SECTION B
Please respond to the following questions so we can better understand the demand level:

)		me of College: West Los Angeles College		
1	Describe where your college stands in the process (please check your stage of adoption)			
		Our college has interest in exploring or is in the process of exploring how better to	Yes	
		connect to the Maker movement.		
		Our college has already explored and has made a commitment to the Maker	Yes	
		movement through formal action (e.g., resource commitment, Trustee vote, etc.).		
		Our college has explored, committed to, and has already set up a Makerspace.		
		Our college has a team consisting of at least a STEAM/STEAM faculty paired with a	Yes	
		CTE faculty to champion this program on our campus.		
		Other:		
		During the last year, faculty from five of the college's academic divisions—		
		Science (Biology, Chemistry, Geology, Physics, pre-Engineering), Computer Science,		
		Aviation, Business, and Art have explored the idea of creating a Makerspace at West		
		Los Angeles College (West). We have researched the FabLab concept and visited the		
		FabLab at UC Irvine.		
		Collaboratively, we have identified a location, and written it into the college's		
		master educational and facilities planning documents. This physically central location		
		on campus in which to house a Makerspace includes the potential to expand the		
		space as new buildings are brought on line over the next two to three years.		
		West's Computer Science faculty are increasing the range of certificates to		
		include robotics. Aviation is working with the Tesla Foundation to introduce a wide-		
		ranging unmanned aerial robotics curriculum to augment the existing technician,		
		avionics, and soon-to-be-offered ground school curriculum. Science is talking with the		
		Engineering school at Loyola Marymount University on creating a transfer pathway		
		from West to LMU in Engineering. New Business faculty are creating a buzz among		
		students for entrepreneurism. All of the divisions have identified ways in which they		
		can collaborate and encourage students to prototype ideas in a Makerspace.		
		West is currently creating a new program in Creativity & Innovation. Historically,		
		Los Angeles has grown because of the entrepreneurial and creative spirit of its		
		business and civic leaders. Located in one of the most dynamic and creative industry		
		ecosystems in the nation if not the world, West sees a Makerspace as a resource		
		enabling students of color, low-income persons, and first generation college students		
		to have the preparation to succeed in this ever-evolving business environment.		
		Engaging students in creative and innovative thinking, development of prototypes,		
		fostering entrepreneurship, and learning to work in teams to develop-fail-revise-		
		succeed is crucial to long-term academic and professional success.		

xpertise You Can Contribute to the Community-of-Practice (please check all that applies) My college can help others explore, commit to, and set up a Makerspace.	Yes
My college can help others develop partnerships with industry/business/iHubs in	Yes
order to 1) generate work-based learning opportunities for students and/or 2) secure	
financial support.	
My college can help others form/develop partnership with grade 9-12 institutions to	Yes
facilitate early career exploration.	
My college can help others consider instructional strategies, including but not limited	Yes
to 4C skills as well as technical skills, and how those strategies relate to community	
college courses, certificates, and programs.	
My college can help others bring together STEM/STEAM and CTE faculty to champion	Yes
the program.	
Other:	
Essential components of all certificate and degree programs at West are student	
learning outcomes that demonstrate that students exhibit 21 st century skills: critical	
thinking, communicating, creative thinking, and collaborating. These are manifested	
in presentations, a college-wide poster/video exhibition, and are the basis for a new	
sequence of courses, Creativity & Innovation, that the college is developing. Courses	
in this sequence will be part of a certificate and can be attached to existing	
certificates as ways to more fully engage students in the type of thinking that will	
enable them to be successful in both the academic and professional pursuits.	
West has strong relationships with feeder high schools:	
the college's JumpStart program conducts college credit classes at	
high schools so high school students can get a jumpstart on their	
college careers,	
❖ West operates seven US Department of Education TRIO programs—	
an Educational Talent Search program, two Upward Bound Classic	
programs, two Upward Bound Math/Science programs, an	
Educational Opportunity Center, and a Student Support Services program, and	
❖ West participates with feeder high schools on two California	
Department of Education Career Pathways Trust projects in	
entertainment/digital media, information technology, and health	
science.	
These extensive high school partnerships create a natural influx of students	
attracted by exposure during their high school careers to new curriculum in STEAM	
that utilizes the Makerspace.	
West has solid partnerships with surrounding community colleges; in fact, these	
six colleges share students—students take classes at all of the colleges to meet	
degree requirements or fit time schedules. West will work enthusiastically to engage	
academic administrative and faculty leaders and their students at these colleges in	
the Makerspace.	
The Westside of Los Angeles is a hot bed of entrepreneurship in a variety of	

fields including biotechnology and bio-manufacturing, entertainment, medicine and medical device manufacturing, high-end custom manufacturing, transportation and global logistics, aviation, tourism, and high technology among many areas. The only Makerspace available to residents of the Westside of Los Angeles is located in downtown Los Angeles, a formidable distance on scarce public transportation away from potential users. Locating a Makerspace at West Los Angeles College in Los Angeles' dynamic Westside, will make access to these resources more accessible to thousands of students from the college and feeder high schools and encourage new partnerships with local industry and community groups.

3. Please add any comments relevant to this intent survey --

The Otis College of Art and Design in conjunction with the Los Angeles Economic Development Corporation looks at Los Angeles' creative economy annually and publishes a comprehensive report. In the 2015 Otis Report on the Creative Economy, the size and scope of the creative economy is massive:

- in the Los Angeles region, there are 418,000 direct jobs in creative industries; with indirect jobs, the number rises to 744,000—18% of all workers in the Los Angeles region and
- ❖ in the total Los Angeles gross regional product of \$861 billion, the creative industries generate a total output of \$177 billion, make a net contribution of \$109 billion (13% of the RGP) and contribute \$8 billion in taxes.

There is an economic imperative to expand West's existing educational infrastructure by adding a Makerspace. This will support the continued growth and impact of the creative industries by enabling students individually and in teams and members of the public with ideas to develop prototypes and explore entrepreneurship. It will enrich the already strong pipelines from high schools to college. A Makerspace, with access by college and high school students, the general public, and a focus on entrepreneurship will contribute immeasurably to opening doors of opportunity and prosperity in the rapidly evolving socio-economic marketplace that is West Los Angeles.

Using the INNOVATIONMAKER Investment 3 funding as seed funding, West will use both credit and non-credit courses to enroll users of the Makerspace in revenue generating streams that will provide continuing funding. Outreach to major industry sectors, regional Chambers of Commerce, and economic and workforce development agencies will contribute to continuing support for the Makerspace.