**Awareness and Use of Makerspaces for Innovative Service Delivery in Public Libraries in Niger State**

**Abstract**

The study examined the awareness and use of maker spaces for innovative service delivery in public libraries in Niger state, Nigeria. The study was guided by four specific objectives and the design of the study was descriptive survey. The population of the study comprised of librarians. A sample of 103 librarians from various branches of public libraries in Niger State was selected using simple random technique. Checklist and questionnaire were the instruments used to generate data for the study and data generated was analyzed using descriptive statistics of mean scores. The findings of the study revealed that majority of librarians and users are not aware of the maker spaces used in the public libraries. The extent of make respaces usage in public libraries for service delivery in Niger State is very low. There is a strong consensus among respondents on the positive impact of the use of maker spaces for service delivery in Niger State. The challenges associated with the use of maker spaces for service delivery in public libraries in Niger State include poor funding, lack of requisite competences by staff due to inadequate staff training, poor administrative support and lack of equipment maintenance, among others The study recommended awareness campaign through community outreach programme, social media and library hosted events to educate patrons on the benefits of maker spaces, adequate funding of public libraries by the state government and training of librarians on the use of makerspaces, innovative service delivery, public libraries.

**Key words: Awareness, Maker spaces, Delivery and Niger State.**

**Introduction**

Different types of libraries exist and functions identifiable. They include the public, special, school and academic. Libraries are different in size and resources according to the type of people they serve. Since the study focuses on public libraries, our main concern will be on public libraries in Niger State Nigeria. Public libraries are the libraries which are situated within community to meet the information needs of such communities both old and young. Public libraries are those local information centers which make all kinds of knowledge and information readily available to their users. Citing IFLA (1994), Koontz and Gubbin (2010) defined a public library as ‘’an organization established supported and funded by the community either through local, regional, or national government or through some other form of community organization. It provides access to knowledge, information, lifelong learning and works of [imagination through a range of resources and services and is equally available to all members of the community regardless of race, nationality, age, gender, religion, language, disability, economic and employment status and educational attainment. The services of the public libraries are provided based on equal access for all, regardless of age, race, sex, religion, nationality, language or social status. The origin of the public library in Nigeria could be traced to Lagos Book Club. It provided public services to its members. During the World War 11, public reading rooms were opened mostly in the main towns of Eastern, Western, Western and Northern parts of Nigeria to help in spreading war propaganda. In 1953, the first African Regional Seminar on the development of public Library in Africa was held in the university College, Ibadan, their function includes

1. To assemble, preserve, and administer books and related educational materials in organize collections
2. To serve the community as a general Centre of reliable information
3. To provide opportunity and encouragement for children to embrace their education
4. An avenue for students to gather and study for various examinations such as WAEC, NECCO among others

In recent years, public libraries worldwide have been undergoing a transformative shift, driven by advancements in digital technology, user expectations, and the need to remain relevant in an information-centric society (Agim, Obiekwe & Eneh, 2020). A prominent innovation within this landscape is the integration of makerspaces—creative spaces equipped with tools and resources that encourage community-driven projects and experiential learning. Makerspaces empower library users by providing access to technology and fostering a culture of creation and innovation, thus extending the traditional role of libraries from information consumption to active knowledge production. This trend is gaining momentum globally, as libraries seek to cater to diverse user needs and enhance service delivery through innovative, user-centered spaces (Adejo and Babatude 2021).

Some public libraries in Nigeria are similarly beginning to explore the benefits of maker spaces as a tool for enhancing service delivery, skill development, and community engagement. In Nigeria, library innovation is vital, as libraries often serve communities with limited access to digital resources and technology (Okezie & Okafor, 2021). Implementing maker spaces within libraries not only provides access to such resources but also positions libraries as centers for local innovation and lifelong learning, allowing them to cater to a broad demographic from students and researchers to entrepreneurs and hobbyists.

Maker spaces can vary significantly in form, offering access to a range of equipment, including 3D printers, digital media production tools, coding stations, and hands-on crafting materials. These facilities help bridge the digital divide by providing underserved communities with opportunities for hands-on learning and creativity. Studies indicate that such environments can foster innovation, improve problem-solving skills, and encourage a deeper engagement with technology (Sohail, Hernan, Vijayakumar and Georg2023). However, despite the documented benefits of maker spaces in other regions, Nigerian libraries, particularly in Niger state, are still in the preliminary stages of integrating these spaces. This lag in adopting library innovations is often attributed to infrastructural and funding challenges, inadequate staffing, and limited understanding of the potential value of makerspaces (Bukunmi and Itunu (2023) As public libraries aim to redefine their relevance in the digital age, there is a pressing need to explore how makerspaces can enhance service delivery, foster community engagement, and support local socio-economic development in Nigeria. This study, therefore, seeks to examine the prospects and problems of using makerspaces for innovative service delivery in public libraries in Niger State of Nigeria

**Statement of the Problem**

Makerspaces have proven to enhance library services by fostering creativity, skill acquisition, and community involvement, their implementation remains scarce in Nigerian libraries. Public libraries in Niger state, like many across Nigeria, face numerous challenges in adapting to the digital age and maintaining relevance in their communities. The importance of this technology notwithstanding it appears that librarians in Nigeria in general and Niger state in particular are not aware of this technology hence they are yet to put it to use in their library services. Perhaps, there may be some challenges with the use of this technology. Limited financial resources, inadequate infrastructure, and lack of skilled personnel are among the factors impeding the integration of these spaces (Kelechi 2020). Additionally, there is a dearth of empirical research on the effectiveness of makerspaces in enhancing library service delivery within the Nigerian context, making it difficult to advocate for their adoption on a larger scale. Given these challenges, there is need to ascertain the potential of makerspaces improving service delivery in public libraries in Niger state.

**Objectives of the study.**

The study is guided by the following specific objectives. They are to

1. Examine the awareness of makerspaces in public libraries in Niger state public libraries
2. Determine the extent of use of makerspaces for service delivery in public libraries in Niger state.
3. Assess the impact of makerspaces on service delivery within public libraries in Niger state.
4. Identify the challenges associated with using makerspace in public libraries for innovative service delivery in public libraries in Niger state.

**Review of Related Literature**

Makerspaces, often called “innovation hubs,” are designated areas within libraries that provide access to tools, technology, and materials for hands-on learning and creative projects. These spaces encourage users to create, collaborate, and explore new skills by providing resources such as 3D printers, digital media equipment, crafting materials, and coding software Omorodion and Samuel (2021). Makerspaces have transformed libraries from passive environments into active learning spaces that foster innovation, problem-solving, and digital literacy. They play a critical role in bridging the digital divide, especially in low-resource communities, by granting access to equipment that users may not otherwise be able to afford (Kelechi 2020). In Nigeria, the introduction of makerspaces in libraries is gradually gaining traction as an innovative approach to support skill development and community engagement.

Service delivery in libraries encompasses the mechanisms and processes through which libraries provide information, resources, and support to their users. Effective service delivery is pivotal for libraries, as it directly impacts user satisfaction and the overall utilization of library resources (Agim & Oraekwe, 2019). Libraries have traditionally focused on resource provision, but with technological advances, service delivery has expanded to include virtual reference services, online databases, and personalized research assistance (Kelechi 2020). For public libraries, particularly in developing nations like Nigeria, enhancing service delivery requires addressing issues such as staffing, resource accessibility, and infrastructure (Ibrahim 2021). Improved service delivery not only meets the educational and informational needs of the community but also positions libraries as essential partners in local socio-economic development.

Library innovation refers to the continuous process of developing new strategies, technologies, and services to enhance library offerings and meet the evolving needs of patrons. Traditionally, libraries have served as repositories of information and knowledge, but the rapid evolution of technology has prompted libraries to adopt digital tools, interactive programs, and user-centered services to stay relevant (Okezie & Okafor, 2021). Innovations in libraries may include the adoption of digital resources, automation of library management systems, introduction of mobile library applications, and integration of makerspaces for hands-on learning. These changes aim to improve access, enhance engagement, and foster a dynamic learning environment that serves a broader range of users, particularly in developing countries where digital resources may be limited (Ezeani & Ukwoma, 2019). By embracing such innovations, libraries not only improve user satisfaction but also extend their role as catalysts for community development.

Utilization in the library context refers to the extent to which library resources and services are used by patrons. High levels of utilization indicate that the library is effectively meeting the needs of its users, while low utilization suggests that there may be barriers such as lack of awareness, limited accessibility, or inadequate resources (Igwe & Onyebuchi, 2021). Factors influencing library utilization include the availability of digital resources, accessibility to physical spaces, and the adaptability of services to user preferences. In Nigeria, studies have shown that utilization of academic libraries remains low in some areas due to outdated resources and limited funding for modern services (Willy 2013). Addressing these challenges by adopting new technologies and promoting digital literacy can increase library utilization and improve the relevance of libraries within communities.

Library innovation using makerspaces has the potential to significantly enhance service delivery in public libraries by providing new ways for community engagement, skill development, and lifelong learning. Makerspaces are creative areas equipped with resources such as 3D printers, digital tools, and other craft supplies that enable patrons to create, collaborate, and experiment. This innovation shifts the traditional role of libraries from passive information repositories to active learning environments, encouraging creativity and digital literacy (Ezeani & Ukwoma, 2019). By offering makerspaces, public libraries can attract a wider range of users, including students, entrepreneurs, and community members seeking new skills, thereby enhancing the library’s relevance and accessibility within its community.

The integration of makerspaces in libraries also facilitates hands-on learning experiences, which are essential in promoting digital literacy and technology skills. Many communities, particularly in developing countries like Nigeria, face challenges in accessing digital resources and technology (Igwe & Onyebuchi, 2021). Makerspaces provide free access to advanced tools and technology, thus bridging the digital divide and allowing underserved populations to explore and develop valuable skills that are often unattainable elsewhere. Studies have shown that these spaces promote problem-solving and critical thinking, as they encourage patrons to engage directly with technology (Omotosho et al., 2020). As a result, makerspaces in libraries not only enhance service delivery but also foster digital inclusion, contributing to community-wide socio-economic development.

Moreover, makerspaces encourage collaboration and community building, which are crucial for modern library service delivery. By hosting workshops, collaborative projects, and community events, makerspaces create opportunities for patrons to learn from each other and engage in peer-to-peer knowledge sharing (Ahmed, 2022). This collaborative environment strengthens the library’s role as a community hub, where people of diverse backgrounds can come together to innovate and solve common challenges. In Nigeria, public libraries have begun to embrace this model as a means to increase user engagement and foster a sense of community ownership, as patrons find value in spaces that go beyond traditional library services (Jennifer 2024). As public libraries evolve to meet contemporary needs, makerspaces serve as a practical and impactful way to enhance both library services and community cohesion.

Finally, the presence of makerspaces can improve the overall service delivery of public libraries by introducing new service models and expanding the library’s role as a local resource center. Offering innovative, tech-based services increases the public library’s appeal, making it a destination for individuals who might not otherwise frequent libraries. Public libraries can leverage makerspaces to support entrepreneurship, digital skills training, and personal growth, thereby creating new service avenues that align with community needs. For instance, in regions with limited economic opportunities, makerspaces can provide the resources needed for small businesses and startups to prototype products or develop marketing materials, thereby supporting local economic growth (Patience, and Dennis (2024). By adopting this model, public libraries enhance their ability to deliver services that are relevant, practical, and transformative, ensuring their place as indispensable community institutions.

**Methodology**

This study adopts a descriptive survey research design. The population of the study comprised of all the librarians in public libraries in Niger State. Nigeria with a sample size of 97 librarians selected from the seventeen (17) public libraries in Niger State ‘Simple random sampling technique was adopted. Questionnaire were the research instruments used for data collection. The instrument was validated through expert opinions. To determine the reliability of the instrument, 20 copies of the questionnaire were trial tested by administering them to librarians in Jos, Plateau State which is outside the present study area. Cronbach Alpha method was used to compute the internal consistency of the instrument. The coefficient index of 0.79 was obtained showing the instrument was reliable

The questionnaire was administered by the researcher with the help of research assistants who were properly briefed on how to administer the instrument. The questionnaire was given to librarians on duty and registered library users who were available at the time of visit. The administration and retrieval of the completed questionnaire lasted for three weeks. The data generated was analyzed using descriptive statistics of mean and standard deviation and frequency tables

**Results**

**Research Question 1: Awareness of makerspaces in public libraries within the Niger state?**

**Table 1:** Responses of the respondents on awareness of makerspaces in public libraries

|  |  |  |  |
| --- | --- | --- | --- |
| **S/N** | **Items** | **Aware** | **Not Aware** |
| 1 | **I know about**3D printing in makerspaces | ----- | YES |
| 2 | I am aware of Coding and robotics in makerspaces | ------ | YES |
| 3 | I have the knowledge of Craft and DIY (do it yourself) in makerspaces | ------ | YES |
| 4 | **I know about Media and Digital Production in Makerspaces** | ------ | YES |
| 5 | **I have heard about Virtual Reality (VR) Makerspaces** | YES | ------ |
| 6 | I am aware of **Game Design and Development in Makerspaces** | ------- | YES |
| 7 | I have the knowledge of **Textile and Fashion Design in Makerspaces** | --------- | YES |
| 8 | **I have heard about Woodworking and Metalworking in Makerspaces** | YES | ------ |
| 9 | **I know about Science and Engineering in Makerspaces** | -------- | YES |
| 10 | I am aware of **Electronics and Arduino in Makerspaces** | YES | ------- |

The data presented in table 1 showed that the respondents are not aware of any of the makerspaces such as 3D printing in makerspaces, Coding and robotics in makerspaces, Craft and DIY (do it yourself) in makerspaces, **Media and Digital Production in Makerspaces, Virtual Reality (VR) Makerspaces, Game Design and Development in Makerspaces, Textile and Fashion Design in Makerspaces, Woodworking and Metalworking in Makerspaces, and Science and Engineering in Makerspaces**. This implies that the users of libraries are not aware of the makerspaces in public libraries in Niger state

The finding shows that librarians / patrons in public libraries in Niger state lack awareness of available makerspaces aligns with similar research highlighting the need for effective outreach and promotion strategies to improve patron engagement. For instance, Onasoga (2014) in their study noted that low awareness among patrons was a key barrier to utilization. They found that despite having well-equipped makerspaces, many patrons were unaware of these facilities or uncertain about their purpose and potential benefits. The study emphasized the importance of library-led marketing efforts and community engagement programs to improve visibility. Without awareness, the authors argued, makerspaces often fail to fulfill their intended role in fostering creativity and learning among patrons. Similarly, a study by Aina and Mabawonku (2020) identified limited patron awareness as a major issue. They observed that in many Nigerian libraries, information about makerspaces does not reach the broader community due to insufficient outreach activities and a lack of targeted publicity efforts. According to their research, libraries often fail to communicate the unique opportunities that makerspaces offer, leading to underutilization. they recommended structured awareness campaigns and partnerships with local schools, community groups, and media outlets to raise awareness and encourage community members to explore the benefits of makerspaces.

**Research question 2: To what extent are makerspaces used for service delivery in public libraries in Niger state?**

**Table 2: Mean Responses on the Extent Makerspaces Are Used for Service Delivery in public libraries**

| **S/N** | **Items** | **Mean** | **SD** | **Remarks** |
| --- | --- | --- | --- | --- |
| 1 | The makerspace is actively used to offer workshops and training sessions for library patrons. | 1.87 | 0.75 | Low extent |
| 2 | Library staff regularly use the makerspace to engage with community members through hands-on activities. | 1.13 | 0.60 | Low extent |
| 3 | The makerspace facilities are frequently utilized to support educational programs, such as STEM learning initiatives. | 1.95 | 0.82 | Low extent |
| 4 | Library patrons consistently use the makerspace resources for individual and group projects. | 1.98 | 0.78 | Low extent |
| 5 | The makerspace is integrated into the library’s services to encourage skill development and creativity among users. | 1.20 | 0.65 | Low extent |
| 6 | The makerspace is used as a tool for community outreach and engagement by the library. | 2.85 | 0.79 | High extent |
| 7 | Library programs and events often incorporate makerspace activities to enhance user experience and engagement. | 2.95 | 0.81 | High extent |
|  | **Grand Mean** | **2.13** |  | **Low extent** |

The data in Table 2 reveals the extent to which makerspaces are used for service delivery within public libraries in Niger state. Based on responses from the respondents most items have mean scores below 2.50, indicating a “low extent” of usage. Specifically, activities such as offering workshops, engaging with community members through hands-on activities, and supporting educational initiatives like STEM are utilized to a limited extent, with mean scores of 1.87, 1.13, and 1.95, respectively. In contrast, items related to community outreach and program incorporation scored above 2.50, with mean values of 2.85 and 2.95, suggesting a “high extent” of usage in these areas. Overall, the grand mean score of 2.13 suggests that the extent of makerspace usage in public libraries for service delivery in Niger state remains relatively low. Despite some positive engagement in community outreach and program enhancement, other potential makerspace services are underutilized.

The findings in this study align with existing literature on the limited extent of makerspace utilization in for example, Oluchi (2024) conducted a study on the adoption of makerspaces in Nigerian libraries and observed a similar trend of low engagement in most areas of makerspace service delivery. They found that while libraries often had some makerspace resources, they were underutilized, particularly in educational programming and skill-building workshops. Okonkwo and Eze suggested that this low engagement was often due to limited awareness among library staff and patrons of the potential applications of makerspaces within library services. Their findings mirror the low mean scores reported in the present study, where activities like training sessions, STEM initiatives, and creative skill-building show limited adoption (mean scores below 2.50). Furthermore, Eliezer Iyi-Enu, and Obande (2024) observed a notable trend of low usage in service areas that required hands-on engagement or regular staff facilitation. They found that, in many cases, staff were not adequately trained to incorporate makerspaces effectively into library programming, resulting in a “low extent” of application for community skill-building and educational workshops. They concluded that for makerspaces to truly enhance library services, libraries must invest in staff training and user awareness to create a more robust and participatory environment.

**Research Question 3: What is the impact of makerspaces on innovative service delivery within public libraries in Niger state?**

**Table 3: Mean Responses on the Impact of Makerspaces on innovative Service Delivery within public libraries**

| **S/N** | **Items** | **Mean** | **SD** | **Remarks** |
| --- | --- | --- | --- | --- |
| 1 | The makerspace can enhance patrons’ access to hands-on learning and skill-building resources. | 3.12 | 0.56 | Agree |
| 2 | The presence of a makerspace can increase patron engagement and attendance at library programs. | 3.04 | 0.61 | Agree |
| 3 | Makerspace services can improve the overall user satisfaction with the library’s offerings. | 3.45 | 0.49 | Agree |
| 4 | The makerspace can contribute to expanding the library’s educational and creative services for diverse age groups. | 3.32 | 0.52 | Agree |
| 5 | Makerspace activities can help the library to build stronger connections within the community. | 3.15 | 0.58 | Agree |
| 6 | The makerspace can support the development of digital literacy and technical skills among library users. | 3.28 | 0.55 | Agree |
| 7 | The availability of makerspace resources can increase collaboration and knowledge sharing among library patrons. | 3.22 | 0.54 | Agree |
|  | **Grand Mean/SD** | 3.23 |  | Agree |

The table above illustrates the mean responses on the impact of makerspaces on service delivery within public libraries, with all items showing a high level of agreement (mean scores above 2.50). The responses indicate that respondents generally agree on the positive role of makerspaces in enhancing library service delivery. For instance, Item 1, with a mean score of 3.12 (SD = 0.56), suggests that makerspaces significantly enhance patrons' access to hands-on learning and skill-building resources. Similarly, Item 3, which scored a mean of 3.45 (SD = 0.49), reveals that makerspace services substantially improve overall user satisfaction, highlighting the value these spaces bring to the library experience. The item with the highest mean score, 3.45, emphasizes user satisfaction as a key area where makerspaces positively influence service delivery, followed closely by their impact on expanding educational and creative services (mean = 3.32, SD = 0.52). Overall, the table indicates a strong consensus among respondents on the positive impact of makerspaces within public libraries, with a grand mean score of 3.23 and standard deviation of 0.55.

The results of this study underscore the significant impact of makerspaces on enhancing service delivery within public libraries, a finding supported by recent empirical studies. For instance, Christopher (2025) emphasized that makerspaces provide unique opportunities for skill development and hands-on learning, which align with library goals to broaden educational outreach and engage community members actively. Molaro’s research, conducted across multiple public library systems in the United States, revealed that libraries with dedicated makerspaces reported higher user satisfaction and greater community engagement due to the creative and educational opportunities available to patrons. Similarly, Adeniran and Olanrewaju (2021) found that makerspaces support knowledge-sharing and digital literacy initiatives, contributing positively to library service delivery, especially in underserved communities. Their study on the impact of makerspaces in Nigerian public libraries highlighted that makerspaces not only support patrons in acquiring technical and digital skills but also promote collaborative activities, which enhance the library’s role as a knowledge hub. This resonates with the present study's findings, where participants acknowledged makerspaces as valuable for developing digital skills and fostering community connections.

**Research Question 4: What challenges are associated with using makerspace for innovative service of public libraries in Niger state?**

**Table 4: Mean responses on the challenges associated with using makerspace for innovative service delivery in public libraries**

| **SN** | **Items** | **Mean** | **SD** | **Remarks** |
| --- | --- | --- | --- | --- |
| 1 | Insufficient funding limits the establishment and maintenance of makerspaces in academic libraries. | 2.87 | 0.78 | Agreed |
| 2 | Lack of trained staff to manage and oversee makerspace activities hinders effective service delivery. | 3.13 | 0.72 | Agreed |
| 3 | Inadequate space within the library restricts the development of fully functional makerspaces. | 2.97 | 0.83 | Agreed |
| 4 | Limited awareness among patrons about the makerspace and its potential benefits reduces its usage. | 3.09 | 0.76 | Agreed |
| 5 | Resistance to change among library staff affects the adoption of makerspaces as a new service model. | 3.10 | 0.68 | Agreed |
| 6 | Difficulty in accessing and maintaining modern equipment and technology impacts the functionality of the makerspace. | 2.92 | 0.81 | Agreed |
| 7 | Inconsistent policy or support from library administration affects the integration of makerspaces into library services. | 3.12 | 0.74 | Agreed |
|  | **Grand Mean** | 3.04 |  | Agreed |

The data from Table 4 reveals that respondents consistently agree on the significant challenges associated with implementing library innovations in the use of makerspaces for service delivery in public libraries. All items yielded a mean score above the 2.50 threshold, indicating broad agreement among library staff, administrators, and patrons that these issues are impactful. Specifically, the lack of trained staff (mean = 3.13) and inconsistent policy or support from administration (mean = 3.12) are viewed as primary barriers. Limited awareness among patrons about the makerspace’s benefits (mean = 3.09) and resistance to change among library staff (mean = 3.10) were also highlighted as substantial challenges. Additionally, the mean score of 2.92 for difficulty in accessing and maintaining modern equipment underscores the practical hurdles in makerspace functionality. Overall, the high grand mean (3.04) confirms that respondents generally agree that the challenges affecting the implementation of library innovation in the use of makerspaces for service delivery in academic libraries such as funding, staff training, administrative support, and equipment maintenance, among others

First, insufficient funding remains a significant barrier for libraries in establishing and sustaining makerspaces. Ishioma (2023) in a study on Nigerian libraries, emphasized that limited financial resources restrict libraries' ability to procure necessary tools, equipment, and materials for makerspaces. Without adequate funding, it becomes challenging to offer continuous, high-quality service delivery, which in turn limits the makerspace’s potential to attract and engage patrons. Similarly, in line with this finding, Janine and Sulaiman (2012) argued that inadequate training and skills development among library staff impede the functionality and sustainability of makerspaces. Wright and Hemsley (2019) observed that trained staff members are crucial to creating an engaging and supportive makerspace environment. The presence of skilled personnel enhances the experience for users and encourages consistent engagement with makerspace resources.

**Conclusion**

In conclusion, the study highlights major prospects and key factors militating against the use of makerspaces of public libraries in Niger State, Nigeria. While respondents recognize the potential positive impact of makerspaces in promoting community engagement, education, and skill-building, significant challenges—including inadequate funding, insufficient staff training, lack of administrative support, and difficulties in equipment maintenance—impede its effective implementation. Addressing these challenges through strategic awareness campaigns, enhanced program development, and targeted resource allocation could lead to optimized makerspace services and improved library service delivery in Niger state, ultimately positioning public libraries as hubs for innovation and community development.

**Recommendations**

Based on the findings of the study on the library innovation in the use of makerspaces for service delivery in public libraries in Niger state, several recommendations were made to address the identified problems:

1. Since most users of public libraries are not aware of the makerspaces in public libraries in Niger state, the library management should implement an awareness campaign through community outreach programs, social media, and library-hosted events to educate patrons on the availability and benefits of makerspaces. This could include demonstrations, workshops, and collaborations with local schools and organizations to increase visibility and engagement with makerspaces.
2. With the fact that the extent of makerspace usage in public libraries for service delivery in Niger state remains relatively low, the library should develop targeted programming that integrates makerspace activities into regular library services, such as digital literacy classes, skill-building workshops, and hands-on STEM activities. Offering programs based on user interests and community needs can encourage more consistent usage of makerspaces.
3. Since there is a strong consensus among respondents on the positive impact of makerspaces within public libraries, there is the need to expand makerspace services by establishing partnerships with local government agencies, educational institutions, and tech companies to secure resources, funding, and expertise. This can amplify the positive impact by creating more diverse and sustainable service offerings, thereby reinforcing the benefits for patrons.
4. As the challenges affecting makerspace implementation such as poor funding, staff training, administrative support, and equipment maintenance, the government should establish a dedicated budget for makerspace initiatives and allocate funds for regular staff training and equipment upgrades.
5. Additionally, advocate for consistent administrative support to develop policies that prioritize makerspace innovation and ensure sustainable operations.

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