

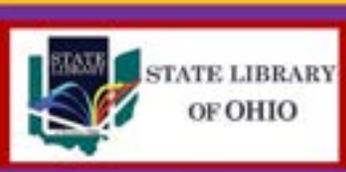
KINSMAN FREE PUBLIC LIBRARY'S

# CREATIVE STUDIOS



USER MANUAL

PREPARED AUGUST 2021



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# TECH TOYS & GADGETS



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# Anki Cozmo

Anki Cozmo is a small robot that can learn names and recognize people. It comes with three cubes that users can apply to play games and do tricks. Users may also use code to make Anki Cozmo complete tasks or actions.

In order to make Anki Cozmo come alive, users will need to download a special app to their Android or IOS smart device. The app is called, *Anki Cozmo*, and it can be downloaded for free from the Google Play or the Apple App Store. If users do not have a smart device, they may borrow one from the Library that is already equipped with the *Anki Cozmo* app.

1. To begin with Anki Cozmo, users should have their smart device open with the *Anki Cozmo* app.
2. Make sure Anki Cozmo is plugged in and on its charger so that the smart device can connect to it and activate it.
3. Once Anki Cozmo is activated, users can introduce themselves by clicking the button that says "Meet Cozmo" on the device screen.
4. Users may then be prompted to allow access to the device camera so that Anki Cozmo can "see" the user. Anki Cozmo will make noises while it scans the user's face. If working properly, Anki Cozmo will greet the user using whatever name the user provided.
5. Users may now choose from a variety of games and tricks to use with Anki Cozmo. Users may earn game credits that can be exchanged for new games and tricks.
6. Users may also "feed" Anki Cozmo to give it "tune-ups." This can be accomplished by clicking on the option at the top of the device screen.



# Code-a-pillar

Fisher- Price Think & Learn Code-a-Pillar inspires little learners to be big thinkers by encouraging preschoolers to arrange (and rearrange) the easy-to-connect segments in endless combinations, sending Code-a-pillar on its path. This learning toy encourages experimentation while developing important skills like problem solving, planning & sequencing and critical thinking. There's no end to the combinations kids can make – mix up the segments and put them back together to send Code-a-pillar in a different direction every time! Where can you make him go next? Every time kids change and rearrange his segments, Code-a-pillar takes a different path; every time – with cool sounds and lights wherever he goes!

Includes 1 sound segment, 3 straights, 2 right turns and 2 left turns to send the learning fun in endless directions! Kids can even configure the segments to make Code-a-pillar reach targets they set up throughout the room. Code-a-pillar is one of the new Think & Learn toys from Fisher-Price that goes beyond ABCs and 123s to help children learn how to think independently. Each toy fosters 21st century skills like curiosity, experimentation and problem solving in ways kids haven't seen before. They're engaged in hands-on, open-ended discovery that helps them become lifelong learners.



# Google Daydream VR Headset

Google Daydream Goggles allows users to become fully immersed in virtual reality experiences and browse from an ever-growing collection of apps and games using the *Daydream* app. The headset comes with a remote in order for players to manipulate their surroundings.

Explore new worlds, kick back in your personal VR cinema, and play immersive games that put you at the center of action. Plus, the app brings featured content front and center so there's always something fresh to return to when you put on the headset.

The *Daydream* app can be downloaded for free on Android devices from the Google Play Store. This app is not compatible with Apple/iOS devices. If users do not have an Android smart device, they may borrow one from the Library that is already equipped with the *Daydream* app.

Notes:

Not all VR apps are compatible with this headset.

Google Cardboard apps will not work as well as Merge Cube apps.



# Kano Raspberry Pi

Kano Raspberry Pi is a build-and-code your own computer toy. The set requires something to connect to, such as another computer or a TV, in order to work. The kit itself doesn't include a visual component.

Building the computer is a one-and-done time thing. However, the games and coding can be done over and over again. With simple steps and playful projects, users will learn how to code art, music, apps, games and more. It's a fun way to make, play, and express creativity with technology built and coded by the user.

The kit provides an introduction to various programming languages including Python and Javascript. Kids can learn Python through "Kano Blocks" by making Minecraft and Pong, and can dive into the world of Linux by going on a Terminal Quest and by making Snake.

Kano is being used in hundreds of schools across the US, UK, EU, Asia and even parts of Africa. Some children between 6-8 years old may require parental supervision when reading the Kano Book and assembling the Computer Kit components. Children 8 years and older are proven to be quite self sufficient on their Kano!



# Kano Motion Sensor

The Kano Motion Sensor kit allows users to learn to code using motion. The sensor can be used with the Kano Raspberry Pi set. It allows users to control their game codes or programs with a wave of the hand.

Users can build the infrared sensor that detects distance and direction. With playful step-by-step challenges, learn to code by making music and games, controlled with a wave of your hand, or foot, or nose. Simple, fun, and for everyone.

Note:  
The sensor requires minimum effort to put together as it is a USB plug in.



# Kano Pixel

The Kano Pixel Kit allows users to make and code dazzling lights. Build games, animations and art. This handheld toy can be coded to play different games and to light up as different shapes.

Users can build and code 128 dazzling lights and 16 million colors. The kit comes with a step-by-step book users may borrow, lightboard, case, buttons, lanyard, and access to the free *Kano* app which empowers anyone to make, learn, and play with technology. Users they may borrow a smart device from the Library that is already equipped with the *Kano* app to use with the Pixel kit.

Kano is for all ages. The youngest maker has been 4 years old, and the oldest 80! If you can read, you can start. Build with a book. Learn code with simple steps. Play alone, or together.



# LittleBits

LittleBits are easy-to-use electronic building blocks that snap together with magnets to make learning about circuitry and electronics exciting and engaging. Connect them together to create complex circuits in seconds. With LittleBits, users can bring their imagination to life. With LittleBits, kids get an introduction to STEAM and circuitry, advancing through challenges and gaining inspiration from real-life innovators.

LittleBits allow users to practice the basics of coding, circuitry and inventing through easy to follow instructions and project ideas. Each kit works together to add on to itself and others and includes a step-by-step guide through the app available on the library's Google Pixel, which users may borrow to use along with LittleBits.



# MakeyMakey

MakeyMakey makes STEM Education fun! Users can start out easy with something like a banana piano! The first setup takes seconds. Then users can go on to make game controllers, musical instruments, and countless inventions. With MakeyMakey, users ages 8 to infinity can:

- Turn everyday objects like bananas into touchpads!
- Connect the world around you to your computer! Setup takes just seconds.
- Just plug, clip, and play! No programming knowledge needed. No software to install. Works with Mac and Windows.
- 1000s of possibilities! Draw your own game controller, sneak a cat selfie, and dance like never before.



# Merge Cube

Merge Cube is a cube shaped toy made with the symbols raised all over it. They symbols are read through a phone's camera inside a Merge specific app to create an Augmented Reality (AR) playing experience.

The cube can be rotated and moved 360 degrees to offer a full view of the game or object being used.

For a full list of apps, please ask to use the Library's Google Pixel and see the Technology Trainer for assistance.



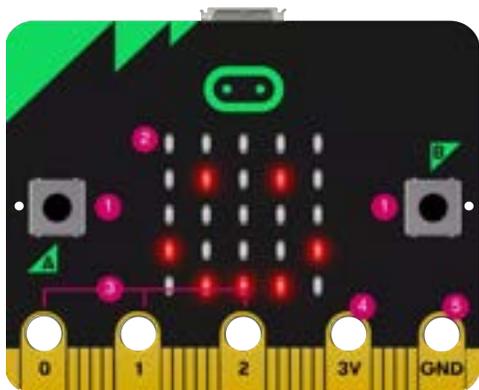
# Merge VR Headset

From the company that made Merge Cube comes the Merge VR Headset that allows for hands free use and creates a more intense Virtual Reality user experience.

The headset has buttons on top that allows players to select items or manipulate objects without touching the phone.

The phone fits into a compartment on the headset with the rear camera facing out so that the symbols on the cube can be read still.

For a full list of apps, please ask to use the Library's Google Pixel and see the Technology Trainer for assistance.



# Micro:bits

Micro:bits are a circuit kit that allows users a large amount of freedom and creativity when experimenting.

Micro:bit is a low-cost computer designed to get children started with coding and embedded computing. It also has a more serious aim of addressing the skills shortage in the technology sector.

Users simply choose their programming language – from the visual Javascript and Microsoft Block Editor to the popular text-based editor Python – and start coding. Make the integrated 25 red LEDs flash a message, use the buttons to control games, detect motion or interact with other devices.

Ask the Technology Trainer for help using the coding programs.



# Nintendo Switch

KFPL's Nintendo Switch can be used as a handheld device or can be plugged into a TV. Inside of the box is the charging station, HDMI cord, and power cord as well as the console itself.

KFPL has a handful of games available to play on the Switch including Animal Crossing, Luigi's Haunted Mansion, MarioKart, and Minecraft.

The joycons on the device are also detachable. If the device is connected to the TV the joycons should be removed for ease of play.

The Switch can also have multiple joycons connected to it for multiplayer mode. We have two other controllers, and users are welcome to bring in their own as well.

To connect the switch to the Library's TV:

1. Open the stand and plug in the power cord and the HDMI cord.
2. Then, plug those into the wall and the slot on the TV.
3. Once the stand is set-up, place the Switch into it. If it connected properly, the option to click on the Switch will show up on the TV menu.

Note:

KFPL staff members should set up the Switch for users if they would like it connected to the TV.



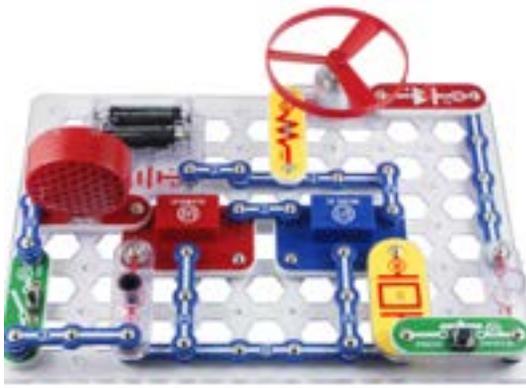
# Ozobot

Ozobot is a little toy robot that blends the physical and digital worlds — and teaches kids programming. This small robotic toy uses paper and markers to navigate. Players can draw and code different movements and even speeds for the bot depending on the color combinations.

It is very basic programming, as users simply train the robot to follow patterns on the surfaces that it rolls over. Ozobot can identify lines, colors, and codes on both digital surfaces, such as an iPad, and physical surfaces, such as paper.

Note:

Thick lines are preferable to thin lines, but any marker can be used as long as it is red, black, blue or green.



# Snap Circuits

KFPL offers two different Snap Circuits sets to users--The Arcade Snap Circuit Set and the Sound Circuit Set. Snap Circuits are electronic circuit toys that are geared towards kids and teens. They are designed to be simple to use and they don't require anything except for the user to place the circuits in the correct spot on the bread board in order for them to work.

Each set also comes with a booklet that teaches how to set up the circuits to complete each of the suggested projects.



# Sphero

Sphero makes remarkably cool, programmable robots and STEAM-based educational tools that transform the way kids learn, create, and invent through coding, science, music, and the arts. Sphero programmable robots are designed for exploration, experimentation, and creativity.

KFPL offers users three small Sphero bots--one green, one blue, and one white. These small sphere-shaped robots are coded and controlled by the user using an app that is downloaded onto the KFPL Google Pixel. The app offers both with games that can be played with the bot and activities that allow the user to code the bot. Ask the Technology Trainer to use the Google Pixel and for assistance using the related apps.



# Stickbot

Stickbots are posable sticky bots who will adhere to almost any flat surface thanks to their suction-cup hands and feet. Their unique design allows stickbots to be posed in countless ways - limbs, torso, and even their neck can be positioned in almost any angle imaginable!

Stickbot uses stop animation and a green screen to create backgrounds. There is an app that is downloaded onto the KFPL Google Pixel that allows the user to record and edit stop animation videos using the Stickbot. Ask the Technology Trainer to use the Google Pixel and for assistance using the app.



# VR Headset (Generic)

KFPL offers a generic VR headset that can be used with a variety of VR and AR apps, including the Pixel VR app. The headset will also work with YouTube VR. Ask the Technology Trainer to use the Google Pixel and for assistance using various different VR apps.

Note: This headset is not compatible with the Daydream VR app.



# 3D Drawing Pen

KFPL's 3D Drawing Pen extrudes heated or warm plastic from the pen's nozzle. You don't need any software. There are no files to transfer, and no difficult tech to master. Whatever you imagine, you can draw! It goes from your brain, to your hand, and then to an object. This pen has two heat modes one for PLA filament or ABS filament. The filament release speed can also be adjusted.

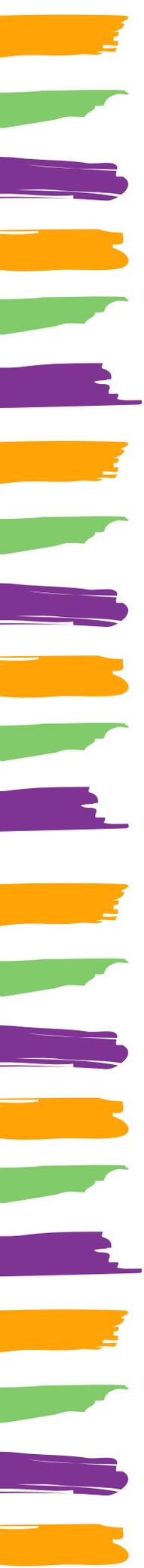
With this 3D pen, you can draw a raised graphic on a piece of paper or any flat surface. What makes it truly unique is its ability to "draw" in mid-air, allowing you to instantly form 3D structures right in front of you, which you can pick up and hold in your hand.

Note:

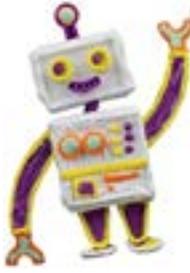
This 3D Pen gets a little warmer than the Doodler, so we don't recommend that children under the age of 12 use this product.

## Supply Pricing List:

- Filament = \$.10/inch



# 3Doodler



The 3Doodler Start Essentials 3D Pen Set is a child-safe 3D pen that is designed with no hot parts completely safe for kids aged 8+. The pen nozzle and plastic can safely be touched with no burn risks.

This pen is perfect for STEM learning. As a tactile learning toy, the 3Doodler inspires creativity, design, planning, building and spatial understanding. It is 3D art made easy for kids! The plastic hardens rapidly allowing kids to literally draw in the air with only one speed and one temperature.

Note:  
The 3Doodler melts filament at a lower temperature than traditional 3D pens, so ONLY 3Doodler filament can be used with the 3Doodler or else the pen will clog.

- Supply Pricing List:**
- **Filament = \$.10/stick**



# Button Making Kits

KFPL offers everything you need to create your very own buttons (pins)!

We offer 3 different sizes to choose from:

- 1.5 inch
- 2 inch
- 2.25 inch

We also have cutters available that allows users to cut perfect circles out of the paper that will be used to make the buttons.

The Button Makers and cutters should be used with an abundance of caution as the blades are very sharp and the lever is incredibly strong.

Users can design and create unique, custom-made images with Microsoft Publisher on the Library's public computers using one of our custom button templates. Or, the Technology Trainer can help users resize digital or print photos, logos or text to fit our custom button templates.

Please see the Technology Trainer for help setting-up and using the cutters and the button machines.

## Supply Pricing List:

- **Button Sets = \$.25/button**
- **Images = \$.25/page**

# Resin Tools



KFPL offers everything you need to create your very own resin projects. From keychains to tumblers, bring custom resin products to life! KFPL offers 2 different types of resin to choose from including Epoxy & UV.

Epoxy Resin is a two part resin system. This means it has two different components that are mixed into each other in order for it to bind to a specific material. The bottles are labeled "A" or "B". Equal portions of each are needed and can be measured out in the small medicine style cups and then added to a bigger one to make pouring or use easier. Using a popsicle stick after measuring and combining, be sure to stir for at least 2 minutes. You'll know it's activated once your arm is tired.

UV Resin is different from Epoxy in that it needs light to cure. It can be set in the sun or under a UV light. UV resin can be used to make key chains, jewelry and a variety of other products. The resin can be directly poured into a mold and moved around with a popsicle stick or a tooth pick. We provide the UV lighting to cure your projects.

Note: A Tumbler Turner is available to use with Epoxy Resin and Glitter kits to make custom tumbler/cups, as well as silicone mats, mixing cups, popsicle sticks and gloves that must be used along with it.

## Supply Pricing List:

- **Epoxy Resin = \$1.25/ounce**
- **UV Resin = \$.25/gram**
- **Glitter = \$.25/cup (sold in full-cup increments only)**
- **All other supplies, including tumblers, cups, molds, keychain or jewelry hardware & components, etc. must be provided by the user. KFPL will not provide those supplies.**



# Sewing Machine

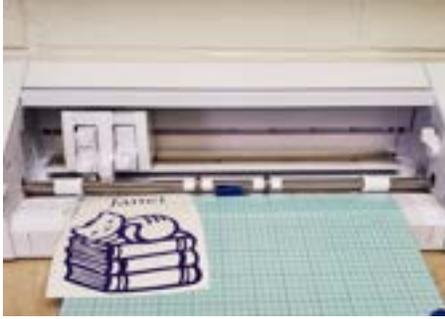
KFPL offers a Singer Prelude Sewing Machine with a side-loading bobbin. We also offer limited supplies including fabric quarters, spare bobbins, some threads, tailor's tape, a seam ripper, a small pair of scissors, a large pair of fabric scissors (gold glitter) and a small selection of patterns to users free of charge.

## Notes:

- Patrons interested in using the sewing machine must sign-up to do so and are required to watch a video that shows how to use the machine properly, and then sign a safety agreement. The Technology Trainer will be onsite to help with SIMPLE problem solving.
- The ONLY scissors that should be used with the fabric thread are the small black/green pair and the large gold pair provided by the Library.

## Supply Pricing List:

- **Bobbins, needles, and a limited supply of thread and fabric quarters will be supplied free of charge.**
- **All special/preferred threads and fabrics must be provided by the user and must be approved of by the Technology Trainer prior to using them in the machine.**



# Silhouette Vinyl Cutter

KFPL offers a Silhouette Cameo Four that can cut vinyl and paper as well as other materials (please ask before bringing in materials). It also has a 'sketch' function and can be used to create embroidery or cross stitch patterns as well as cards written in certain fonts or with hand-drawn images.

The software is available on a laptop hooked up to the machine and comes with over 500 designs to choose from. Designs can also be created from scratch if a user has an image file with them or in mind.

The Silhouette has both branded markers as well as a water soluble marker for use. There are also attachments available that allow users to use almost any type of marker.

The Library offers a variety of vinyl in multiple colors and patterns for purchase. Please ask to see available products.

## **Supply Pricing List:**

**Vinyl = \$.25/square inch**

**Transfer Paper = 1st one free; \$.50/paper after**

***All materials brought in by the user must get approval from the Technology Trainer prior to using it in the cutter.***



# Circle Lights

KFPL offers three circle lights that can be plugged in to a computer or a wall outlet with an adapter to enhance lighting when recording videos.

Each light also comes with its own stand. There are two different sizes to choose from:

- Large-sized selfie-circle light with an attachment for a cell phone
- Medium- sized lights that can be setup on a table

The power switches have an on/off button, an up and down button to control brightness as well as a modes button to control the warmth of the light. Stop into the studio to record your next video today!



# Green Screen

Need to shoot a video or take a picture that will allow you to remove the background during the editing stage? Come tape in the studio and use KFPL's green screen! Shooting with a green screen involves filming a person or adding visual effects in front of a solid color. Then, by digitally removing or "keying out" that color, you can drop that scene onto the background of your choice in post-production.



# Microphones

Creative Studios offers three different types of microphones available for use. We have lapel microphones as well as two large stand microphones.

Both lapel microphones can be used with phones or tablets. The lapel microphone with the AUX plug can also be used with most standard computers or laptops, while the lapel microphone with the USB plug is only compatible with Android phones.

One of the stand microphones is equipped with a USB-C adapter and is compatible for use with tablets and Android smart phones and devices.

The other stand microphone is only compatible for use with a laptop or computer. It comes with a pop filter and other attachments.



# Tripod

KFPL has a tripod in-studio that users who are taping videos can adjust to get the perfect camera angles. The tripod extends up to three feet and is portable to move around the studio.



# Webcam

The webcam in Creative Studios is a Logitech C920e that can record in 1080p or go live in 1080p.

It is a standard USB plug which makes it compatible with most laptops or computers. It can be rested on the laptop or connected to our tripod for greater ease of use and angle adjustment.



# Creative Studios Supply Price Guide

## 3D Pen Supplies

- Pen Filament = \$.10/inch
- 3Doodler Filament = \$.10/stick

## Button Supplies

- Button Sets = \$.25/button
- Images = \$.25/page

## Resin Supplies

- Epoxy Resin = \$1.25/ounce
- UV Resin = \$.25/gram
- Glitter = \$.25/cup (*sold in full-cup increments only*)

## Silhouette Supplies

- Vinyl = \$.25/square inch
- Transfer Paper = 1st one free; \$.50/paper after



# Creative Studios Terms of Use, Waiver & Agreement

## TERMS OF USE

The Kinsman Free Public Library offers Creative Studios as a way to provide Library patrons access to high quality, professional grade computer hardware, software, and equipment to support their educational, entrepreneurial, and personal endeavors.

ELIGIBILITY FOR USE OF Creative Studios is available to Library patrons ages 12 and up. An adult must accompany users under age 12 at all times. Users up to age 17 years must have a parent or legal guardian sign the agreement form on their behalf. Users must have a library card in good standing to use Creative Studios. Users must complete and sign the Creative Studios User Agreement before using Creative Studios.

RULES OF USE of Creative Studios is subject to the rules in this User Agreement, the Kinsman Free Public Library Policy on Patron Guidelines, the Kinsman Free Public Library Policy on Internet and Computer Use, as well as any other applicable Library policies and procedures. Failure to abide by all applicable policies and procedures will result in suspension or loss of Creative Studios use privileges.

Users of the Library's Creative Studios agree to respect any and all applicable copyright laws and licensing agreements. Furthermore, users agree not to use the Creative Studios in violation of any local, state, or federal ordinances, regulations, or laws. Users agree to be courteous to other Creative Studios users, staff and Library patrons. Use of Creative Studios is limited to two hours per day per user. Users agree to view all required supplemental instructional materials and safety precautions prior to using Creative Studios equipment.

## WAIVER STATEMENT

Some of the equipment located in Creative Studios may contain aspects, parts, or components that could cause injury to the user if all rules, policies, procedures, and restrictions are not followed. User agrees to watch, view or read any supplemental safety guides and/or user instruction manuals including but not limited to videos, in-person instruction and demonstrations, and print materials provided by the Library prior to using corresponding Creative Studios equipment. Users agree to release and hold the Library harmless from any claims for personal injury, property damage, or any other loss in connection with the use of Creative Studios, including the equipment, tools, and materials therein. The computers and other internet equipped technologies located in Creative Studios are intended for patrons utilizing the specialized software programs or equipment located in Creative Studios. The Library reserves the right to reassign patrons to other computers in the Library if they are not utilizing Creative Studios computers for their intended purpose. Library staff will assist patrons using Creative Studios to the extent that time, other duties, and patron demands will allow. One-on-one appointments can be made with Kinsman Free Public Library staff to allow dedicated assistance at a time mutually convenient for the staff member, instructor and patron.

There may be a charge for use of some materials and supplies used by some Creative Studios equipment. Any applicable costs are listed in the Creative Studios Manual. Users are responsible for paying for all use and material costs associated with use of Creative Studios AT THE TIME OF SERVICE. Failure to pay for use of equipment and/or material will result in suspension of Creative Studios use privileges. Users agree to accept financial responsibility for any damage caused by misuse to Creative Studios computers and equipment. The Library reserves the right to extend or reduce session length at its sole discretion.

## User Agreement

Name: \_\_\_\_\_ Date: \_\_\_\_\_

Address: \_\_\_\_\_ Phone #: \_\_\_\_\_

Library Card Number: \_\_\_\_\_

Photo ID (Type & Number): \_\_\_\_\_

I, \_\_\_\_\_ (name), have read the Creative Studios User Agreement, and agree to follow all rules, policies, procedures, and restrictions relating to use of Creative Studios. I understand that these rules, policies, procedures, and restrictions may change at any time without notice and that I will make myself aware of all changes or modifications of said rules, policies, procedures, and restrictions. I agree that by signing this agreement and/or utilizing Creative Studios, I shall defend, indemnify, and hold harmless the Kinsman Free Public Library, its officers, officials, employees, and volunteers from and against any and all claims, suits including attorney fees, actions, or liabilities for injury or death of any person, or for loss or damage to property, which arises out of my use of Creative Studios. I also understand and agree that I am financially responsible for any and all damage done to Creative Studios equipment resulting in my misuse or failure to follow all rules, policies, procedures, and restrictions. I understand that I am responsible for and agree to pay the repair and replacement costs of the equipment resulting from such actions. I agree to pay for any and all use and material fees involved in use of Creative Studios.

**Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_

### Parent/Guardian Information (applicable only for minors)

Parent or Legal Guardian Full Name: \_\_\_\_\_

Parent/Guardian Library Card Number: \_\_\_\_\_

Parent/Guardian Photo ID (Type & Number): \_\_\_\_\_

Parent/Guardian Signature: \_\_\_\_\_ Date: \_\_\_\_\_

**Staff Initials:** \_\_\_\_\_ **Date:** \_\_\_\_\_