

Using the Virtual Makerspace



Presented by: Equity in the Making Lab

Survey of Statements for Quantifying Experience

In order to capture participants' sentiments towards specific aspects of their makerspace experience, it is beneficial to formulate statements that can be assessed using a Likert Scale, ranging from "Strongly Disagree" to "Strongly Agree." These statements serve as a means to gather feedback on targeted elements within your research scope, allowing for quantitative analysis of participants' perceptions.

For more detailed information on Likert Scales, please refer to the provided link [here](#).

Activity Objectives

Acquire insights into the process of quantifying experiences by constructing precise statements that enable measurement of participants' experiences within the VR makerspace.

Step-By-Step Overview

1. Consider your research objective. With the virtual makerspace, you might be curious to see how strongly participants might align with some of your research topics, such as if participants feel included and like the space's intended audience.
2. Create statements that can be answered with the metrics Strongly agree, Somewhat disagree, Neither agree nor disagree, Somewhat agree, and Strongly agree.
3. Create a survey with your statements and response options. Some survey platforms include Qualtrics and Google Forms. These platforms include the option to create a Likert

Scale, or Multiple Choice Options, which can be used to format the survey questions.

4. Distribute surveys to participants.

Example

The example below is an excerpt from the Qualtrics survey that the EiTM team posed to participants. This was given to participants after the Think-Aloud Reporting section of the studies EiTM conducted.

Rate the accuracy of each statement.

	Strongly disagree	Somewhat disagree	Neither agree nor disagree	Somewhat agree	Strongly agree
I feel like I belong in a makerspace.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I'd feel comfortable learning and taking creative risks in a makerspace.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I feel like I am included in the intended audience for a makerspace.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I feel like I need "permission" to enter and use the tools/materials in a makerspace.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

These statements refer to the research question "Why do underrepresented students turn away at the threshold of university makerspaces?"

Questions?

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