MAKER FAIRE

TOTAL HOURS : (5 hrs per person, 9 people) **45 hrs**

SUMMARY

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. It is primarily designed to be forward-looking, showcasing makers who are exploring new forms and new technologies. But it's not just for the novel in technical fields; Maker Faire features innovation and experimentation across the spectrum of science, engineering, art, performance and craft. The event is a gathering of fascinating, curious people who enjoy learning and who love sharing what they can do. It's a venue for makers to show examples of their work and interact with others about it

WHO	WHAT	WHEN	WHERE	WHY
Families and kids of all ages, our team, STEAM enthusiasts	Robot booth and field, spreading *FIRST,* discovering STEAM companies and projects	May 4, 2019	Palmer Event Center Austin, TX	Empowering students, families, community members, and teammates

ACTIVITIES

ROBOT DEMONSTRATION

We brought our robot from this season and coordinated with other teams in attendance to bring and set up a field. By doing this, we were able to show parents and students how our robot worked, as well as explaining the goals of this year's game.We teamed up with two other FTC teams, LASA and Philobots. With all three robots on the field running at the same time, we were able to demonstrate what a real match would look like. When the kids were able to drive around the robot, competing against other teams, they could see if they liked the feel and concept of this friendly competition, and if *FIRST*, or robotics in general, is something they would really enjoy. When parents were able to see what a typical game looked like in the FTC program, it helped them to better visualize what their kids could be doing in the future. Showing both our robot and the ins-and-outs of a match further emphasizes the importance of exposure.

CONNECTING TO COMPANIES

Not only were we able to expose *FIRST* to parents and students- we were also able to connect to STEAM focused companies that also attended the event. There were hundreds of booths, from small 4x4 stands to entire arenas, that showcased new and innovative products and technologies. While walking around the event and visiting different booths, we got the opportunity to learn about numerous tech and science companies, as well as introducing ourselves and teaching them about our team. We had many insightful discussions with these companies on potentially mentoring us, as well as different ways to expose young kids to STEAM topics.

OUTCOME

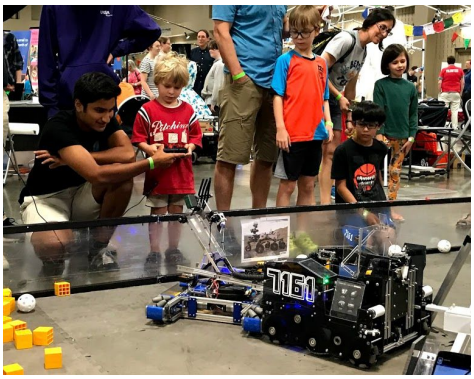
PROMOTING *FIRST*

This event will allow us to spread recognition for *FIRST* and its programs. We have created brochures that explain *FIRST* values and programs, and includes information regarding how parents and students can bring the program to their communities. We handed out close to 100 brochures, with many parents expressing interest in involving their students in *FIRST*.

EXPANDING OUR REACH

The attendees of the event were people of all ages, which meant that we were able to reach out to many demographics and backgrounds. While we showed elementary and middle school students how to drive the robot, we handed out tons of brochures and talked to many parents about our program. This event provided so many opportunities to expand our reach, not only through the parents and students, but also through the countless new companies and startups that now know our name and have heard our outreach goals.

POST-EVENT REFLECTION



- There were over **2,000 total attendees**, made up of students, adults, and STEAM companies. We had the opportunity to introduce people of all ages and from all over Austin to *FIRST* programs and the world of robotics.
- We handed out a total of **94 brochures** to students, parents, and companies. Several of the young kids and their parents were interested in joining *FIRST* programs at their school and in their own communities, as well as inviting us to their area to demonstrate our robot.
- "Teaching kids how to use the controller and watching them brighten up when they were able to drive the robot reminded me why bringing *FIRST* into the lives of kids is so important- it opens up opportunities to do things they would have never thought about." - Avi
- "Being able to see the immense collection of industry professionals coming together really inspired me to continue my education and career in STEM, specifically in mechanical engineering, and affirmed what I want to do in the future." - Sam
- **Summary:** We connected with the students, parents, and STEM companies at the **Maker Faire** in **Austin**. Students were **introduced** to ***FIRST*** and learned the basics of **driving robots** and **competition**. We were also able to connect with multiple **companies** with the possibility of **mentoring** our team.