

<b>Title</b>	<b>Case Study 1 – Young Social Makers</b>
<b>Introduction</b>	YOUNG SOCIAL MAKERS is a 10 day workshop in a FabLab to learn your people between 15 and 25yo on the use of digital design and tools to make objets or prototypes.
<b>Type of institution involved</b>	Fablab, design center
<b>Title of the methodology used</b>	Using FabLab resources to create social objects
<b>Type of educator</b>	teachers, experts on FabLab tools
<b>Tool/tools used</b>	Digital design software, computers, 3d printers, wooden cut machines, laser cut machines, metal blend machines
<b>Main Challenges, Key Success and Enabling Factors</b>	learning how to use digital 3d design, training on the use of different resources in a FabLab, create social objects.
<b>Lessons Learnt and Recommendations</b>	assistants where able to create three social objects: A wheelchair, a postural chair an a tool to stand people with mobility problems. The workshop would be larger, not just 10 days and include other learning issues such as self employment orientation, preparing a short business plan and others related to get jobs related with the gotten skills.
<b>Country</b>	Spain
<b>Name of the Institution/Education Center</b>	Medialab Prado - FUNTESO - ORANGE Foundation Spain

