

ABSTRACT

This study aims to determine the role of makerspace in the C2O Library and Collabtive community in the city of Surabaya. The research method used in this study is descriptive qualitative research method with a case study approach. Data collection techniques are carried out namely observation, interviews, and documentation studies. The results of this study indicate that the makerspace activity in the library of C2O Library and Collabtive has a role as an exploration space and learning practice (hands on learning and exploration), shared work space (coworking), and space to create a culture for sharing equipment (make culture share your stuff). The makerspace implementation in C2O Library and Collabtive includes healthy class activities, coworoking space and healthy markets. The three makerspace activities in the library strengthen the position of C2O Library and Collabtive as a public space that becomes the center of community gathering (community center), innovative, collaborative, and technology-oriented learning spaces.

Keywords: Makerspace; Community Libraries; C2O Library and Collabtive.