

Both of these maker cultures have their limitations, then. The Make Magazine or Maker Faire version really seems blind to the actual manufacturing of things, but it does at least open the door to a genuine popular culture about the material world. The Brooklyn maker culture really wants to get its hands dirty making things rather than just playing with things already made. But it doesn't scale. It makes a fetish of the artisanal quality of the labor as another way of avoiding the question of labor. ■



