

**Fellowship Summary.** The Innovation Zone Makerspace Fellow is responsible for programmatic, educational, and administrative support for the UConn Innovation Zone makerspace, as well as other collaborative learning spaces in Werth Tower. The Innovation Zone is a creative makerspace that enables and supports innovation, entrepreneurship, and making by providing resources, technologies, and mentorship to students. The Innovation Zone Makerspace Fellow is responsible for collaborative engagement with staff in the Office of First Year Programs & Learning Communities and Residential Life, as well as advising and engaging with students and building and maintaining relationships with other Learning Community stakeholders and constituents.

The Innovation Zone Makerspace Fellow reports dually to a supervisor in the Office of First Year Programs & Learning Communities and to a designee in the Department of Residential Life. This fellowship requires a commitment of 15 hours per week, with the term of fellowship being from August, 2022 to May, 2023. This is a live-in fellowship, with the cost of rent and utilities for a furnished one-bedroom apartment located in Werth Tower considered as compensation. The Innovation Zone Fellow, as a live-in staff member, will be expected to uphold expectations and standards specific to living in on-campus housing.

**Program Overview.** At nearly 1,500 square feet, the Innovation Zone is the first official Makerspace at UConn. By providing the necessary materials, equipment and guidance, the Innovation Zone creates an environment where UConn students can bring their ideas from conception to reality. Upon completion of the appropriate safety training, students have access to the prototyping equipment including 3D printers, vinyl cutter, CNC router, table and band saws, laser cutter, hand tools, as well as the textile and electronics stations within the space. Various workshops are also provided to introduce students to new and innovative topics that they may not otherwise get to experience. The ultimate goal of the Innovation Zone is to inspire creative and innovative thinking while providing a hands-on learning environment that encourages innovative design, prototyping, collaboration, problem solving and entrepreneurship.

### Essential Responsibilities

1. Develop and coordinate programming and events, participate in developing operational and safety procedures, offer technical guidance and equipment training, provide formal and informal support of projects, workshops, skillshare sessions, and courses
2. Facilitate meaningful design and innovation activities; administer operational aspects of the program incorporating modern design processes and methods; administer and track completion of safety training sessions
3. Develop and lead design and innovation workshops or programs. Evaluate the effectiveness of those programs.
4. May assist in managing undergraduate students who help maintain the space and serve as student experts
5. May support campus partners by developing design and innovation activities relating to the vision of their programs
6. May instruct, co-instruct, or support credit bearing FYE (first year experience, UNIV 1810/1820) and/or sophomore courses (UNIV 3820); assist in the development of curriculum; plan and implement class activities; supervise project teams and assess student learning
7. Advise and mentor students utilizing individual and group strategies; holding weekly office hours within Werth Tower
8. May write articles for university and/or program newsletters, blogs, websites, etc.
9. Act as a liaison between students, faculty and staff stakeholders from across the university; send periodic updates, coordinate meetings as needed and give public presentations as needed
10. Connect students with relevant faculty, programs and events occurring across campus, encouraging engagement and student professional and personal development
11. Communicate regularly with staff within Office of First Year Programs & Learning Communities and Residential Life
12. Meet regularly with position supervisor and Residential Life designee.
13. Write a personal report on responsibilities completed in position at the end of each semester and contribute to Innovation Zone Annual Report submitted to FYP&LC at end of Spring semester
14. Complete university and department-required trainings to ensure compliance with standards of ethics and accountability
15. Complete other duties as assigned

**Commitment:** Candidates must be eligible to work 15 hours per week; days and times to be determined; willingness and ability to maintain a flexible schedule to support the needs of students. Weekend and evening hours are required.

**Application Process:** Interested candidates should send a letter of interest; resume/CV; and names and contact information for three professional references to: Cody D. Ryan, Makerspace Supervisor, Office of First Year Programs and Learning Communities at [Cody.D.Ryan@uconn.edu](mailto:Cody.D.Ryan@uconn.edu). Applications will be accepted until the position is filled. The University of Connecticut is an EEO/AA employer.