A recent and significant change in university ecosystems has been the emergence of university-based makerspaces and innovation hubs. These spaces have generally emerged with the ambition:

i) to offer students and faculty access to workshop facilities for prototyping,
ii) to facilitate project-based learning activities and
iii) to support innovation and entrepreneurship education, behavior and eco-systems.

Despite this new development, it is still very much unknown what the impact of these spaces are, and what kind of activities and offerings can be considered as best practices.

Important lessons to be learned could be derived from both studying and comparing the existing initiatives. Such activities could include (but are not limited) to:

- Define and categorize existing initiatives, and:
- Discuss their roles, focus areas and purposes.
- Discuss, impact, differences and potential pros/cons.
- Compare with the current and planned offerings at DTU.
- Identify and conceptualize potential future initiatives for DTU.