



**MAKERS MILL**  
WOLFEBORO, NH









# OVER 300 COMMUNITY MEMBERS GAVE INPUT THROUGH WORKSHOPS, ON-LINE SURVEYS AND DESIGN CHARETTES.

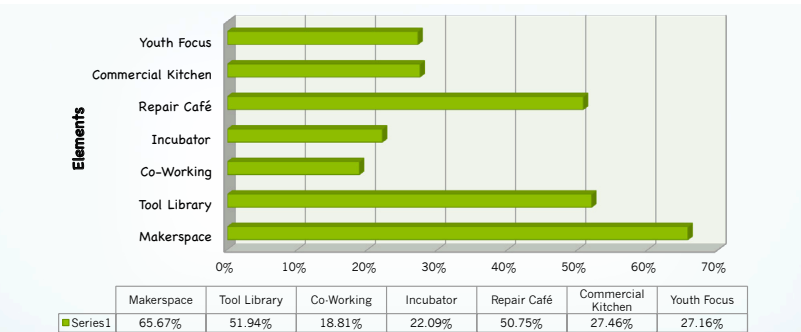
## Community Thoughts

### From a twenty-something female in Carroll County:

"They (young adults in the area) want more from their community, they want more activities to participate in, they want to feel involved and important to their community . . . don't we want other young families to feel excited to land here? Don't we want our community to have something great to offer them? I am hoping people understand how incredibly important it is going to be for our community. How much it will inspire people to work together. These types of places are what encourages generosity, sharing and friendship."

### From an older male community member:

"Now I have the time to share my skills with the general public. The Makerspace in Wolfeboro is an opportunity for me and the Wolfeboro community . . . to teach (others) how things work and how to use tools. The skills they learn can be used in the creative process to develop pride in themselves and invent new things of value for Society. Skills are portable. No one can take them away. They will last a lifetime. Sometimes new skills arouse new interests and lead to careers or career changes."



level of Interest for each Element

These values represent the amount of interest each survey respondent had for each category. The results were compared with gender to show no significant difference or that all genders have equal interest in all categories with the exception of the "tool library" which was correlated with male respondents. Also, those with fewer years of education had

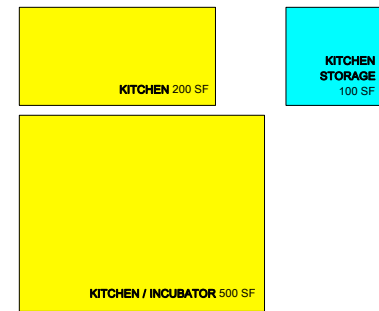
## Who Took the Survey?

Gender	Percentage	Age	Percentage
Female	53.13%	Average	50.26
Male	28.66%	Greater than 50	45.07%
non-binary	2.09%	Less than 50	37.61%
No response	16.21%	Less than 35	17.01%

Zip Code	Percentage	Education	Percentage
New Hampshire	78.80%	Other	5.67%
Carroll County	76.70%	Life Experience	0.90%
Wolfeboro	36.40%	High School	4.78%
		Some College	11.64%
		Under Graduate	35.52%
		Graduate	26.57%

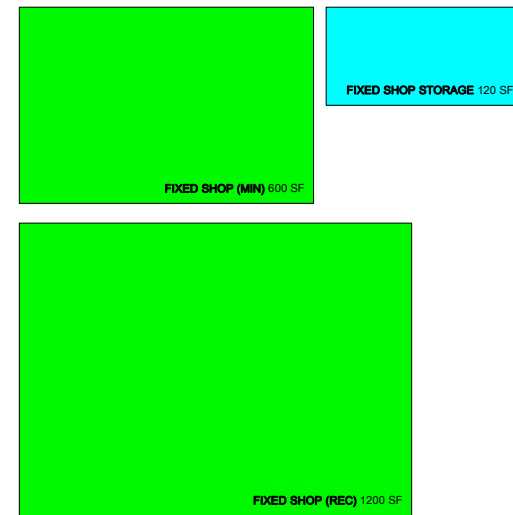
### 1. COMMERCIAL KITCHEN / INCUBATOR

- TYPICAL WORK SPACE = 200 SF MIN
- FOR INCUBATOR OR TEACHING, RECOMMENDED = 500 SF MIN



### 2. WOOD SHOP / METAL SHOP

- 600 SF MIN (20x30)
- 1200 SF RECOMMENDED (30x40) @ +/- 60 SF PER TOOL + TABLE SPACE etc.



### 3. SOCIAL / ENTRY / GALLERY

- 15 x 25 = 375 SF



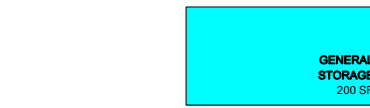
### 4. FLEXIBLE SHOP SPACE (EX: CRAFTS OR ELECTRONICS)

- 16 x 20 = 320 SF MIN
- 20 x 25 = 500 SF RECOMMENDED



### 5. GENERAL STORAGE

- MISC. MATERIALS & SUPPLIES - 10 x 20 = 200 SF
- DISTRIBUTED THROUGHOUT BUILDING



### 6. SHOP MANAGER OFFICE + GREETER DESK

- 2 PERSON OFFICE - 11x15 = 165 SF
- GREETER DESK - 8x8 = 64 SF



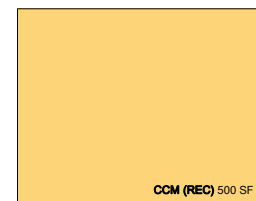
### 7. GALA ADMINISTRATIVE OFFICES

- 2 PERSON OFFICE - 11x15 = 165 SF



### 8. CONFERENCE / CLASSROOM / MEETING (CCM)

- 20-25 SF PER PERSON RECOMMENDED
- 20 PEOPLE = 400-500 SF



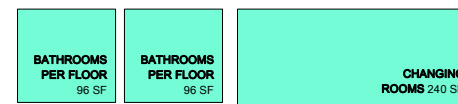
### 9. CO-WORKING AND CAREER DEVELOPMENT

- 20-25 SF PER PERSON RECOMMENDED
- 20 PEOPLE = 400-500 SF



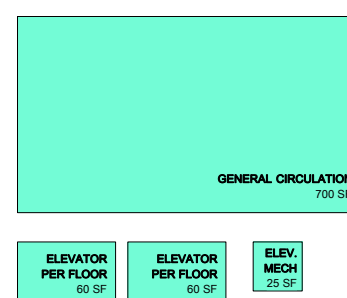
### 10. BATHROOMS

- PER FLOOR
- 1 UNISEX ADA - 7x8 = 56 SF
- 2 UNISEX NON-ADA - 4x5 = 20 SF ea.
- CHANGING ROOMS / LOCKERS - 10 x 12 = 120 SF ea.



### 11. CIRCULATION

- 10% OF GROSS BUILDING AREA = 700 SF
- ELEVATOR - 60 SF PER FLOOR + 25 SF MECH ROOM



PROGRAM AREA SQUARE FOOTAGE



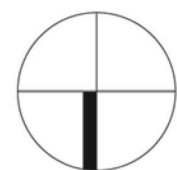




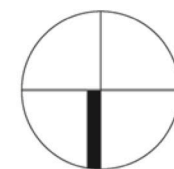
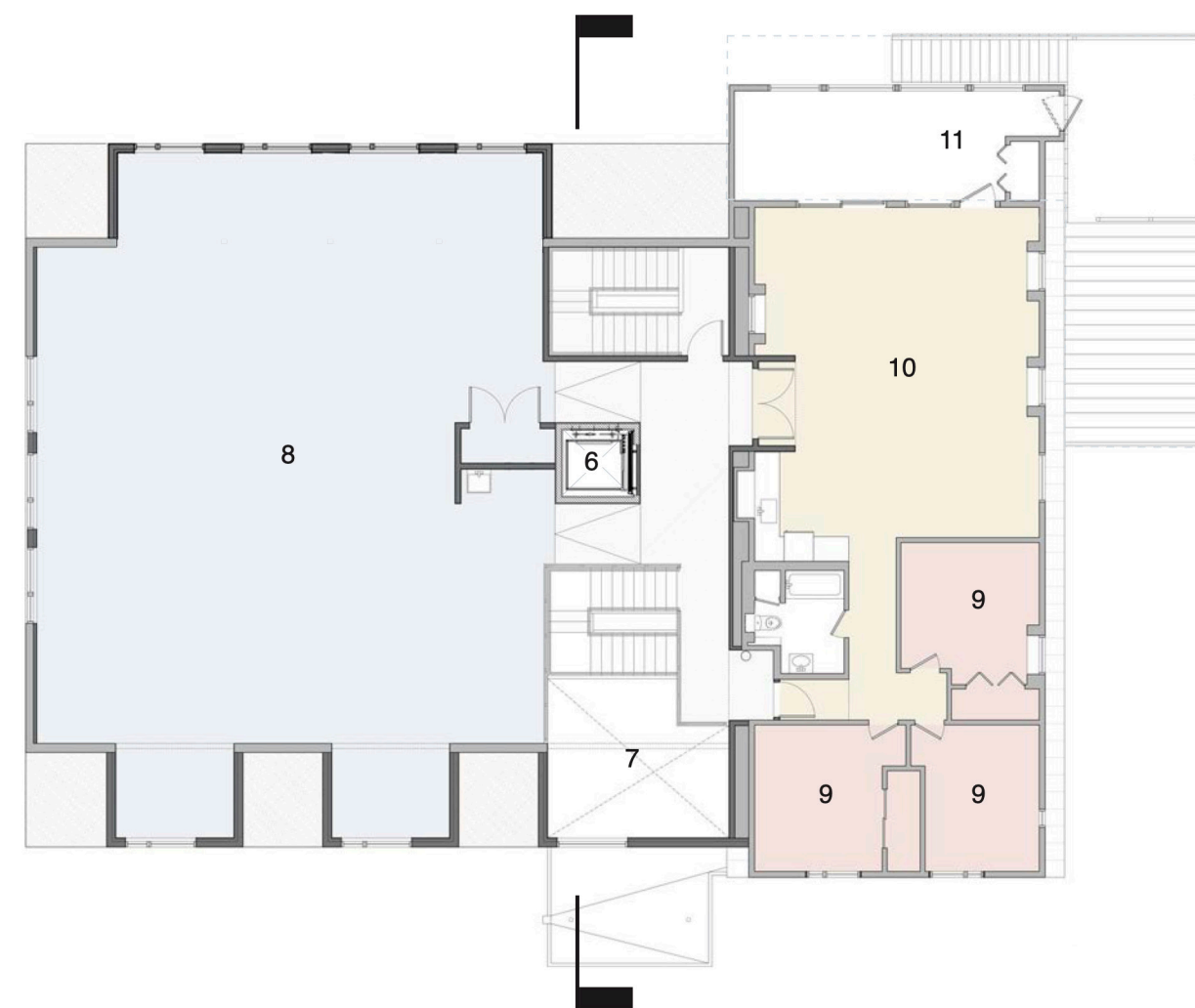




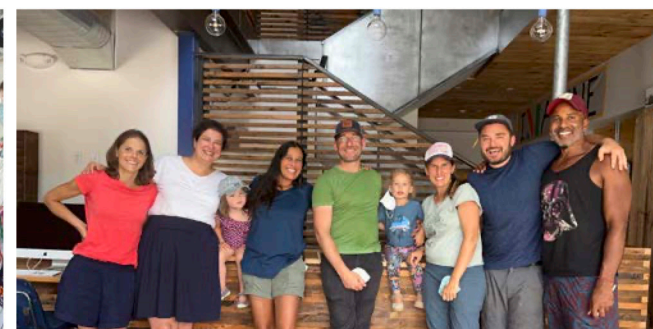
1. ENTRY
2. FLEX CLASSROOM / GALLERY
3. FLEX CRAFTS / METALS
4. METAL FABRICATION
5. WOOD FABRICATION
6. LULA ELEVATOR
7. OPEN TO BELOW
8. FLEX FINE ARTS
9. OFFICE
10. CONFERENCE / COMPUTING
11. PHASE II EXPANSION



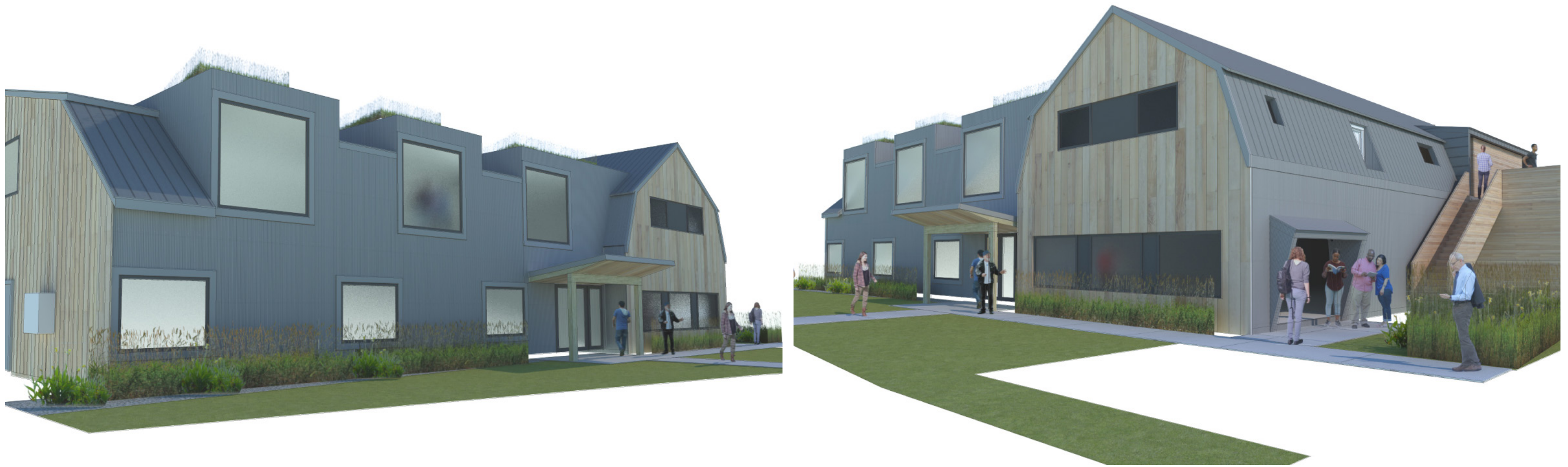
FIRST FLOOR

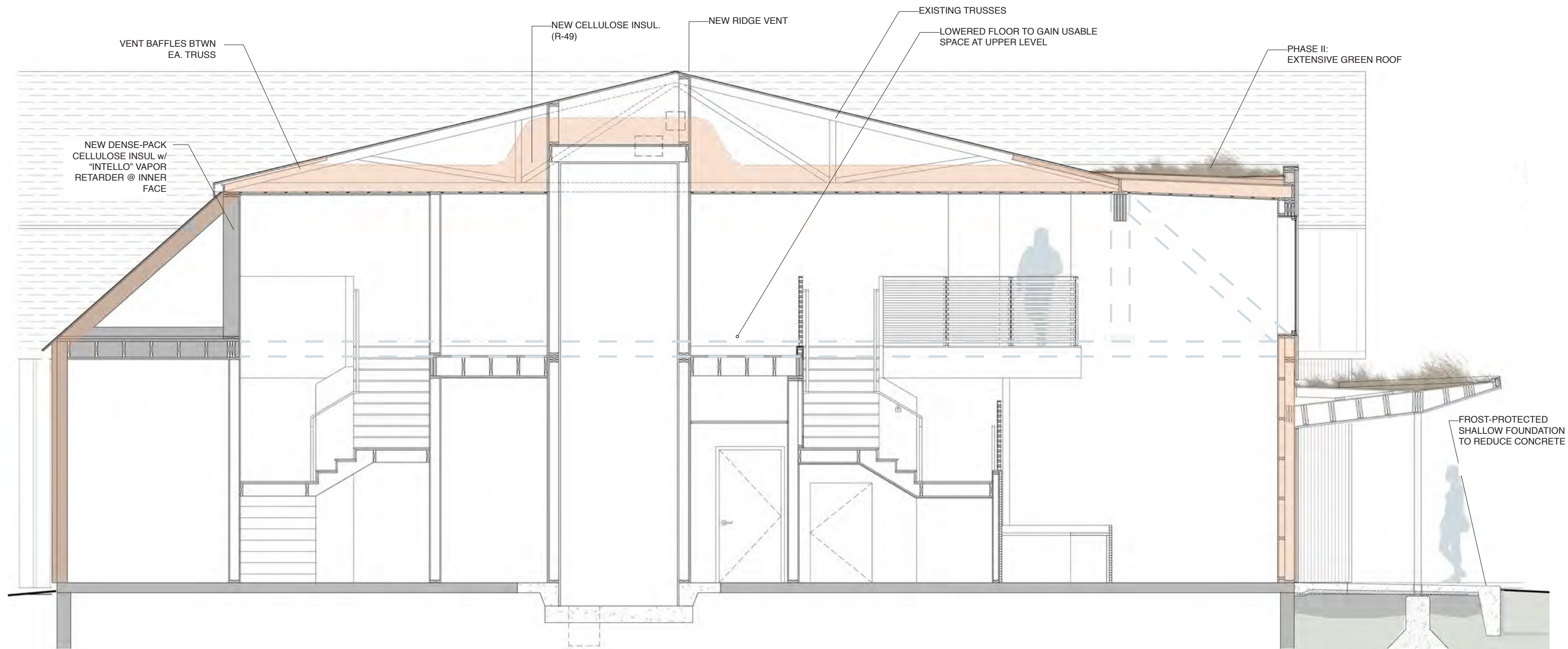


SECOND FLOOR



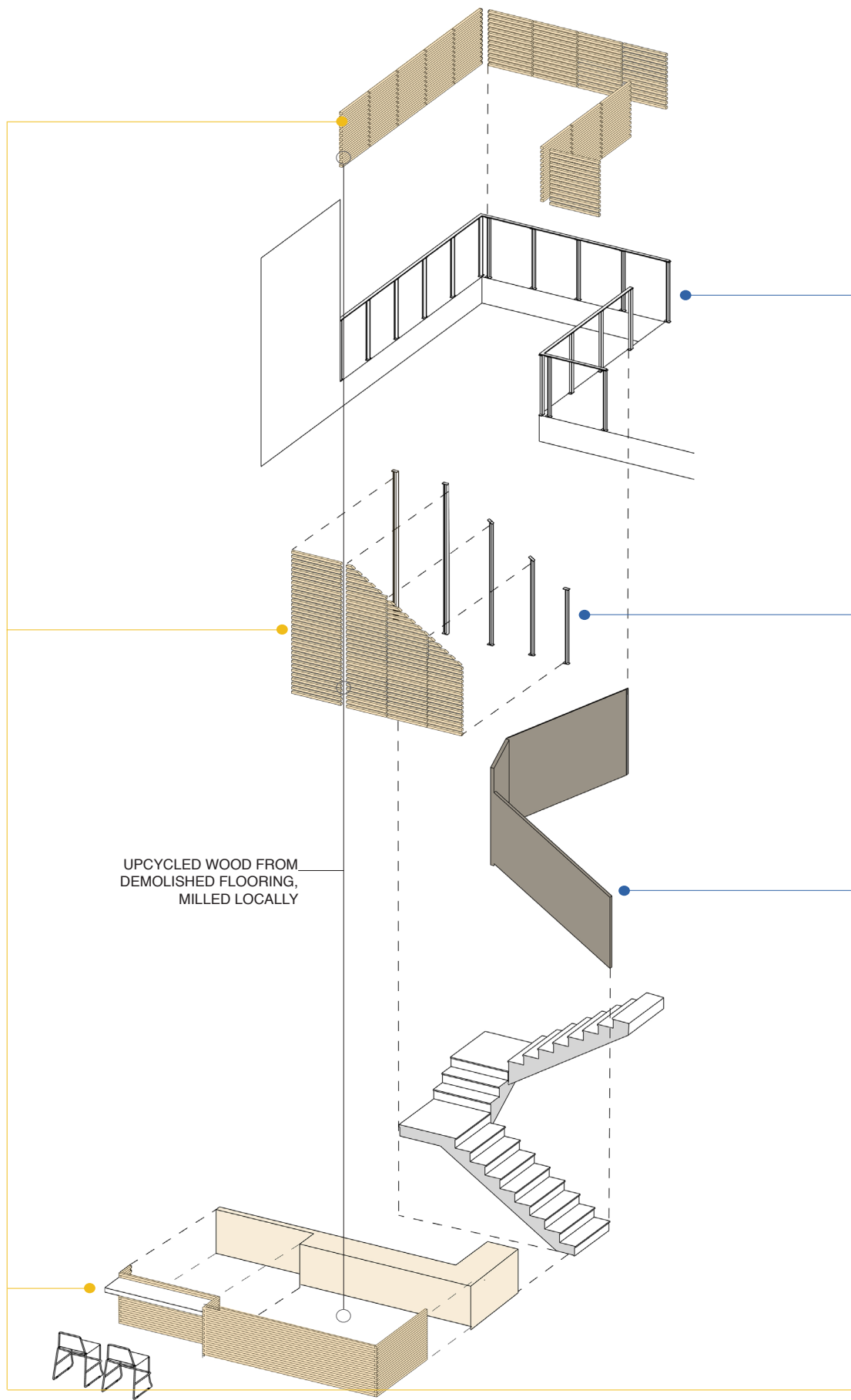
THE MAKERSPACE IS DESIGNED TO SERVE OVER 100 COMMUNITY MEMBERS WEEKLY, THROUGH MORE THAN A DOZEN PROGRAMS.



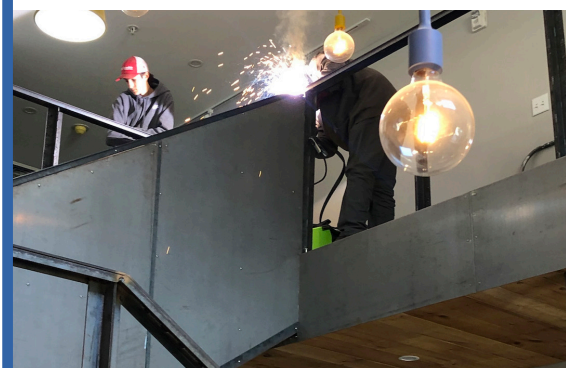




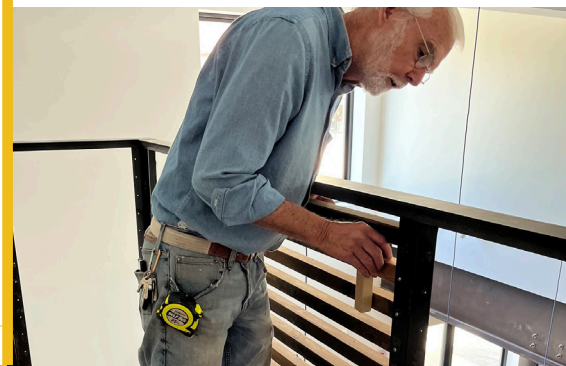




HIGH SCHOOL METAL-SHOP STUDENTS



COMMUNITY VOLUNTEERS



LESLIE BENSON DESIGNS

CONSTRUCTION  
 “lagniappe (LAN-YAP)”

PLAN NH: “ART ATTACK” - ARTS, CULTURE & THE BUILT ENVIRONMENT









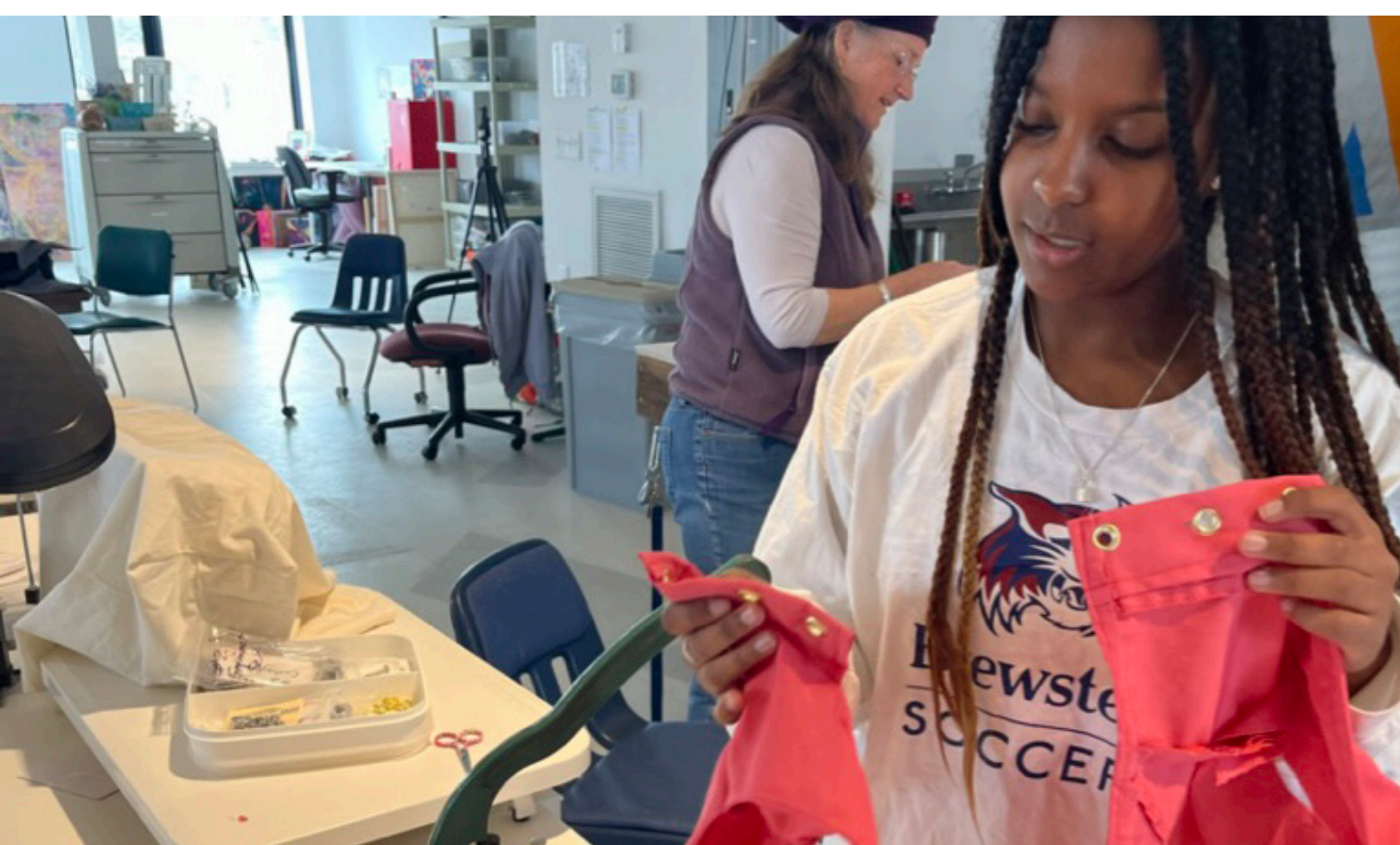












- PHASING & SLOWING DOWN ALLOWS YOU TO LEARN AS YOU GO
- FLEXIBILITY IN PLANNING ALLOWS YOU TO EVOLVE USES & ADAPT TO FUTURE NEEDS
- USE IN-KIND COMMUNITY RESOURCES TO ENRICH THE QUALITY OF THE PROJECT
- UTILIZE WHAT YOUR BUILDING HAS GOIN' FOR IT, DON'T FIGHT AGAINST THE CURRENT!
- ENGAGE A WIDE ARRAY OF STAKEHOLDERS  
GOOD IDEAS CAN COME FROM UNEXPECTED SOURCES
- PLAN AHEAD FOR TECHNOLOGY & SYSTEMS  
SMALL DETAILS CAN BECOME CRUCIAL COORDINATION POINTS
- DEFINE CLEAR ROLES IN THE DECISION MAKING PROCESS:  
MANY CONTRIBUTORS, A FEW KEY DECISION MAKERS

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