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| Key PartnersLocal HackspaceUniversitiesCommunity groupsEducation institutionsAfterschool clubs | Key Activities3D printingElectronics including Arduino and MaKey MaKeyWearable technologiesIntroductory programming | Value PropositionsProviding engaging and creative digital literacy training in the library for different age groupsProvide access and support for emerging technologies  | Customer RelationshipsPublic workshopsSupervised access sessions | Customer SegmentsFamilies with young children who are interested in tech or improving their digital literacyIndividual hobbyists and craft makersLocal business owners |
| Key ResourcesTools and equipmentWorkspaceWebsite and promotional materialsVolunteer programme | ChannelsPop up eventsSet workshop schedule in half-term |
| Cost Structure* Equipment purchase
* Equipment repair and maintenance
* Instructors
* Administration
* Marketing
 | Revenue StreamsClasses and workshopsSpecial events with partner organisationsGrantsCore budget |