



# **Saturday Community Crew - 24 July**

**SLQ Wiki Fabrication Lab 2026/06/13 15:13**

## Saturday Community Crew - 24 July

**This workshop was facilitated by:** Billie

**Name of any other State Library staff present:** Andrei, but he was in the machine shop

**Workshop Date:** 2021-07-24

**Workshop Location:** Clean Lab

**How many Designed Things were sent into The Well?** 0

**Notes regarding Thing Submission** NA

**List the Imagined Things number or name** NA

**What did you think was successful about the workshop?** Got people making, more people than previous weeks, smiles at end. Swapping marquettes led to some really interesting things

**What did you learn about the workshop?** marquettes take a long time! I should also probably demo some strategies upfront for working in paper

**Can you note any ideas for future implementation?** @@Can you share any ideas for future implementation@@

**Are there any immediate actions arising from this workshop?** @@Are there any immediate actions arising from this workshop?

**Can you share any memorable moments or quotes from participants?** @@Can you share any memorable moments or quotes from participants?@@

**What was/were your favourite Designed Thing/s from the workshop?** They all were great!

There's a teleporting unicorn that has a whole backstory that could leap across the room, that's wonderful, and an animal/plant skeletal creature that the children can 'rebuild' with lights and sounds to reward them. There's a mermaid who keep an endangered animal (Lungfish?) safe in her kingdom: which is a bunch of 'roaming' pieces kids can use to make a cubby house! There's also Creepy Larry! and his backstory is coming to life, does he collect dreams of hope to help our skeletal horse on its way?

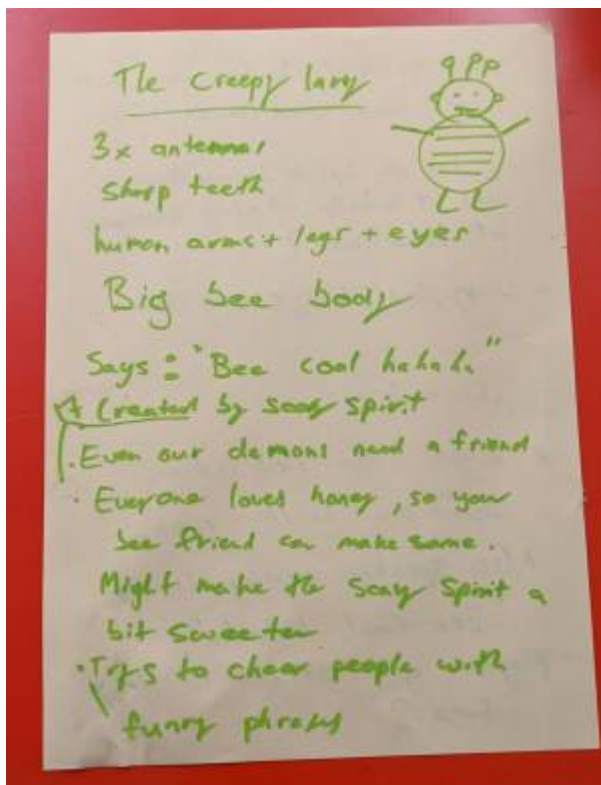
**Did you capture any images, audio or video to share from the workshop? (optional)**

### Additional Reflection

Some Happy Snaps:



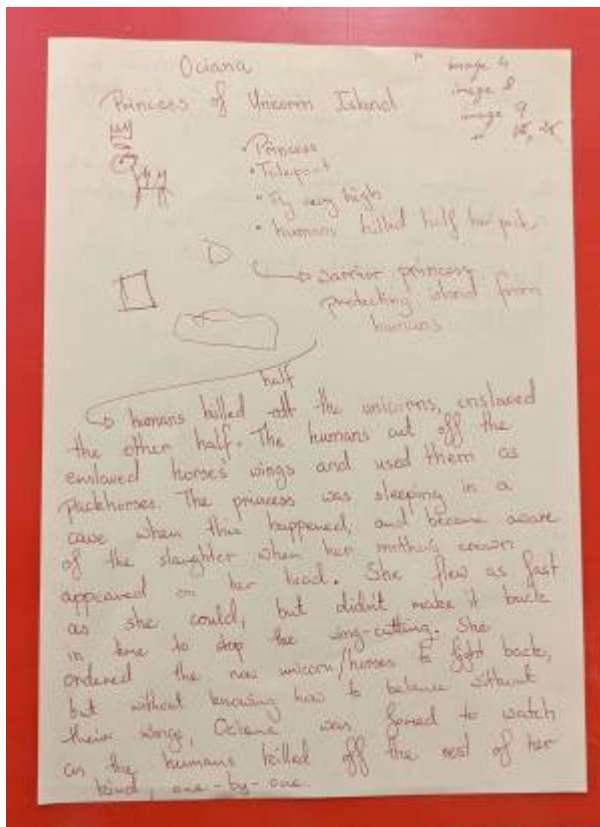
### Creepy Larry

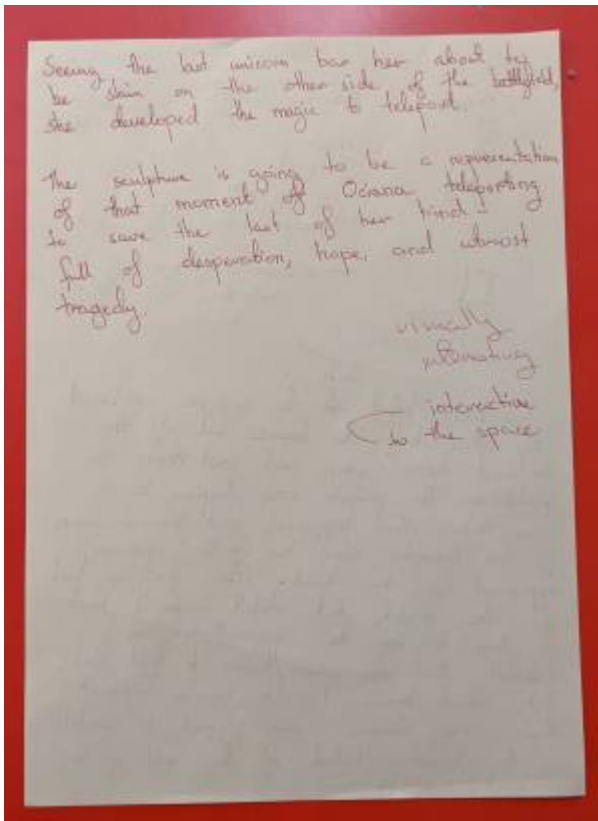




Notes: Creepy Larry collects dreams, maybe hopeful ones to help Rocu. His mouth could move either with projection or motors to become extra creepy. Discussion around if he is evil or if he just needs a friend.

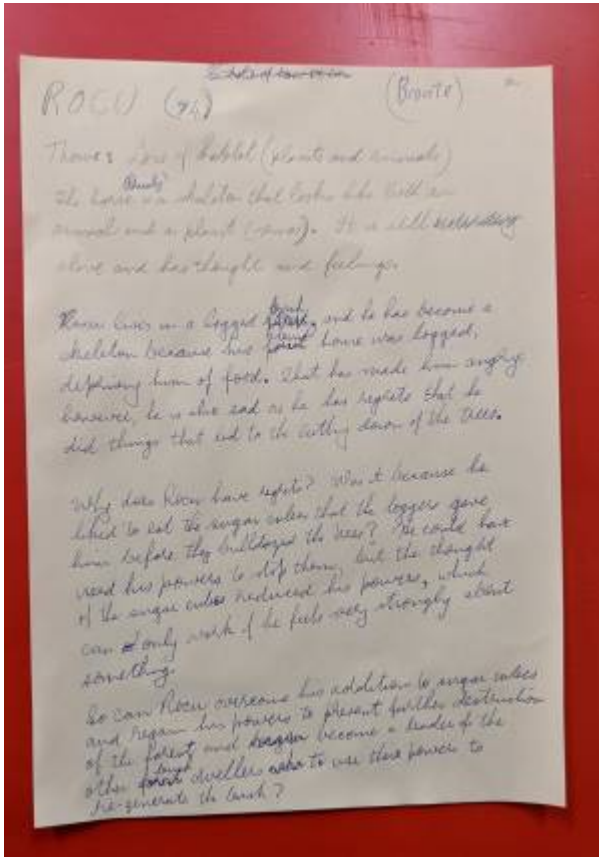
## Ociana





Two parts of the unicorn that fly across the sky in a huge rainbow. The structure she is jumping through represents another dimension and is very sparkly.

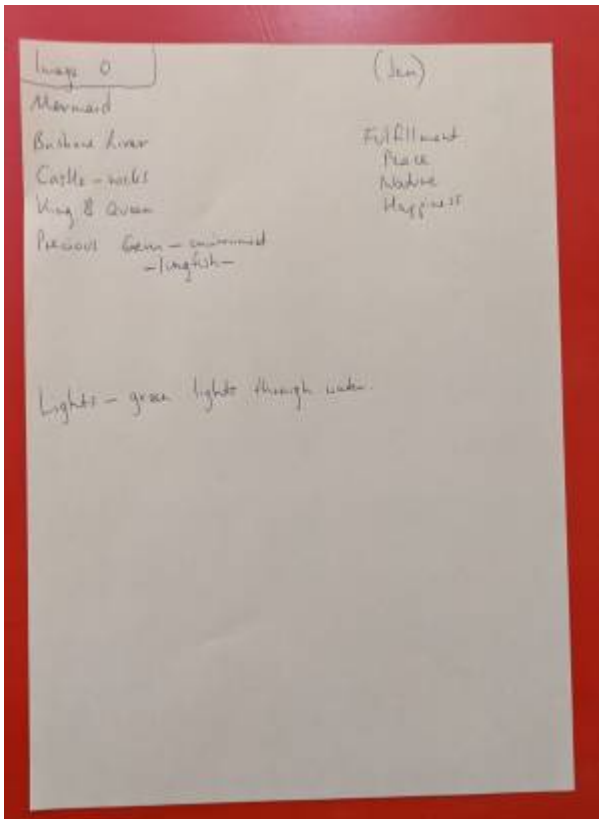
### Rocu



Gameified, placing bits back onto rocu helps heal him, and he becomes more green.

**Mermaid**





She lived in Brisbane River and cares for an endangered animal, Lungfish?.

## Playground



This participant came late, so jumped in at the marquette stage making useful shapes that later evolved into a playground when the marquettes were passed on.

## Facilitation notes:

People don't arrive at start time so had to restart several times

No one who came initially was there last week so had to give them an 'elevator pitch' of the grampus and the project in order to start. This should be factored into all future workshops probably.

Only got to trade marquettes once, as people seemed to want longer to gestate their ideas

lots of smiles at end

I feel I could have better demonstrated some cardboard techniques.

co facilitating fab lab was fine, not too interrupting.