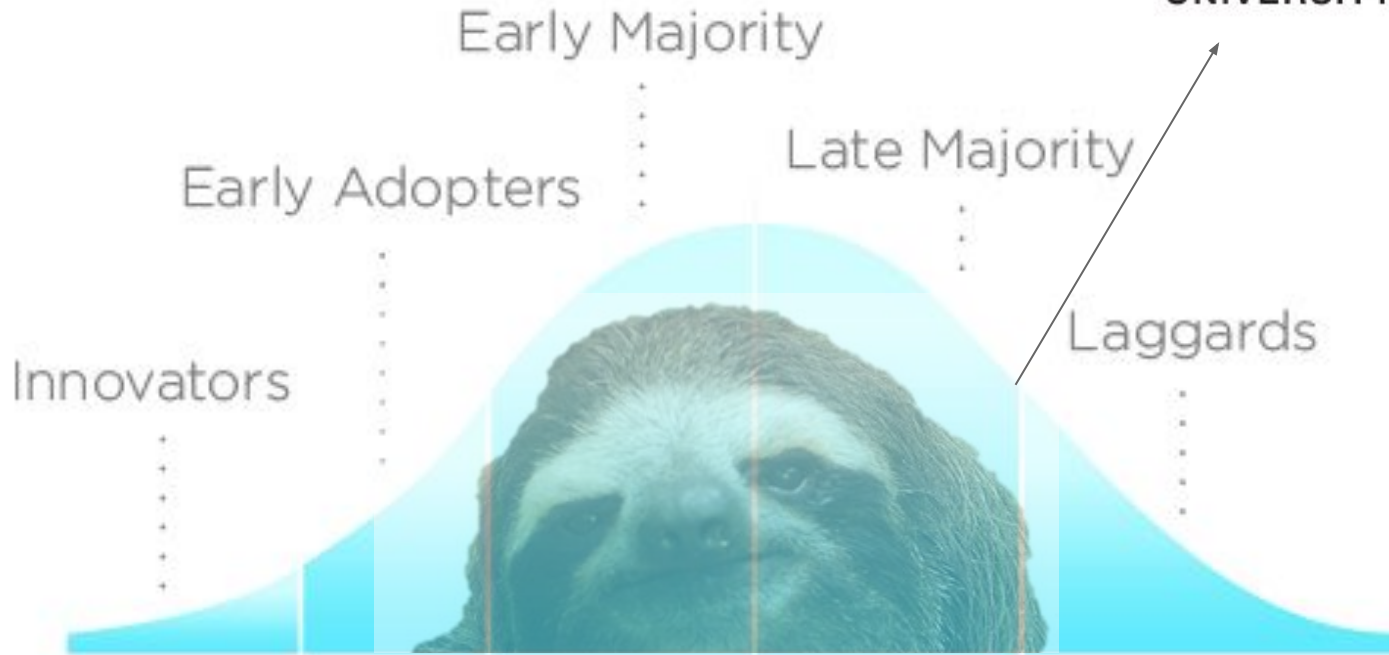


Riding the Laggard's Edge to Glory

An 8min tour of the significant advantages to late
adoption of maker technology





Innovation Diffusion Theory (Rogers, 1995)

https://en.wikipedia.org/wiki/Technology_adoption_life_cycle#/media/File:DiffusionOfInnovation.png

- We don't tend to talk about what it is like to be a late adopter
- This leads to feeling like it might not be as worth it to provide established technologies as emerging ones
- In fact, due to the following reasons, it may be more worth it

Advantages of Being Behind the Curve



Your Audience is Ready

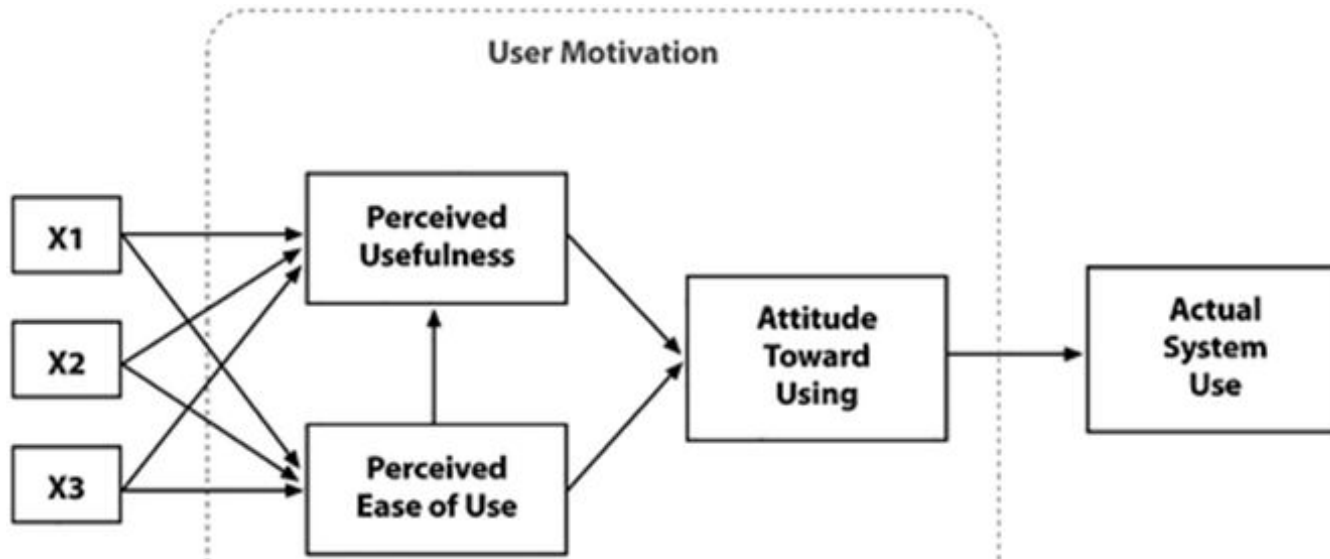
A close-up photograph of a sloth hanging from a tree branch. The sloth is the central focus, with its face and chest visible. It has long, shaggy brown fur and a calm, somewhat sleepy expression. The background is a soft-focus green, suggesting a lush forest environment. The entire image has a semi-transparent green overlay, which serves as a background for the text.

- So are Administrators, less explanation of why you are providing tech
- Perceived value, mass market permeation
- Community already has skills



Lower Barriers

- Costs go down, quality and reliability go up
- Closed systems make things more user friendly
- Less time needs to be invested in equipment, and staff training, this allows for flexibility, and this ease is passed on to the user.

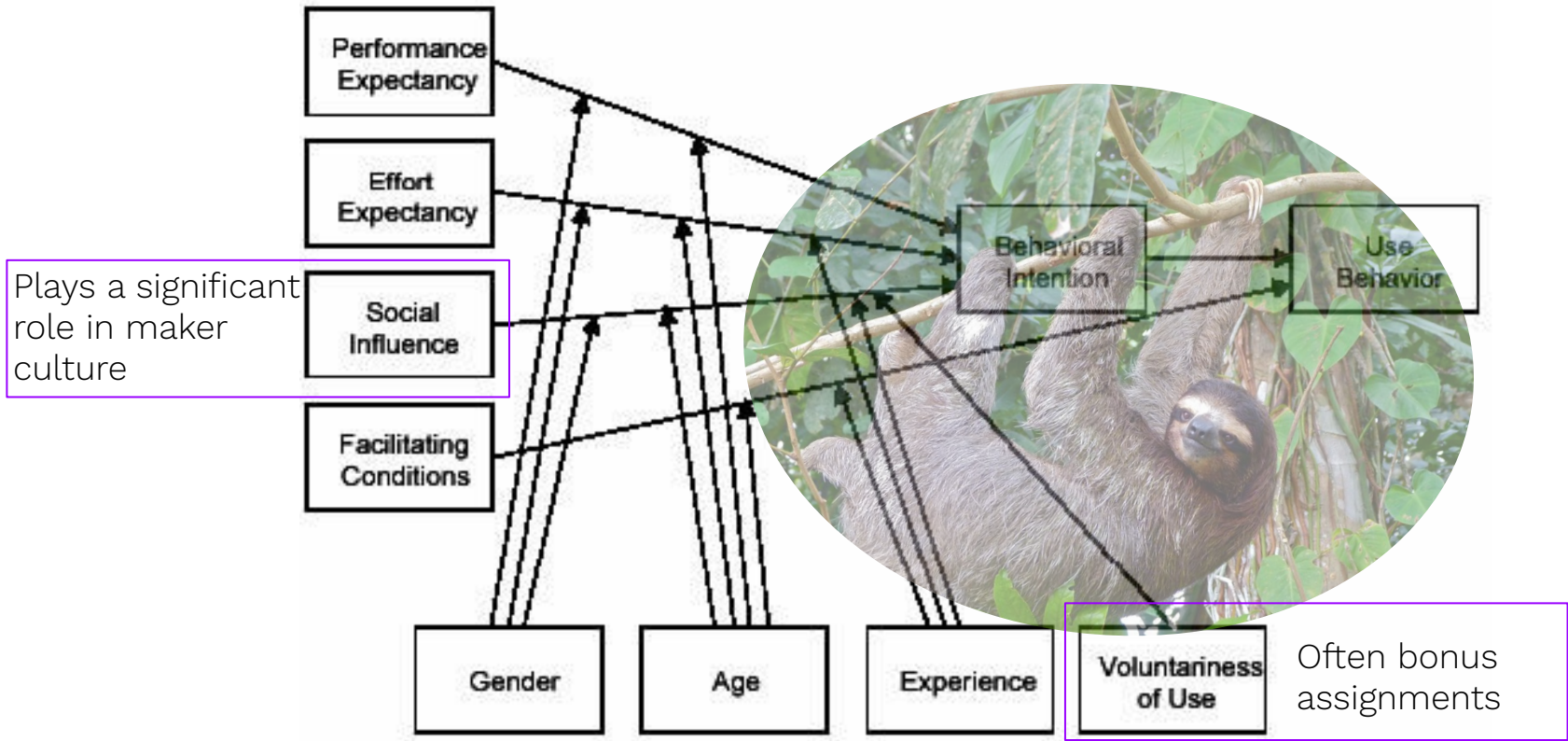


- The degree to which a person believes using a system enhances their job performance - Davis, 1998
- Making technology such as 3D printing is unique in terms of what it affords users



- The perceived usefulness of maker technology is high, but not necessarily for academic performance
- The perceived ease of use is very favourable with established tech

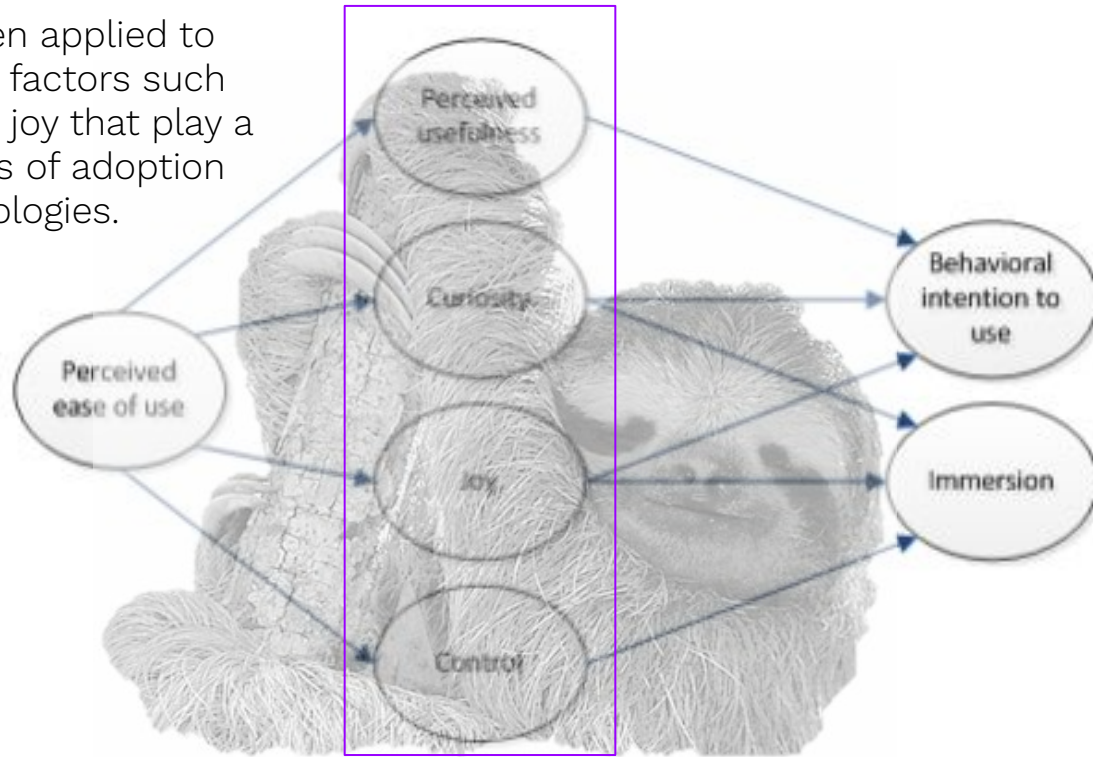
Technology Adoption Model (TAM) (Davis, 1998)



Unified Theory of Acceptance and Use of Technology (Venkatesh et al., 2003)

<https://is.theorizeit.org/wiki/File:Utuat.JPG>

- This model, often applied to VR, emphasizes factors such as curiosity and joy that play a big part in terms of adoption of maker technologies.



Hedonic-Motivation System Adoption Model (HMSAM) (Lowry et al., 2013)

https://papers.ssrn.com/sol3/papers.cfm?abstract_id=2177442

A black and white photograph of a sloth hanging from a tree branch, looking towards the camera. The sloth is the central focus, with its long, shaggy fur and dark face clearly visible. It is surrounded by the intricate network of tree branches and some leaves. The lighting is natural, creating soft shadows and highlights on the sloth's fur and the surrounding environment.

Experiment Where You Want To

- With service models, design, and pedagogy instead of keeping the tech running.

A photograph of a sloth and its baby clinging to a tree branch in a lush green forest. The sloth is the central focus, with its long, shaggy fur and large, dark eyes. The baby sloth is smaller and is clinging to the adult's chest. The background is filled with large, vibrant green leaves and tree branches, creating a dense, natural setting.

Community

- Late adopters will find those who have paved the way ready to share resources, experiences and opportunities.
- Online software communities document solutions to common problems
- Contact me to join the Edmonton Maker Community of Practice!

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Thanks!

Martina King
kingm10@macewan.ca
@misping

