Iso, tinkering with British cars, old motorcycles, RC gliders and building various robotic creatures. Chris teaches Industrial Design at the Academy of Art University. He also runs an after school robotics class for seven- to nine-year-olds called ArtBots, at the Artery, a local San Francisco art studio. isobot.org

Christopher Shein of Merritt College is a long-time urban permaculture gardener and educator. He has been starting new gardens in the East Bay for over 15 years, designing and installing gardens for community, schools, backyards, and working with youth, elders and everyone else. The Merritt Permaculture class is in its sixth year.
merrittlandhort.com

Christy Canida earned her SB in Biology from MIT, and worked in transgenic mouse labs, an aquarium, and the biotech industry before becoming the Community and Marketing Manager of Instructables. She loves cutting things up, experimenting with food, and dancing in costumes. Instructables is a web-based documentation platform where passionate people share what they do and how they do it, and learn from and collaborate with others. The seeds of Instructables germinated at the MIT Media Lab as the future founders of Squid Labs built places to share their projects and help others. instructables.com

Coral Clark began her career in education after receiving degrees from UCLA and UC Davis. She has promoted hands-on learning for 17 years as a classroom teacher, with the Exploratorium, and while working on projects with NASA and the SETI Institute. In her current position as Director of Education at the Resource Area for Teaching (RAFT), Coral and her team have developed hundreds of hands-on activities that encourage learning through exploration using found and repurposed materials. Resource Area for Teaching (RAFT) is a non-profit organization dedicated to supporting hands-on education. As director of education, Coral and her team have developed hundreds of hands-on activities that encourage learning through exploration using found and repurposed materials. raft.net

Corey Fogel of machine project plays drums, composes, and improvises in many musical and performance art capacities. As a soloist he creates long, surreal narratives of unorthodox sounds and awkward, vaguely familiar motions. The Oakland-based musician accompanies dance, film and other media and also choreographs visual/gestural installations. [*tangram7s.info/cmfi*](http://tangram7s.info/cmfi)

Dawei Lin currently serves as the Bioinformatics Core Director at the UC Davis Genome Center, where he leads his team to provide expertise and infrastructure to carry out acquisition curation, and distribution of complex data sets as well as to develop and perform computations, analyses and simulations addressing a wide variety of biological questions from genomics to network biology. [*bioinformatics.ucdavis.edu*](http://bioinformatics.ucdavis.edu)

Design Squad of PBS presents host Nate Ball and eight high school contestants who, over 13 episodes, tackle engineering challenges for an actual client—from building a machine that makes pancakes to a making a "summer sled". Teams brainstorm, design, build, test, and redesign, before putting their products to the test. The top contestant wins a \$10,000 college scholarship from the Intel® Foundation.

Gary Aden enjoys tinkering with mechanical and electronic projects. A chemist by training, he runs a small company, PacificNanotechnology, making high magnification microscopes. He is a high adventure leader for BSA Venturing, enjoys playing finger style guitar and is active in Amateur Radio.

Gary Barth of Movie FX Media LLC has been in the videogame industry for almost 20 years at companies like Activision, Atari, Sega and most recently Sony, running their Multimedia Dept. He loves movies and special effects, and his hobbies resulted in the Special Effects Master Class Series, DVDs featuring Hollywood effects artists demonstrating various techniques. [*moviefxmag.com*](http://moviefxmag.com)

Hannah Perner-Wilson grew up in England and Austria and has recently moved to New York, where she indulges in breaking technologies down to a basic level from which she is able to develop her own interaction solutions and scenarios. She is fascinated by details and interested in exploring alternative and seemingly bizarre human computer relations. Despite her dislike for the proximity of electricity to the human body, she is attracted to the idea of soft electronics. Her recent work deals with wearable technologies, viewing them from social, wearable and functional perspectives. [*plusea.at*](http://plusea.at)

Jeremy Smith of The Possomery is an independent researcher in computer modeling and artificial life. Although he's still exploring models of physical processes, eventually he will get to chemical, then biological, then neural processes. His explorations often produce stunning graphical outputs, which become tangential projects as artworks. The Platonic solids construction kits are mostly unrelated, and were developed for a local science and art festival last year, although can be considered such a tangential project. [*peak.org/~jeremy/hexagons*](http://peak.org/~jeremy/hexagons)

John Collins Author of three books of original paper airplane designs. International Origamic Paper Airplane competition winner two years in a row. Television director/producer. Numerous local and national television appearances: KRON, KPIX, KTVU, CNN, Discovery, CBS' This Morning. Local newspapers: SF Chronicle, Contra Costa Times, San Jose Mercury News, and Marin IJ.

John-Michael Reed of Bleep Labs is a noiseologist who creates odd, bleeping, blinking, buzzing devices in Austin, Texas. Bleep Labs was begun as a solution to the world's ever increasing appetite for anthropomorphic synthesizer toys. [*bleeplabs.com*](http://bleeplabs.com)

Lee Krasnow of Pacific Puzzleworks is a full-time puzzlemaker, designer, and manufacturer, established as one of the world's finest craftsmen of rhombododecahedral burr puzzles. [*pacificpuzzleworks.com*](http://pacificpuzzleworks.com)

Microsoft Developer Division is the non-professional tools team. They build software that enables new programmers, hobbyist, and non-programmers to make and share their work. The team's vision is to democratize software development by making it approachable to anyone and everyone, even people who want to create without having to write code. They believe that if you can send an email, you should be able to build and personalize your own website, mashup, social networking site, or blog.

Mitch Altman of Cornfield Electronics is most (in)famous for inventing the wildly popular TV-B-Gone, a keychain that makes it fun to turn off TVs in public places. He is an inventor with decades of experience with microcontrollers and teaching. See his project article on making your own Brainwave Sound & Light Machine in issue #10 issue of MAKE Magazine. cornfieldelectronics.com/

Saul Griffith has been taking things apart to see how they work since he was a little boy in Australia. He now enjoys putting things together, and is currently working on problems in the field of alternative energy. His Howtoons cohort **Nick Dragotta** eats pens and ink for breakfast and occasionally draws for Marvel Comics. Tucker and Celine are his newest superheroes.

Silicon Valley Engineering Council (SVEC) is a non-profit educational organization. Its purpose is to assist its member engineering and technical societies in Silicon Valley to better serve our members and the community. Founded in 1989. SVEC.org

The Institute for the Future (ITF) is an independent nonprofit research group in Palo Alto, California. We work with organizations of all kinds to help them make better, more informed decisions about the future. We provide the foresight to create insights that lead to action. iftf.org

Walt Disney Imagineering is the unique, creative force behind Walt Disney Parks and Resorts that imagines, designs and builds all Disney theme parks, resorts, attractions, cruise ships, real estate developments, and regional entertainment venues worldwide. Created and sponsored by Walt Disney Imagineering, the ImagiNations Design Competition offers opportunities for diverse students to showcase their talents. Imagineers are challenged to build on the Disney legacy of great storytelling to pioneer new forms of entertainment through technical innovation and creativity. Past winners of the competition have gone on to serve internships at Imagineering and some have become full-time Imagineers.

William Nye Programming hobbyist Bill Nye, in spite of having a name slightly similar to the Science Guy, does not know much about making smoke come out of oversized test tubes. Rather, he started in Electrical Engineering as an analog integrated circuit designer, graduated with a PhD in the area of CAD for IC design at Berkeley, worked in chip CAD software development for 15 years, then made a career switch that led him to the Multimedia Masters program at Cal State East Bay, graduating in 2003. Shortly thereafter, 3 of the 4 thesis group members started the initial design of the HatManDo multiplayer games. In general, Bill enjoys using his software skills in many programming languages to pull together game and artistic technical projects. He also likes volleyball.

Xavier Leonard Heads on Fire is a community-based, multimedia development and technology training program guided by the motto "Change By Design". Work with the United Nations High Commission on Refugees and Europe's SOS Menschenrechte led to a landmark service learning project and art exhibition in which Heads On Fire's youth participants traveled to conduct workshops for war orphans in Europe's largest refugee camp. The resulting work was exhibited in Vienna's Galeria Avenida De La Paz. Most recently, a relationship with the Massachusetts Institute of Technology has led to the opening of Heads On Fire::Fab Lab, an advanced digital design and fabrication laboratory where community members can come in off the street and make almost anything. The San Diego lab is one of 25 in the world, and the first on the West Coast.

headsonfire.org