POSSIBLE PARTNERSHIP

MAKERSFACTORY SETS UP SHOP AT CABRILLO COLLEGE

Short-term rental may be extended at Monday board meeting

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APTSO • Santa Cruz 3-D
teaching company Makers-
Factory may soon have a
new home at Cabrillo Col-
lege, offering classes and
training through the cam-
pus extension program.
The for-profit company has
moved two 3-D prin-
ters and relocated its ad-
ministrative office to Ca-
brillo’s Visual, Applied
Performing Arts complex.
It shuttered its former Cru-
zio headquarters on Jan. 1.
Pending a Cabrillo board
decision on Monday, Ma-
kersFactory’s short-term
rental agreement may be
extended at least one
year, said Scott Johnson,
Cabrillo’s director of com-
munity and contract edu-
cation.
Plans are still de-
velopment, but include
the dedication of two or
three buildings totaling 1300
classrooms to a MakersFactory
workshop, where Cabrillo
would gain access to Ma-
kersFactory’s cutting-edge
3-D printers, a laser cutter,
scanner and vinyl cutter,
valued around $120,000.
The potential collabora-
tion with the Cabrillo Ex-
tension Program would al-
low project-based classes
not only for youth and col-
lege students but also ed-
cators, on teaching 3-D
learning — all part of the
growing “Makers Move-
ment,” said Johnson.
“It’s something for engi-
neers, for artists, for busi-
ness folks,” he said. “It’s
very innovative.”

Dave Britton, Makers-
Factory president, said the
partnership would allow
more space and further
reach. Initially founded as
a fabrication lab in 2011,
leaders quickly discovered
a need for 3-D education
in Santa Cruz County.

MakersFactory President Dave Britton moved the
learning and fabrication company from downtown Santa
Cruz to Cabrillo College where they may offer classes
through Cabrillo’s Extension Program.

MAKERSFACTORY

What: 3-D learning company that offers classes, prod-
ucts and services to students and teachers
Classes: 3-D printing, Minecraft, robotics, game design,
teacher professional development and more
Product: Game-based learning, a portable plug-
and-play server that allows teachers to use Minecraft
in classrooms

Fabrication services: 3-D prototypes, laser cutting and
more
Details: Visit makersfactory.com or call 831-002-1024

Makers

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The company developed
a portable plug-and-
play server, called a Game
Based Learning Cube, which
allows teachers to use
Minecraft, a popular
version of a popular
video game. Through
the network, students can
build cities, like a virtual
LEGO game. Since
spring, the cube has been
introduced in 12 classrooms
throughout the county as
well as Santa Cruz Public
Libraries, said Britton.

Kristie Olson, curricu-
luum developer and com-
munications for Makers
Factory, said the game pro-
vides hands-on experience.
For example, this spring,
Cabrillo Elementary students
printed a 3-D model of their
school using a replicator at Makers Factory.

“We’ve got the tools and
the teachers have the con-
tent,” Olson said. “Where
they interact is I think
where the magic happens.”

Mary Talpas, MakersFac-
tory Ed Tech product de-
velopment manager, said
a community is needed to
support today’s students.
MakersFactory already
partners with UC Santa
Cruz, the Boys and Girls
Club, Intel and local school
districts to connect technol-
yogy and curriculum.
A partnership with Ca-
brillo would allow Makers-
Factory to extend its reach,
she said.

“The public-private par-
tnership,” Talpas said. “This
is where you get to bring the
real world experience into
the classroom.”