Key Terms & Concepts

Below are common resources and items that you may see while using the ITLL Website.

- **Events**
  Events in the ITLL Website can be a **Workshop**, **Tour**, or **Room Reservation**.
  - Not all Events are necessarily Public (publicly viewable by everyone on the scheduling Calendar), and you may sometimes receive invitations to either Unlisted or Private scheduled events when appropriate.
  - **Event Categories** are used to classify all of the Events available. For the ITLL, Event Categories for Workshops primarily include these areas of interest:
    - Arduino
    - CAD
    - ECAD
    - Electronics
    - Tour
    - Manufacturing
    - Materials Testing
    - Programming
    - Prototyping
- **Files**
  You will sometimes be expected to upload files in specific formats when submitting requests. These can include **JPG/JPEG, PNG,** or **PDF** for Poster Printing, **STL** files for 3D printing (a common format used by many 3D modeling applications), or **ZIP** (compressed package files that you can easily create yourself on the latest versions of Windows, macOS, and Linux).
- **Kiosk Check-In Centers**
  There are multiple physical kiosk stands placed throughout the building that provide convenient Buff OneCard access for those who have a card. Currently in the ITLL, these include kiosk stands for the Manufacturing Center, Electronics Center, Project Depot, and EFab Center.
- **Prerequisites**
  As the name implies, prerequisites are other events or workshops that you must complete in order to sign up for a different event or workshop. For example, some workshops will require that you have completed the **ITLL Tour**. Other workshops may require that you have taken a Level 1 workshop before you can sign up for a Level 2 in the workshop series.
- **Store**
  The Store in the ITLL Website provides items and supplies that you can purchase for courses or personal use, such as an Acrylic Sheet, Wood Sheet, or Circuits Kit.
- **User Balances**
  Students have access to their own individual User Balances to purchase items in the Store. When needed, Staff or Faculty may be able to set or adjust your User Balance for

you as well. You can use either this provided user balance, or your own credit or debit card, to make payments in the Store.

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