

Brick Fest Live Pittsburgh 2023 Feedback

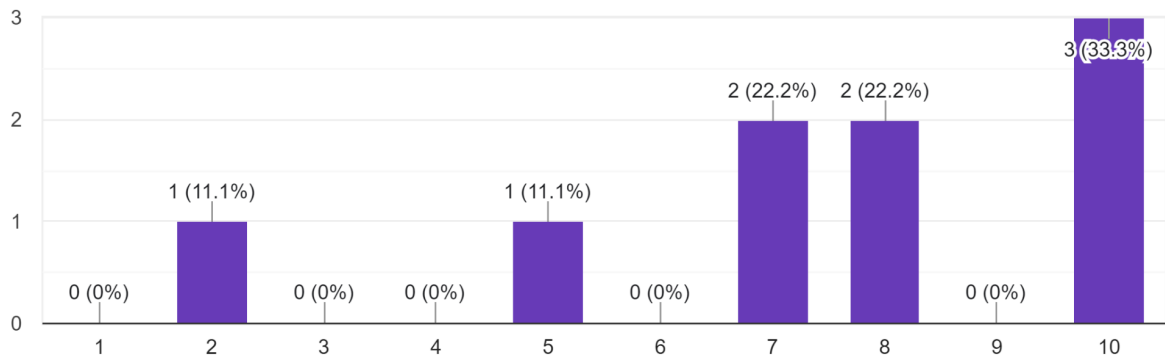
What did you like best about this year's Brick Fest?

- It was fun to see LUG members happily building with LEGO (even if they were just sets.)
- Us! I felt like I had a great time with our group talking Lego, looking at buildings talking techniques. We had some great stuff on display and felt it represented our group well. I also saw a lot of growth in some of our newer builders
- The amount of people and the variety of builds and it was quieter.
- Time spent hanging out with other LUG members.
- Engaging with the public is always #1 but plenty more on the list after that.
- Steel City LUG had a large area
- A lot of people came to look at the display, most people were respectful and interested in discussing Lego building, etc.

How likely are you to attend Brick Fest Live if we do it again next year?

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9 responses



Did you like our placement this year?

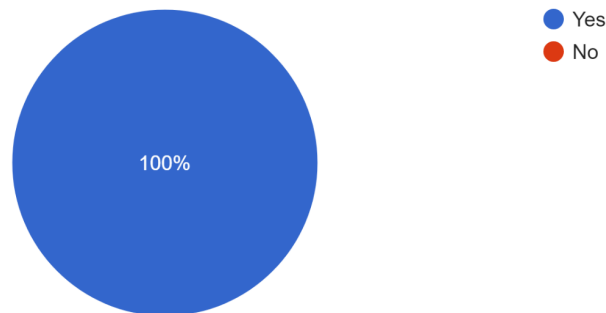
- Yes
- Yep
- It was fine - it's not like we were overlooked (like at Brick Erie)
- I'm indifferent

- No, it felt like we were the draw and stuck in the corner. Maybe they we're worried about traffic build up at the entrance?
- Sort of. It definitely helped with the noise level tho the stage not being there may have helped as well. I think people found us well enough but it seemed odd to be at "our" city, we are the official LUG but we weren't front and center.
- So so. I think it's more I packed so much into a small area. Next year I think I would either increase table space claimed or reduce the number of builds I bring to let it breath some.
- Yes. I think being in the back corner helped people take time to enjoy our work as we were not the first thing people saw and then got dragged to other areas by their kids. People coming back to see us was more intentional, in my opinion.

Would you want the LUG to attend Brick Fest Live again next year?

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What would you recommend doing again next year at Brick Fest?

- Bigger town and more trains
- IDK, maybe plastic sneeze guards or an electric fence.
- The LUG providing lunch was a huge relief on Sunday.
- Have a ton of us and a varied display and collabs
- Same, grouping "like" builds/displays definitely makes sense. Maybe big Hoth next year.
- Order lunch as a group, have a large center table for building, and use the nice chairs.
- I like having the tables in the middle for Lug use. It was nice that we got pizza as a Lug on Sunday. This stuff is old hat for many of us by now and it works well.
- I think the signup in Google Forms worked well (with the layout as well).

What would you start doing for next year's Brick Fest

- Making sure my modular buildings are complete and ready to go for a town setup
- The general populace mostly like things that they recognize or things that move. So I would focus more on things that are recognizable.
- More collabs. And most of all I truly think we need to start crediting the designers of our models with our wonderful labels. I found that when my friends and partner visited they are confused by who designed what and often overhear the public giving design credit to us for something we bought instructions for. I think it's great we display builds like brickerbuilds or indie designers but it feels unfair to not credit those designers.
- Bigger/better Hoth, video game systems
- Request an honorarium from Brickfest Live. Request some setup time outside of working hours.
- I don't know that I would do much different other than what I already mentioned with display size adjustments.
- More large collabs, such as town/train or HP.

What would you change or stop doing for next year's Brick Fest?

- Not allow someone to setup a display in an area reserved for someone else.
- IDK, walking over to the way-overpriced store ... especially because wearing a lanyard makes people think you know what is going on? The price QR code thing did not work. :(
- I would stop allowing single-day and half-day displaying. I felt like I spent most of my time moving displays around to fit others in, then moving things again to fill in when they left, only to repeat the process the next day.
- Again I strongly feel we should be crediting designers, especially when it's not one of us. Change how the stanchion placement was so we have more space between our builds and the public.
- Complaining about kids (not that I did, it's a kids thing, everywhere else they get to touch and interact with Lego)
- Ensure stanchions are placed at least one foot away from our tables.
- If we have the option then definitely the stanchions need to be moved back off the table some...otherwise we're gonna have lots of dead table space do to wandering hands. I lucked out with Galaga cause it can be touched no problem. But I definitely get where Ben is coming from. May just bring that or something similar as a buffer every year.

- The lack of real stanchions is a dealbreaker.

Additional Feedback

- Figure out a way to keep tiny hands off the display.
- I was only there for a day but it was fun to see so many people and all the different things they brought or were working on.
- Enjoyed the event a lot. I would like to talk more about this crediting designers thing and would like to hear opinions on it, will bring up at next meeting if not sooner
- I was saddened to hear of a potential theft during the event. It is a risk at any large public gathering, but perhaps we can explore mitigation options (video, host "insuring" against loss, etc). Onto a more positive note - we've got some excellent photographers in the LUG. I'd like to make sure we let them know we appreciated their work!
- I love the comradery and the ability to drift around. It did stink that Cam and Kyle were way over on the other side, but I get it...we are just to darn big for one space lol.
- Not for the LUG, but for event organizers (if you talk to them) -- I heard several people express interest in having a map/layout for the event as a whole-- I'm not sure if there was one or not, but I never saw one myself.