

Fixit Clinic Venue Selection Criteria

Here are some guidelines / criteria for venues for Fixit Clinics.

- Indoors, with good natural lighting (windows), large working surfaces, access to AC power, internet access (sufficient bandwidth for video streaming a plus), smooth, clean floors or low pile carpeting (when a screw drops we can find it), access to water (e.g. a sink.)
- Ample free parking for both Fixit Coaches and participants and move in / move out is easy
- Familiar to and easy for Fixit Clinic participants to get to (and, ideally, the Fixit Coaches too) (e.g. not a long drive, close to public transportation)
- Allows food and has a place where food is accessible to volunteers and staff during the event (and is ideally sponsoring the food.)
- Venue does not charge admission for access to Fixit Clinic
- Venue is interested in and willing to, and, ideally enthusiastic about promoting Fixit Clinic (some level of buy-in beyond providing the space)
- Weekend, daytime scheduling
- Child-friendly, family-friendly venues
- Ideally, good foot traffic, and close to where people live so they can run home and grab a broken thing when they stumble into the event.
- Ideally promoted as three hours long and lasting no more than 4 hours in total (these events are exhausting to the Fixit Coaches and tend to run over time anyway.)
- Allows for a block of time before for set up (one hour min), and for a block of time afterwards for running over time (which invariably happens), allowing for unrushed take-down and Fixit Coach fraternization (again, one hour min., two hours is better)
- At least five(, ideally, seven to ten) Fixit Coaches should commit to participate, with at least one Fixit Coach that knows how to solder (I say seven to ten) Fixit Coaches because some Coaches may be no-shows.)
- There should be a good chance that the Fixit Clinic can be self-sustaining at that venue for the long run (implies that venue has a local champion, shepherd, advocate, who will sustain it, and recruit local "Fixit Coaches" to staff it.)
- It should provide good "long-tail" leverage for the amount of effort invested (e.g. press coverage, ongoing buzz, social dialogue that lasts well beyond the actual event)
- it should act as a recruiting event for more Fixit Coaches -- at an ideal Fixit Clinic the roles of participant and Fixit Coach blur to be indistinguishable: everybody's helping everyone else out.

In summary: libraries are preferred for these reasons:

- they're typically centrally located, so people know where they are and they have good access (mass transit, parking)
 - people already think of libraries as places where they go to learn new things
 - it reinforces / reinvigorate libraries as core institutions of community and civilization
- Makerspaces are also good places to hold Fixit Clinics because they already have tools and appropriate working area(s).