

Students with little to no prior experience can collaborate together to make personally relevant computing artifacts. However, helping them develop the skills and mindsets to openly collaborate within and across spaces takes intentional scaffolding throughout.

**New Challenges & Next Steps**

*A key challenge in the Connected Spaces project has been designing tools that support both synchronous and asynchronous collaboration. Our design work on the dashboard has focused on making help-seeking visible regardless of participation mode. The current challenge we are facing is ensuring tools can support community building when learners never connect in-person.*

**Equity**

*The primary goals of the Connected Spaces project are explicitly equity focused. We are working closely with several community groups to engage young black and brown students with creative and personally relevant computing education. One group works exclusively with young black women, who have historically been excluded from computing opportunities. We are also working with leaders and mentors at these organization to scale up their own capacity to work with students around creative computing.*

**Lessons Learned & Insights Gained**

*During the first year of the project we have conducted pilots of makerspace activities with localized community groups, and built the first iteration of the REACH projector system and Connected Spaces Dashboard. During the summer we ran a 2-week maker camp to begin prototyping and testing developed tools and curriculum.*

**Connected Spaces: A Technological Framework for Fostering Collaboration by Linking Novice Makers with Mentors and Peers**

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Project URL: <https://www.snowdaylearninglab.org/connected-spaces>

Project Overview: Connected Spaces aims to develop a technological toolkit and design framework to connect youth makers with peers, mentors, and technical assistance

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