

FOUNDRY STAGE HEADLINERS



IMPOSSIBLE SCIENCE WITH JASON LATIMER

Friday @ 11-11:30 a.m.
Saturday @ 11-11:30 a.m.
Sunday @ 1:30-2:00 p.m.



DANIEL SIMU'S ACROBOT

Friday @ 12:15-12:45 p.m.
Saturday @ 12:30-1 p.m.
Sunday @ 11:15-11:45 a.m.



SCOTTY ALLEN, STRANGE PARTS

Saturday @ 1:30-2:15 p.m.
Sunday @ 3:30-4:30 p.m.



CRUNCHLABS' SCIENCE BOB

Saturday ONLY @ 3-3:30 p.m.

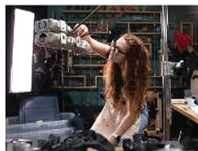


STEVE WOZNIAK

Sunday ONLY @ 12-12:30 p.m.

MAKE: LIVE STAGE

Unleash your curiosity at the **MAKE: LIVE STAGE!** Explore fungi builds, LEGO design, fashion hacking, robot prototyping, filmmaking, space, games, music, Muppets, drones, and AI.



Saturday AND Sunday
10 a.m.-4 p.m.

Scan for the complete schedule of presentations and performances.



COKE & MENTOS STAGE

EEPY BIRD'S DIET COKE & MENTOS GEYSER EXTRAVAGANZA

Friday @ 1-1:30 p.m.
Saturday @ 11:45 a.m.-12:15 p.m.
Sunday @ 2:30-3 p.m.



THANK YOU TO OUR SPONSORS



COMMUNITY SPONSORS



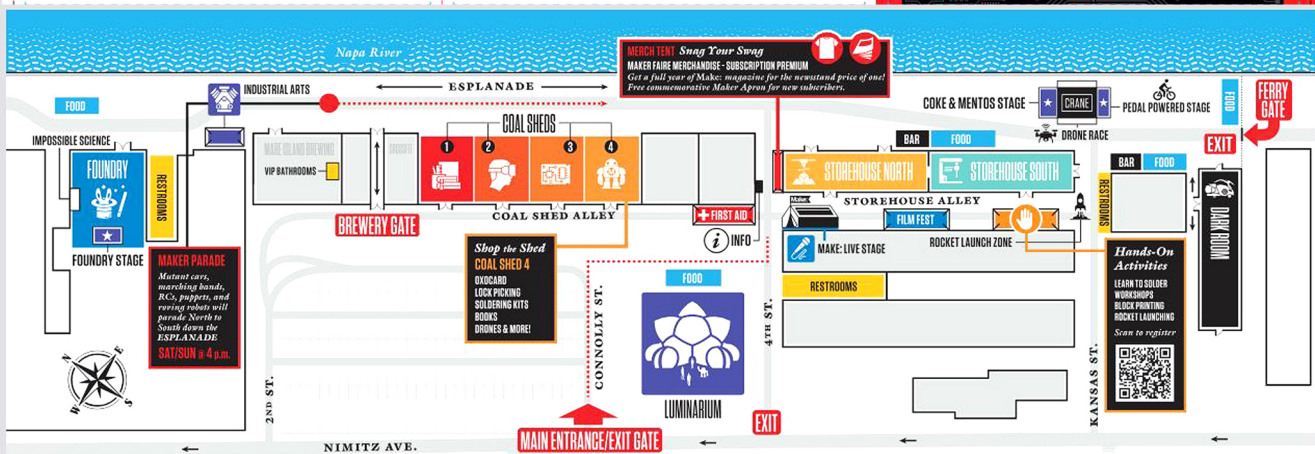
FIELD TRIP DAY SPONSORS



MEDIA SPONSORS



Make: THE OFFICIAL MAGAZINE OF **Maker Faire**



INDUSTRIAL ARTS *Traditional Trades and Mechanics*
Explore metalsmithing, blacksmithing, glassblowing, plastic recycling, engines, and fire-combat robots.

FOUNDRY *Performances, Cosplay, Droids, and LEGO*
Where magic, makers, and science mix, setting the perfect stage for performers and headliners.

COAL SHED 1 *Makerspaces and Education*
See the diverse passions of Bay Area makerspaces, universities, maker clubs, and associations.

COAL SHED 2 *Engineering, Robots, and Play*
Think like an engineer with CrunchLabs; create, build, and play with robots and VR.

COAL SHED 3 *Electronics, Music, and AI*
Discover what's on the horizon for microcontrollers, AI and electronics with Micro-chip and innovative projects.

COAL SHED 4 *Make HQ and Makers, Too*
Meet the editors and contributors of *Make* magazine as well as your favorite makers behind the products of Maker Shed.

STOREHOUSE NORTH *3D Printing and Robotics*
The future of fabrication, 3D printing, laser cutting, CNCs, and the innovators and platforms propelling them.

STOREHOUSE SOUTH *Craft and Fabric*
Stock up on unique gifts for the holidays and support local artisans and makers in the marketplace.

DARK ROOM *Discover Magic When the Lights Go Out*
An interactive playground where light takes center stage. Interactive projection, LED art, Art Cars, and wonder.

LUMINARIUM *Architects of Air LuminiMax*
An immersive gallery of interactive light art, glowing sculptures, and mind-bending illusions.

STOREHOUSE ALLEY *Talks, Activities, and Film*
Hear from master makers, watch the inaugural Two-Minute Film Festival finalists, and get hands-on in the activities tent.

ESPLANADE *Scenery, Spectacle, Stages, and STEAM*
Stroll the Napa River alongside historic ships, cupcake cars, pedal-powered music, and Diet Coke rain drops.

Maker Faire is a convention of do it yourself (DIY) enthusiasts established by Make magazine in 2006. Participants come from a wide variety of interests, such as robotics, 3D printing, computers, arts and crafts, and hacker culture.

History

In 2005, Dale Dougherty founded the magazine Make: as a quarterly publication with Tim O'Reilly.| The first Make: magazine was published in 2005 and the first Maker Faire took place in 2006 in San Mateo. Over the next 13 years, this inaugural maker faire expanded to more than 200 licensed Maker Faires in more than 40 countries.