



Glossary

A shared language across make-a-thek communities

Core Values

Accessibility

Accessibility refers to the degree to which spaces, services, tools, and information can be used and understood by as many people as possible. It goes beyond physical access to include cognitive, cultural, linguistic, and social dimensions.

In the make-a-thek context, accessibility means designing environments, activities, and communication that enable **active participation, autonomy, and confidence**, regardless of people's abilities, backgrounds, or experience levels. It involves removing barriers, simplifying complexity, and creating intuitive and welcoming experiences that support equal engagement.

Circularity

Circularity refers to a system where materials and resources are **kept in use for as long as possible** through reuse, repair, and recycling. It supports regenerative practices that reduce waste and create long-term value.

In make-a-thek, circularity is translated into ongoing, systemic practices rather than one-off actions, helping communities experiment with **alternative, regenerative ways of producing and consuming**.

Inclusivity

Inclusivity is the practice of designing environments and experiences where **diverse people feel welcomed, represented, and able to participate.**

In make-a-thek, inclusivity means acknowledging different needs, identities, and levels of experience, and creating conditions for **equitable participation and belonging.**

Innovation

Innovation is the process of **developing new or improved ideas, practices, or systems that respond to emerging needs.**

In make-a-thek, innovation emerges from the combination of **different disciplines, knowledge, and communities**, rather than from technology alone. make-a-thek has a special focus on socially acceptable and sustainable innovations to overcome local and global societal challenges.

Openness

Openness refers to the principle of making knowledge, resources, and processes **transparent, shareable, and accessible.**

Within make-a-thek, openness supports the circulation of ideas, tools, and practices, encouraging collaboration and enabling communities to learn from each other.

Sustainability

Sustainability is an approach that seeks to balance **environmental, social, and economic systems over the long term.** It involves responsible use of resources, care for ecosystems, and equitable access to opportunities.

In make-a-thek, sustainability is embedded in both **practices and values**, encouraging conscious making, shared responsibility, and long-term thinking in the use of materials, tools, and knowledge.

→ for further insight into the core values of make-a-thek, see also  [the Manifesto](#)

Key Concepts

Adaptability

Adaptability is the capacity of systems, spaces, and people to **respond and adjust to changing** contexts, needs, and conditions.

In make-a-thek, adaptability is reflected in **flexible spaces, modular setups, and evolving activities** based on community needs and feedback, allowing libraries to grow and transform over time.

Co-design / Co-creation

Co-design and co-creation are **collaborative approaches** where a diversity of actors actively contribute to shaping ideas, services, and spaces.

In make-a-thek, these processes are essential to ensure that solutions are **rooted in real needs, enabling shared ownership**, collective creativity, and inclusive participation across diverse groups.

Community

A community is a group of people connected by shared interests, needs, values, or contexts.

In make-a-thek, communities are not passive users but **active participants and co-creators**, shaping activities, spaces, and learning processes.

Competences

Competences are broader combinations of **skills, knowledge, attitudes, and experience** that enable individuals to act effectively in different contexts.

In make-a-thek, competences grow through continuous learning processes, including **upskilling, peer learning, and real-life practice**, allowing individuals and communities to become more autonomous over time.

Digital Fabrication

Digital fabrication is the process of designing and producing objects using **digitally controlled tools** such as 3D printers, laser cutters, or CNC machines.

In make-a-thek, digital fabrication is integrated with traditional making practices, enabling **experimentation, prototyping, and hybrid craft skills**.

Heritage

Heritage refers to the **cultural, social, and material knowledge** passed down through generations, including **traditions, techniques, and identities**. In make-a-thek, **heritage is not static: it is reinterpreted and activated through contemporary practices**, connecting traditional crafts with digital tools, circular approaches, and new forms of creative expression.

Making

Making refers to the act of creating, repairing, modifying, or experimenting with materials and tools. In make-a-thek, making is a **learning process**, not just a production outcome — it is about exploration, discovery, and skill development.

Makerspace

A makerspace is a **community-driven open environment** where people explore ideas, learn through practice, and develop projects using tools, materials, and shared knowledge.

In make-a-thek, a makerspace is not only a place for making, but a **learning ecosystem** where experimentation, collaboration, and peer-to-peer exchange are central. It combines analogue and digital practices, craft skills and innovation, fostering creativity through hands-on engagement.

Modularity

Modularity refers to a design approach based on independent but **combinable elements that can be rearranged or expanded**. In make-a-thek, modularity enables libraries to develop their makerspaces **progressively, adapting to available resources, community needs, and levels of experience**.

Open Access

Open access is the principle that **knowledge, tools, and resources should be freely available and usable by everyone.**

In make-a-thek, it supports **shared learning, accessibility, and participation**, reducing barriers to entry and enabling wider community engagement

Prototyping

Prototyping is the process of creating preliminary versions of an idea or object to test, learn, and improve it.

In make-a-thek, prototyping supports **experimentation, iteration, and collective problem-solving**, making ideas tangible and adaptable.

Resources

Resources are the collection of tools, materials, guides, and references that support the design, activation, and development of a make-a-thek space. They include practical elements such as **how-to guides, templates, toolkits, case studies, and examples**, as well as more in-depth content that helps build knowledge and inspiration.

In make-a-thek, resources are designed to be **accessible, adaptable, and actionable**, allowing libraries and other third spaces to apply them directly in their context. They support both initial exploration and more advanced development, helping users move from ideas to implementation through a learning-by-doing approach.

Skills

Skills are the **practical, creative, and social abilities** developed through learning, experience, and experimentation. They include technical abilities (e.g. sewing, digital fabrication) as well as transversal skills such as collaboration, problem-solving, and critical thinking.

Within make-a-thek, skills are developed through **learning by doing**, observation, peer exchange, and interaction with others, rather than through formal teaching alone.

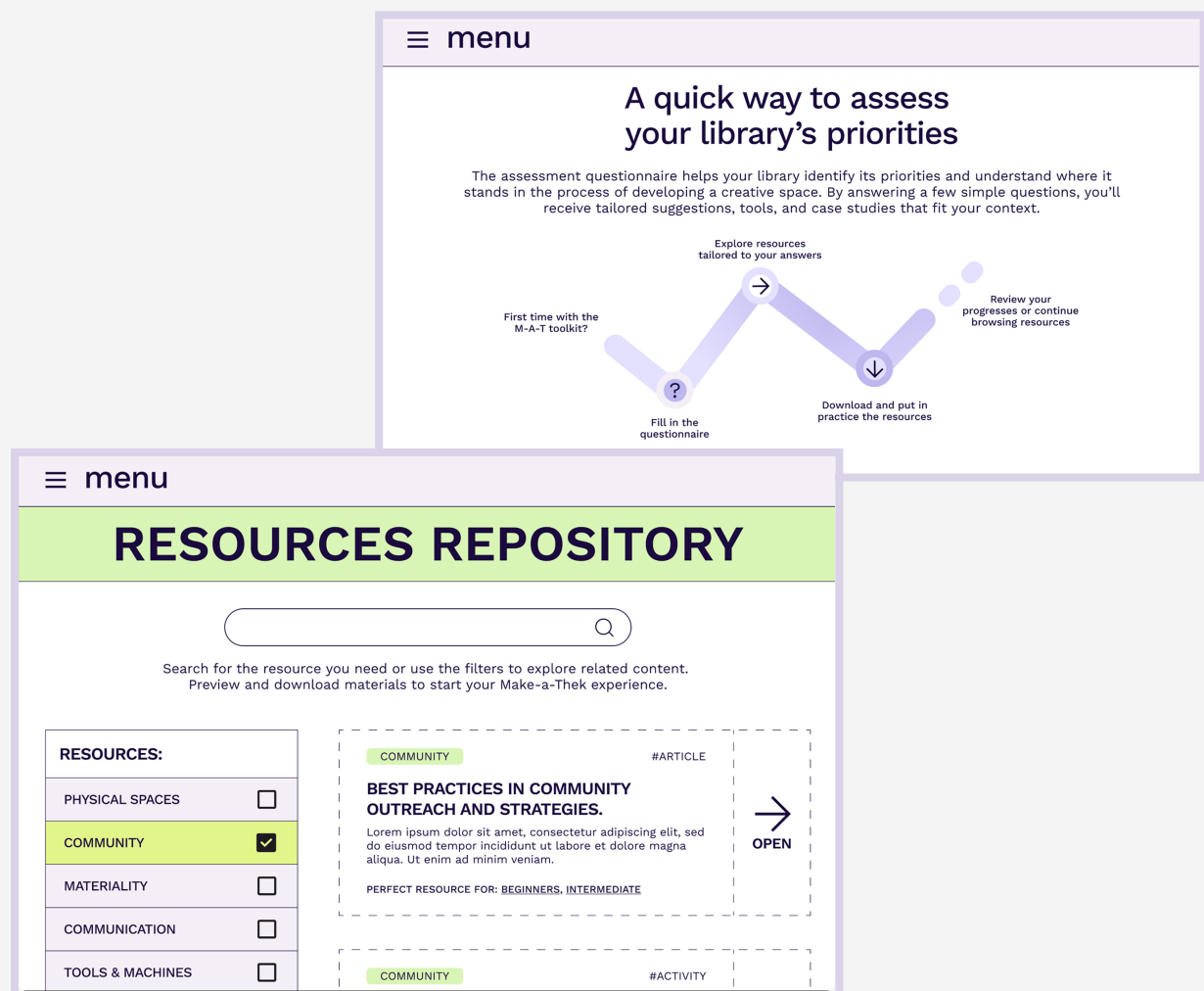
Toolkit

The **make-a-thek digital toolkit** is a platform with practical and flexible resources designed to support libraries in activating and evolving creative spaces.

It combines **tools, guides, templates, and real examples** to help you design, test, and grow your makerspace step by step. Whether you are starting from scratch or building on existing initiatives, the toolkit adapts to your context and needs.

Structured around **key areas – Physical Spaces, Tools and Machines, Materiality, Activities, and Communication** – it helps to break down complexity and take action progressively. Through a combination of self-assessment, targeted resources, and open exploration, you can develop your own path, experiment with new approaches, and strengthen your impact over time.

More than a set of tools, the make-a-thek toolkit is a **process**: a way to learn by doing, connect with others, and shape inclusive, circular, and community-driven spaces.



make-a-thek in a box

make-a-thek in a box is a **physical starter kit** designed to help libraries initiate and test a make-a-thek space in a simple, accessible, and flexible way.

It provides the essential elements to set up a **minimum viable makerspace**, including tools for communication, space organisation, and activity planning. The kit can support both temporary and permanent setups, enabling libraries to experiment with formats, engage communities, and gradually build their own approach.

In practice, make-a-thek in a box may include a **basic tool selection, visual communication materials, activities suggestions, and modular elements** such as a tool wall or wall organiser, helping users understand how to use the space and its equipment. It can also connect to additional digital resources, guides, and templates to support implementation.

Rather than a fixed solution, make-a-thek in a box is an **entry point into the process** – a way to start small, learn by doing, and grow step by step.

make-a-thek in a bus

The *make-a-thek in a bus* is a **modular workshop kit** designed to travel as part of the project's **bus tour**. At its core, the kit consists of two stackable boxes. Inside, you'll find a detailed inventory of all included materials, along with facilitation guides to support the workshops.

The boxes are equipped with everything needed to **host eight different types of workshops** for around 10 to 15 participants (for one-time sessions). These workshops were co-designed with project partners, resulting in a diverse set of activities that can be easily “popped up” at different stops along the tour.

The workshops vary in format. Some are **planned activities**, such as natural dyeing, knitting, working with biomaterials, or building your own loom. Others are **continuous activities** that begin at the start of the tour and grow over time, with participants contributing at each stop; for example, collectively making a quilt or organising clothing swaps.

The *make-a-thek in a bus* has also an expanded version. This includes a “carrito” (a mobile cart) equipped with sewing machines and work surfaces. In this setup, the workshop boxes are integrated into a larger, flexible pop-up making environment.

Roles

Ambassador

An Ambassador is a local **community connector** who supports the **growth and visibility** of make-a-thek at a territorial level. They act as a **bridge between the library and its wider ecosystem**, activating networks and fostering collaborations with external actors.

Champion

A Champion is an **active promoter of circular practices and innovation within the make-a-thek ecosystem**. Champions can emerge from different roles (Trainer, Expert, participant) and are recognised for their **commitment, engagement, and ability to inspire others**.

Circular Workshop Facilitator

A Circular Workshop Facilitator is specialised in **designing and delivering activities focused on circular practices**. They combine traditional craft knowledge with digital tools, enabling participants to explore repair, reuse, and sustainable making through hands-on experiences.

Expert

A make-a-thek Expert is **a practitioner or professional** who **facilitates specialised knowledge transfer** in areas such as digital technologies, circularity and heritage digitisation. They lead technical workshops and support participants in knowledge exchange to explore the project's thematics. Their role ensures that unique **skills and "ways of knowing" are shared** across **local and international contexts**.

Matty / make-a-thek mobile bus

Matty is the name of the make-a-thek mobile bus, designed to bring the project to diverse communities across Europe. As a mobile pilot, it tours rural and underserved areas, extending the reach of make-a-thek beyond fixed library locations. It functions both as an active learning environment and as a showcase of the project, hosting workshops, cross-fertilisation events, and collaborative activities in partnership with local actors and libraries.

Mentor

A Mentor is a representative of a consortium partner who supports pilot libraries throughout the implementation of make-a-thek. They provide **strategic, methodological, and operational guidance**, helping libraries navigate both project development and European project frameworks.

Pilot

A Pilot refers to a **local, experimental implementation** of a project approach, tool, or model, carried out to test, adapt, and validate it in real-world conditions. In make-a-thek, pilots take place within libraries and are led by the Pilot Team, with the support of Mentors (Consortium Partners), Trainers, and Experts. They are essential for gathering feedback, understanding local needs, and refining the approach before wider replication and scaling.

Pilot Team

The Pilot Team refers to the **library staff responsible for implementing make-a-thek at a local level**. They are the core actors driving the development of the makerspace, adapting the approach to their context and working closely with communities and partners.

Public Makerspace Coordinator

A Public Makerspace Coordinator is focused on the **management and development of a public makerspace within a library**. They work at the intersection of space, community, and activities, ensuring that the makerspace evolves as an open, accessible, and engaging environment.

Trainer

A Trainer is a make-a-thek trained practitioner who supports the creation of inclusive learning environments within libraries. Trainers are not only skilled in their field, but also adopt a **collaborative and facilitative approach**, helping others learn through practice. In make-a-thek, Trainers can take on different specialisations (*Public Makerspace Coordinators* or *Circular Workshop Facilitators*), contributing to the activation and growth of local makerspaces.

→ Is there anything missing? Any entries unclear?

[Send your suggestions to the make-a-thek team!](#)