

MAKERSPACE CHALLENGE

- The tragedy is not that something is broken . . . It is that that broken thing has not been replaced with anything positive or beneficial and is therefore left as a void.
- Think of our world, our society, our city, our school. Think past, present, or future (What broke and was not replaced? What is broken and is not being replaced? What might break and may not be replaced?)
- Once you settle on some idea, item, concept, structure, etc. in a certain time period, think of this: what was it like, is it like, or will it be like when that thing is not replaced? Think, too, of this: what could have, can, or will replace it, having a positive impact?
- After brainstorming this, design and create something visual that reveals what broke, is broken, or will break, what it was, is, or will be like if left void, and what did, can, or could replace it in a positive way.

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- Potential example: Deinstitutionalization of the US mental healthcare system. Asylums and institutions closed, and though the idea was noble (better treatment for the mentally impaired, who were often abused or neglected in said institutions and asylums), many argue that nothing has really been done to replace the broken system and that mentally impaired people and their families have no real resources at their disposal. This has left a void. **What broke? Institutionalization of mentally impaired. What happened due to the void? No resources for mentally impaired, leading to many problems (like the fact that people with mental problems can acquire guns, can be violent, etc.). What might fix it? De-stigmatization of mental illness and comprehensive healthcare for mentally impaired.**
- NOW: How can we symbolically and visually represent this?