

Maker Faire®

Maker Faire Makes a Difference

Take a look at how Maker Faire and the Maker Movement are impacting creativity, engineering, manufacturing, and the DIY mindset around the world. Part science fair, part county fair, and part something entirely new, Maker Faire is an all-ages gathering of tech enthusiasts, crafters, educators, tinkerers, hobbyists, engineers, science clubs, authors, artists, students, and commercial exhibitors. All of these “makers” come to Maker Faire to show what they have made and to share what they have learned, and their enthusiasm is contagious, as evidenced by the growing global maker community.

- Maker Faire has brought the DIY movement into the mainstream.
- There were [100 Maker Faires](#) around the world in 2013! Of these 100, 93 of them were featured and Mini Maker Faires, mid and smaller-scale, independently produced, local events.
- Maker Faires were located all across the United States, as well as international locations as diverse as Santiago, Chile; Oslo, Norway; Vancouver, Canada; and Rome, Italy.
- More than 530,000 people experienced a Maker Faire in 2013, 335% more than 2011!
- Maker Faire has catalyzed backyard tinkerers and hobbyists into a worldwide movement, the Maker Movement.
- Around the world, Maker Faire brings together science, art, crafts, and engineering in a fun, energized, and exciting public forum for makers of all ages, levels, and interests.
- The emergence of the Maker Movement is having a phenomenal influence on American youth, changing the way they learn, think, and participate.

Examples of influential makers and projects from Maker Faire:

- **David Lang & OpenROV**—An open-source underwater robot and community of people in over 30 countries who work together to create more accessible, affordable, and awesome tools for underwater exploration. Citizen scientists at their very best.
- **TechShop**—A collaborative and creative makerspace for learning fabrication and manufacturing skills for woodworking, metalwork, textiles, welding, and more. (Feb 2, 2014: http://www.huffingtonpost.com/x-prize-foundation/makers-are-radically-chan_b_4732634.html)
- **MakerBot**—A leader in desktop 3D printing, pushing the next Industrial Revolution by setting the standard in reliable and affordable desktop 3D printing, scanning, and entertainment. (Jan 2014: <http://makezine.com/2014/01/09/bre-pettis-on-makerbots-three-new-printers/>; Dec 2013: <http://makezine.com/magazine/guide-to-3d-printing-2014/makerbots-bre-pettis-inside-the-new-makerbot/>)
- **Maker Education Initiative**—Leading the next generation of the Maker Movement by creating more opportunities for all young people to tap into their creativity and develop confidence in their hands-on skills, as well as spark an interest in science, technology, engineering, math, the arts, and learning as a whole through making.
- **Because We Can**—A CNC-driven design and fabrication shop in Oakland, Calif., founded by husband-and-wife team, Jillian Northrup and Jeffrey McGrew. (<http://makezine.com/2010/02/14/make-together-more-couples-that-col/>) <http://makezine.com/magazine/make-21/3d-fabbing-state-of-the-art/>)
- **Le Fab Shop**—The French leader in desktop 3D printing technology and a business that is focused on the needs of digital fabrication, training in this area, and more. (<http://makezine.com/2014/02/25/add-patterns-to-3d-printed-objects-with-hydrographic-film/>)

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- **Joey Hudy**—Young maker, Maker Faire champion, entrepreneur, and Intel's youngest employee at the age of 16. Joey came to Maker Faire early on and found a home for his awesome abilities and desire to make. Joey has his own kit sold in the [Maker Shed](#), has been invited to the White House twice, and travels abroad regularly spreading the word about making. (<http://makezine.com/2013/05/01/joey-hudy-one-of-10-smartest-kids-on-the-planet/>)
- **ArcAttack!**—A performance arts group providing innovative, electrifying entertainment centered on homemade Tesla coils. They've been on "America's Got Talent" and have launched a business that visits schools to educate kids about their technology, know-how, and drive for creating. (<http://makezine.com/2013/05/19/arcattacks-steve-ward-demos-the-handheld-tesla-coil/>)
- **Pocket NC**—A new start-up developing 5-axis desktop CNC mills after showcasing beta products at World Maker Faire New York 2013. (<http://makezine.com/2013/09/23/pocketnc-an-affordable-five-axis-cnc/>)
- **Handibot**—Unveiled at MAKE's Hardware Innovation Workshop 2013, this new smart, robotic power tool from ShopBot aims to provide a whole new class of digital tool. <http://makezine.com/2013/05/15/shopbot-unveils-the-handibot-at-hardware-innovation-workshop/>
- **Pinoccio**—A complete hardware and software ecosystem for building the Internet of Things, allowing people to build wireless, web-enabled projects in minutes. (<http://makezine.com/magazine/make-36-boards/the-tale-of-pinoccio/>)
- **DIY Drones**—Taking the hobbyist flying platform to new heights by providing many opportunities for this super-popular niche to continue its growth. <http://makezine.com/2014/01/24/fantastic-fly-in-makes-homegrown-drones-meetup-is-a-hit/>
- **littleBits**—A smart system of electronic parts for play and prototyping designed for children, artists, or anyone shy about soldering, littleBits make electronics easy, fun, fast and accessible. littleBits was created by Ayah Bdeir, launched at World Maker Faire in 2011, and has been growing hit at subsequent Maker Faire events.
- **Jimmy the 21st Century Robot** — This 3D-printable bot was created by Brian David Johnson, Intel's Futurist, and debuted at World Maker Faire 2013. (<http://venturebeat.com/2013/09/21/intel-researcher-debuts-3d-printed-open-source-robot-jimmy/>)
- **Diana Eng** — Well before wearables became commonplace, Diana Eng was making a name for herself combining tech and fashion and showing off her creations at Maker Faire. (Sept 26, 2010: <http://www.switched.com/2010/09/26/diana-eng-hits-maker-faire-with-her-forward-thinking-tech-coutur/>)