

Youth makerspace Larnaka

POLICY DEVELOPMENT

PRACTICAL MEASURE/INITIATIVE

 CYPRUS

Timeline

2019 Implementation 2020 Implementation 2021 Implementation
2022 Implementation 2023 Implementation 2024 Implementation
2025 Implementation

ID number 35465

Background

Makerspace venues contribute to the democratisation of design, construction, engineering and education. Through their distinct learning philosophy, they empower young people on multiple levels such as technology, handicrafts, creativity and construction. In makerspaces, young people have the chance to share and apply their skills and knowledge, boosting their vast potential for creativity.

Objectives

Youth makerspace Larnaka offers a physical venue and technological equipment which enables young people to meet, explore, create, invent, share and learn. The venue aims to encourage and promote youth creativity and to operate as a creative hub, where young people can enhance their technological, social and entrepreneurial skills. It also aims to develop youth socialisation, offering the young people of Larnaka and Cyprus access to a space for inspiration, communication and high-end technological equipment, allowing them to develop original ideas and to put them into action.

Description

Youth makerspace Larnaka is a venue of innovation, built upon the example of similar successful venues that operate in various cities around the world, following the international standards of equivalent makerspaces. It offers young people access to high-end technological equipment that may support them to develop and put into practice their business ideas. The wide variety of advanced technological equipment is available to young people free of charge. The makerspace helps children and young people develop 21st century skills in the fields of science, technology, engineering, arts, design and critical thinking, while boosting their self-confidence.

Education workshops

Youth makerspace Larnaka organises a wide range of workshops on the use of the available equipment, as well as on idea and project development, among other topics. The venue is

open to children, young people, university students, young entrepreneurs and organisations, youth groups, and schools.

Workshops for makers

A programme consisting of independent courses/workshops, with different levels for all ages (10+). If a participant needs advice, guidance or technical support on a project, he/she can request a personal meeting with the instructor.

Educational guide

Youth makerspace Larnaka offers education material created by education and technology academics. The material is based on primary and secondary education level curricula and can be applied in student workshops facilitated by teachers and youth makerspace staff. Teachers are encouraged to use the venue, facilities and equipment of youth makerspace for their lessons. This way, learning becomes more interactive and interesting, as students explore, discover and develop through hands-on experience of new technologies.

Mobile makerspace

The Youth Board's brand-new mobile unit aims at reaching out to young people living in remote rural areas far from urban centres. These young people have limited access to programmes and new technologies. The mobile unit has been especially designed for this purpose and houses a great variety of new technologies, such as laser cutter, oculus virtual reality, Arduino, 3D printer, 3D scanner, and much more. Experience has shown that this kind of equipment is not easily accessible to young people and the mobile makerspace contributes to the development of young people's technological skills. For this purpose, educational workshops will be offered to young people by experienced staff and trainers. It is the Youth Board's long-term goal to contribute to cultivating, evolving and inspiring youth entrepreneurship and innovation in Cyprus.

2019 Implementation

In 2019, announcements by the Youth Board of Cyprus containing specific details on this innovative programme were expected.

2020 Implementation

Makerhouse residency

In 2020, educational workshops were offered to young people by experienced staff and trainers.

In 2020, the Youth Board of Cyprus put together an educational curriculum on educational technology. It was based on expanding topic units of primary and secondary school curricula through STEAM topics, with the application of technological tools, and aimed at enhancing 21st century skills. The programme was designed in a way that favours the development of critical thinking, scientific learning, as well as communication and cooperation skills. The education curriculum was facilitated by youth makerspace employees at its premises or at the school's premises, which can be visited by mobile makerspace.

In 2020, the youth makerspace ran the 2020 Makerhouse residency programme. For a second consecutive year it aimed at offering a platform for creation and entrepreneurship, enhancing research and development through modern technologies. The individuals or groups of creators who were selected to be the 2020 residents used the space, equipment and services of Youth makerspace Larnaka for a month each.

The residency project allowed the development of creative interaction between creators and organisations/institutions that support their innovative ideas. Each creator had their own mentor who provided guidance on the implementation of the proposed idea.

The residency was completed with a public exhibition of the project, which was

developed through the Makerhouse project. The ultimate goal of this programme was to enable meaningful dialogue between the local community and creators, who are encouraged to act, organise with others and promote their ideas.

Educational guide

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Mobile makerspace

In 2020, educational workshops were offered to young people by experienced staff and trainers.

2021 Implementation

Mobile makerspace

In 2021, Youth Makerspace Larnaka ran a Makerhouse residency programme for a third consecutive year.

In 2021, education workshops were offered to young people by experienced staff and trainers.

Girls in STEAM Academy

In 2021, the Girls in STEAM Academy, an initiative of the Be an Ally Foundation) was co-organised by Youth Makerspace Larnaka (the Youth Board of Cyprus). It was sponsored by PwC and the Centre for Social Innovation and was supported by CUTing Edge (Technological University of Cyprus). The initiative is planned to bridge the gap of low female participation in STEAM sectors (science, technology, arts, engineering, maths). These training programmes aimed to empower young girls from 14-16 years of age and encourage them to pursue a STEAM career. Starting with the BridgeSTEAM programme, the Girls in STEAM Academy offered two weekend training events, one at CUTing Edge at the Technological University of Cyprus in Limassol and one at Youth Makerspace Larnaka. The two-day BridgeSTEAM programme aimed to empower the participants on three levels, through training provision in robotics and artificial intelligence; information on career opportunities in STEAM; and facilitation of contacts with female role models from STEAM sectors in Cyprus. In the training programme that took place in 2021, a module on UN sustainable development goals was also offered.

2022 Implementation

Makerhouse residency

The Makerhouse residency took place for the third time within 2022, addressing young creators from the fields of design, engineering, construction, art, interactive technology, education and social entrepreneurship, who are interested in developing and promoting original ideas, products and workshops, through the use of innovative technological equipment.

Girls in STEAM Academy

The Youth Makerspace Larnaka hosted the 'Girls in STEAM Academy' with the BridgeSTEAM programme. The aim was to reduce the barriers that typically prevent young girls from developing a career in STEAM.

Mobile makerspace

Education workshops were offered to young people by experienced staff and trainers. Also in 2022, Makerspace and the mobile unit continued to offer educational workshops to young people by experienced staff and trainers.

2023 Implementation

In 2023, the programme operated normally with the following activities:

- (a) organisation of a technology festival, Makers Fair, with over 500 participants;
- (b) implementation of 22 visits by organised groups from the Mobile Makerspace with more than 1 120 participants;
- (c) organisation of 20 events with over 650 participants; and
- (d) 33 visits by organised groups to the Youth Makerspace Larnaca.

2024 Implementation

In 2024, the Youth Makerspace Larnaca organised several significant activities:

- (a)

Makers Fair 2024, technology festival. Its purpose was to bring together professional and amateur creators, promoting innovation and encouraging experimentation and making. The event supported the participation of organisations, companies, and agencies, as well as amateur and professional makers, who presented their projects in interactive technology booths.
- (b)

Educational Activity within the European Mobility Week 2024. Dozens of students were informed about sustainable mobility, road safety, and sustainability. Participants imagined and depicted a city of the future by creating public transportation systems aimed at sustainable movement and development.

2025 Implementation

In 2025, the Youth Makerspace Larnaca organised several significant activities:

- (a) Makers Fair 2025, technology festival
Its purpose was to bring together professional and amateur creators, promoting innovation and encouraging experimentation and making. The event supported the participation of organisations, companies, and agencies, as well as amateur and professional makers, who presented their projects in interactive technology booths. The event took place on 14 June 14 2025 in the premises of Youth Makerspace Larnaca and the neighbouring 'Salina Park'.
- (b) Makershouse residency
The initiative is addressing young creators from the fields of design, engineering, construction, art, interactive technology, education and social entrepreneurship, who are interested in developing and promoting original ideas, products and workshops, through the use of innovative technological equipment.
- (c) Girls in STEAM Academy
The Youth Makerspace Larnaca hosted the Girls in STEAM Academy with the BridgeSTEAM programme. The aim was to reduce the barriers that typically prevent young girls from developing a career in STEAM.
- (d) Workshops for makers (WFM)
The Youth Makerspace Larnaca organised twice during 2025 a series of workshops for makers. These educational workshops promote creativity and making through the technological equipment available, as well as the accompanying programmes. As with every WFM series, the aim is not only education but also encouraging makers to engage with different forms of technology in bringing their original ideas to life.
- (e) Young Makers Summer Workshops
From July 14th to August 1st, teens aged 12-16 worked at the Youth Makerspace

Larnaka on a project focused on problem-solving, designing and building proposals for our neighbouring Salina Park. Through design thinking, collaboration, and hands-on experimentation with the space's technologies, the participants developed future-ready skills such as 3D design, programming, engineering thinking, the use of AI tools, and idea presentation! An experience full of innovation, teamwork, and inspiration.

Bodies responsible

- Youth Board of Cyprus

Target group

Learners

Young people (15-29 years old)

Learners from other groups at risk of exclusion (minorities, people with fewer opportunities due to geographical location or social-economic disadvantaged position)

Thematic categories

Modernising VET infrastructure

Improving digital infrastructure of VET provision

Modernising VET offer and delivery

Modernising VET standards, curricula, programmes and training courses

Acquiring key competences

Supporting lifelong learning culture and increasing participation

Lifelong guidance

Ensuring equal opportunities and inclusiveness in education and training

Subsystem

IVET CVET

Further reading

[Youth Board of Cyprus](#)

[Youth makerspace Larnaka mini site](#)

[STEAM Academy](#)

“ ... ” Cite as

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