

The following is a presentation at the YUI Conference. I had been inspired by my journey of developing a large scale LEGO set with 3 other friends where I found parallels to the software development process.

I especially wanted to share design and prototyping lessons from that experience with seasoned engineers in the frontend community.

# The “Building Blocks” of Prototyping

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# The Story



TAKE

LEGO® VIPs  
EARN DOUBLE POINTS OCT 1-31!

\$1 = 2 100 = \$5

EXIT

STAR WARS



The Metaphor

Engineering Methodology

Intersections with UX Design

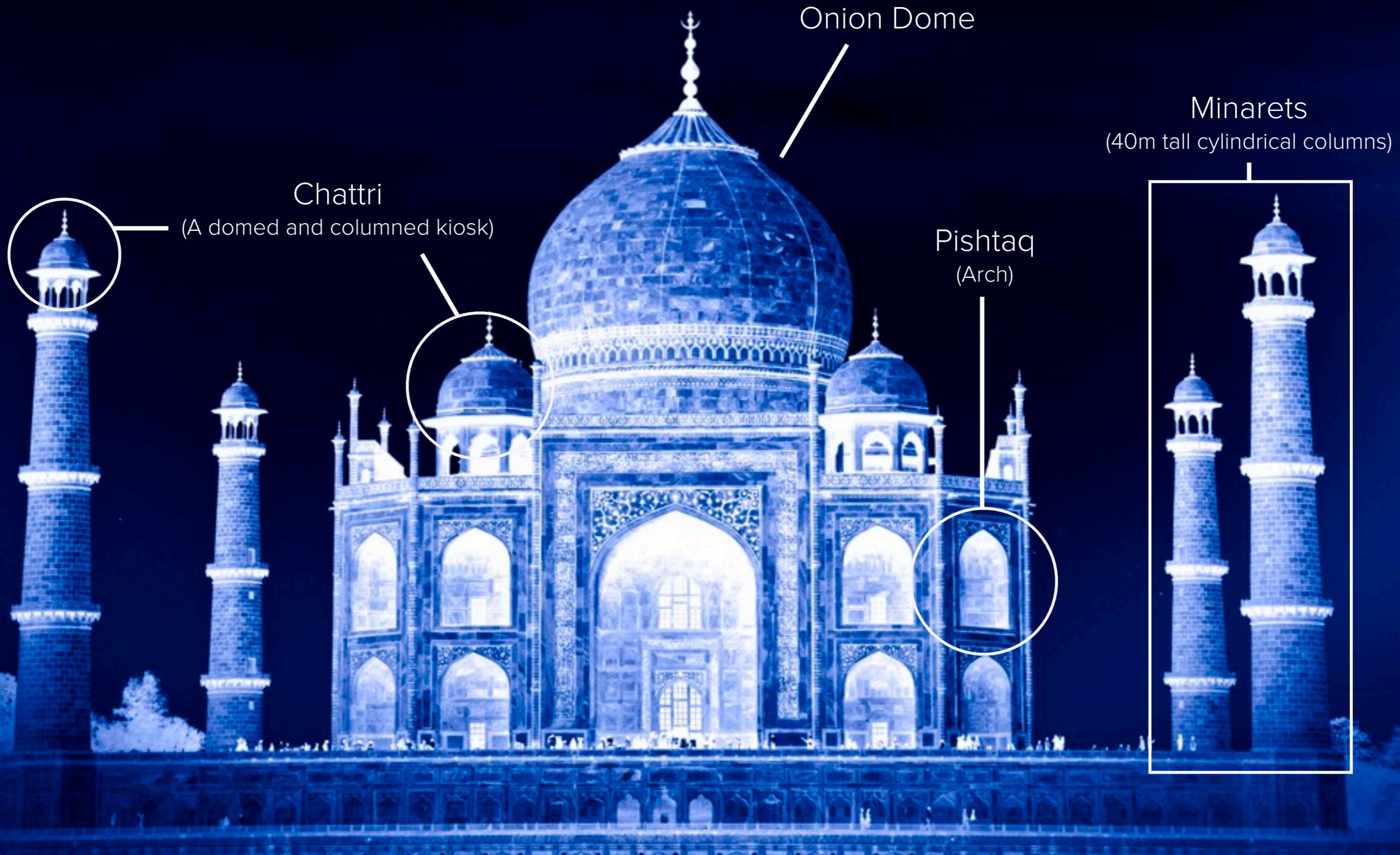
Prototyping as a Learning Device

# Engineering Methodology

# Enable quick iteration to control chaos



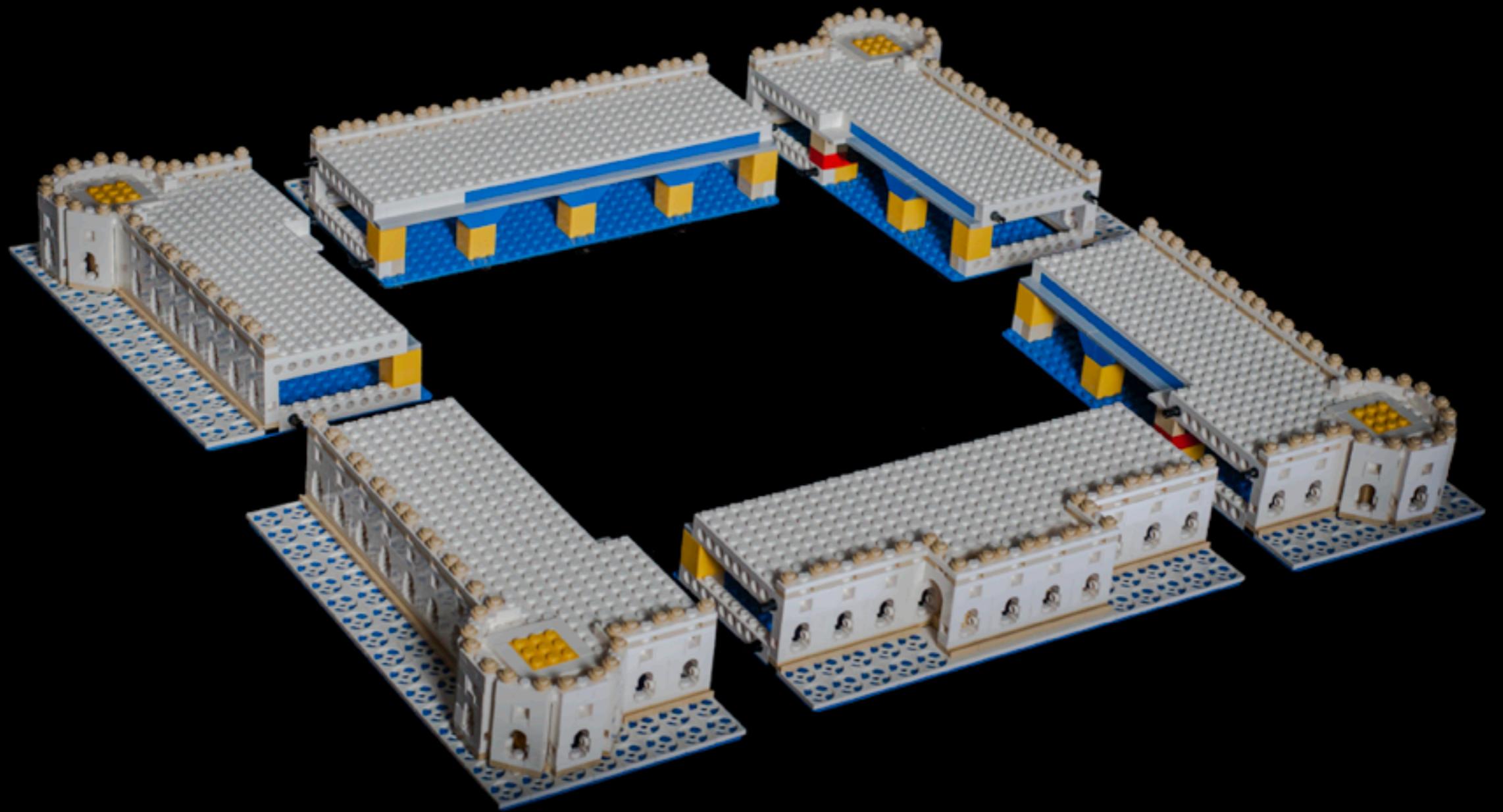
# Realize development patterns quickly



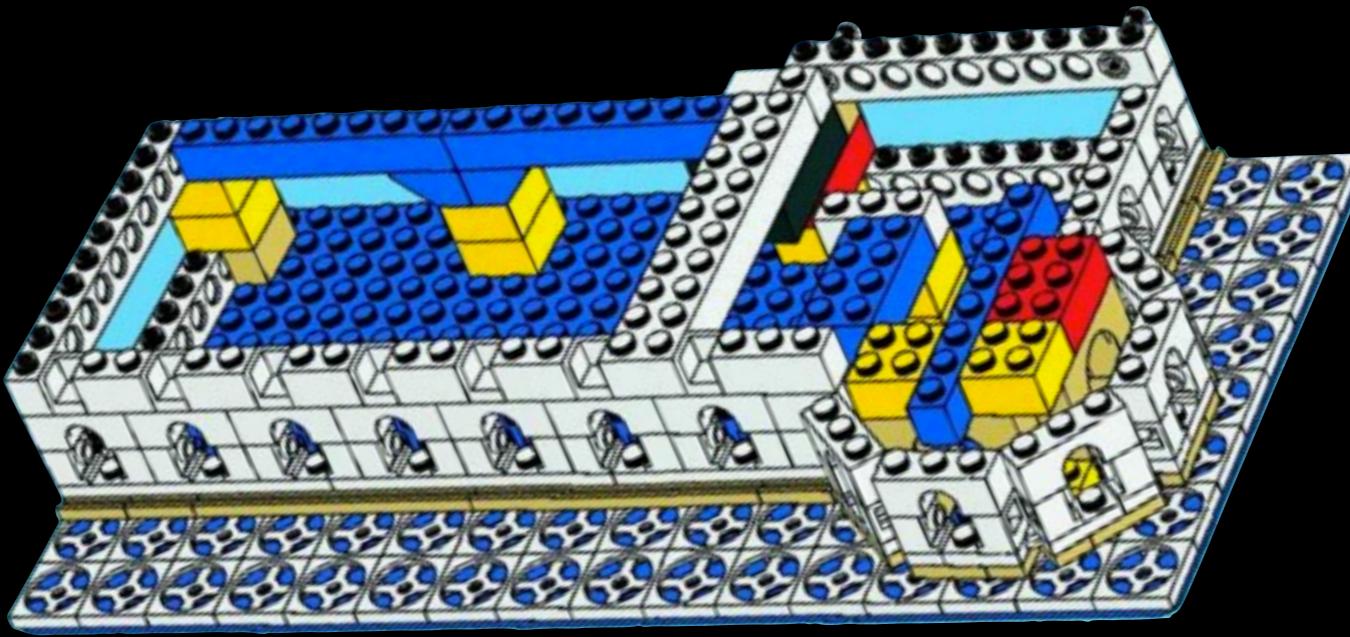


Create abstractions where applicable





Make reusable, self-contained components



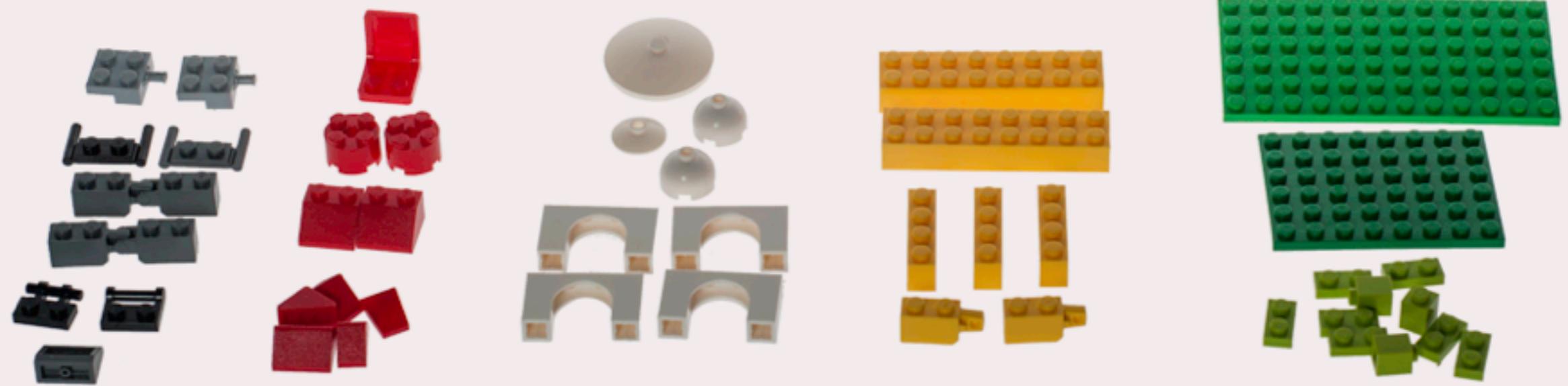
Test frequently throughout the process

# Intersections with UX Design

“

It did become boring and tiresome when constructing the four archways and four corners that make up the body of the palace, but, unlike most reviews suggest, I did not have a problem what so ever **finding the pieces I needed for each step**, and I did not organize to start with. **I made a little "map" in my head** of where the bags for different pieces were on my table and was able to find them quite easily. Oh, and keep in mind, I was only thirteen years old.

- 13 year old LEGO user

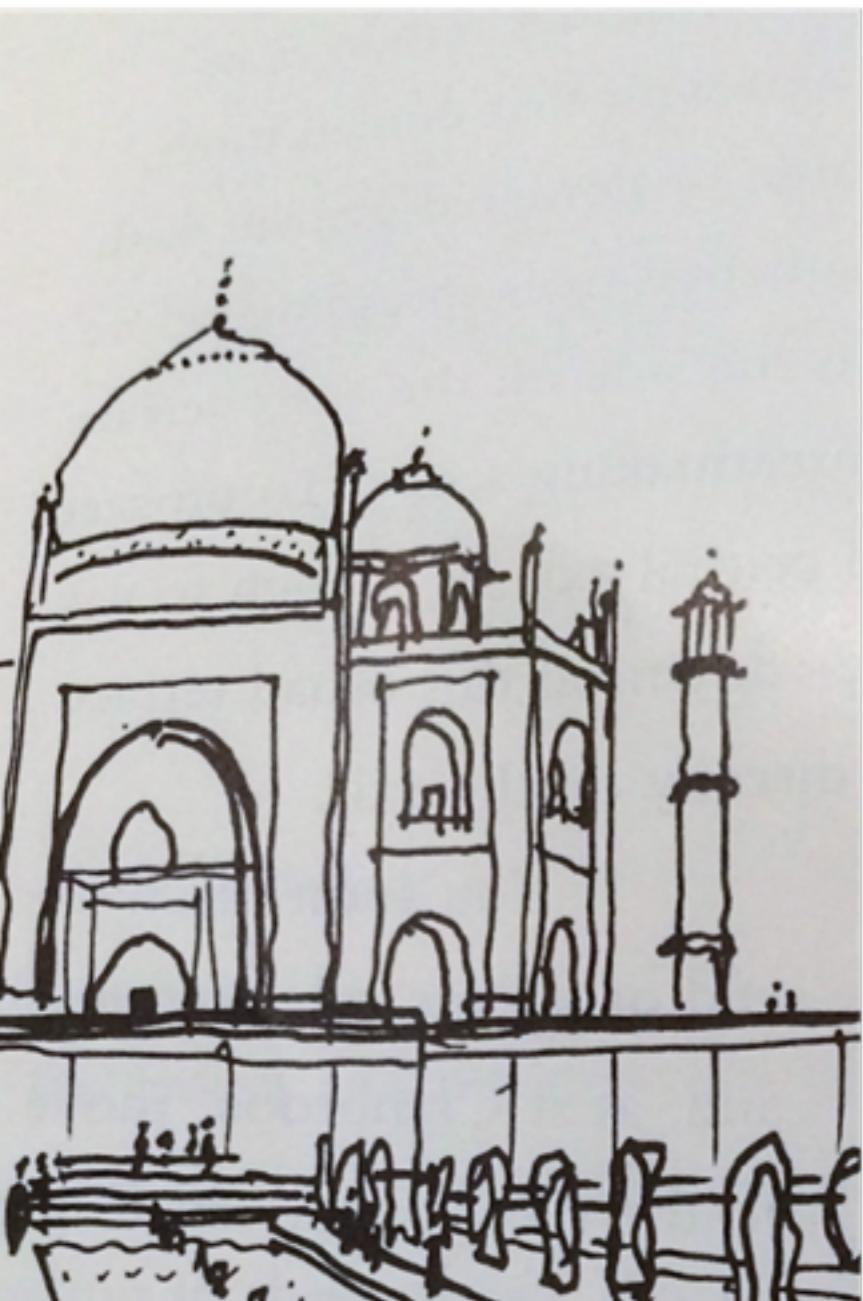


Enable efficient and meaningful development

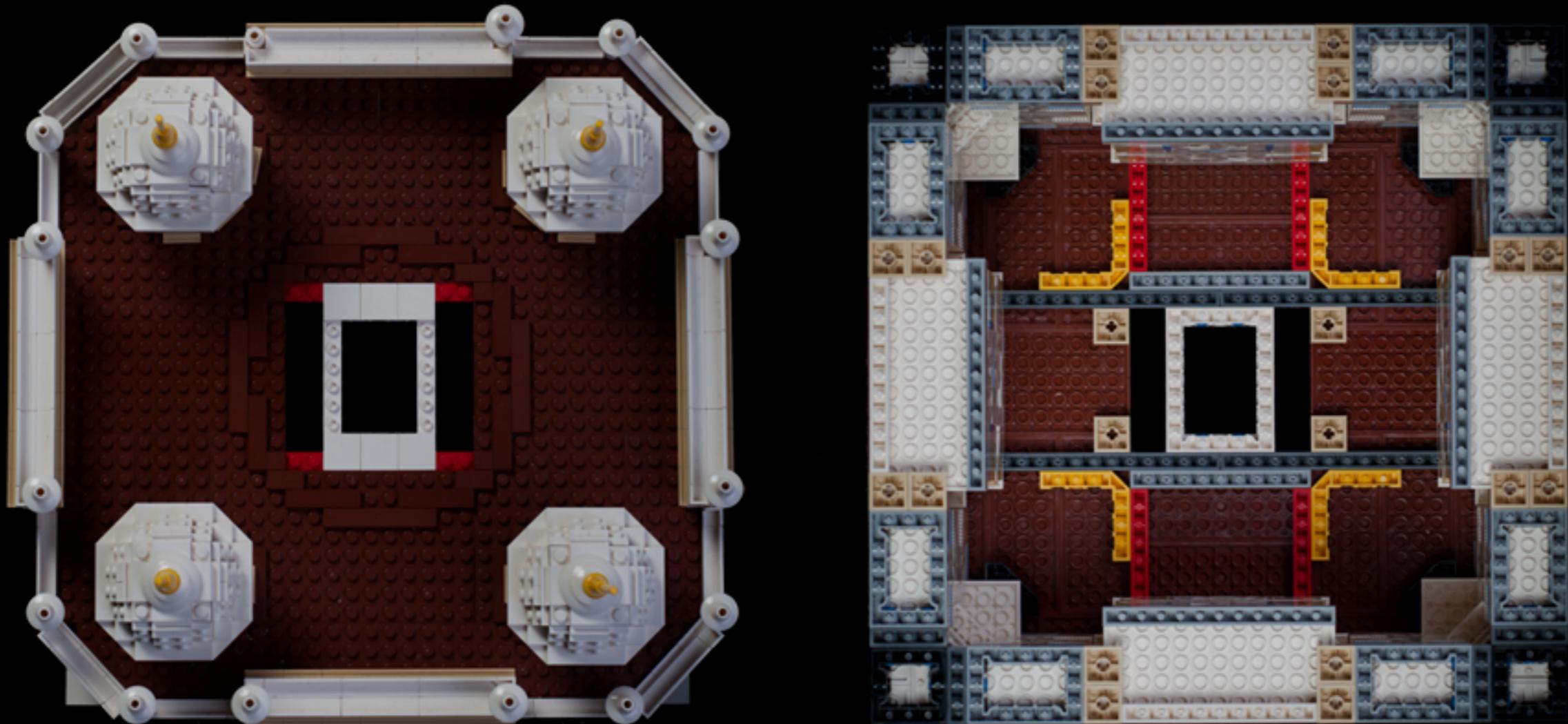
Show accountability, down to the last detail



# Prototyping as a Learning Device

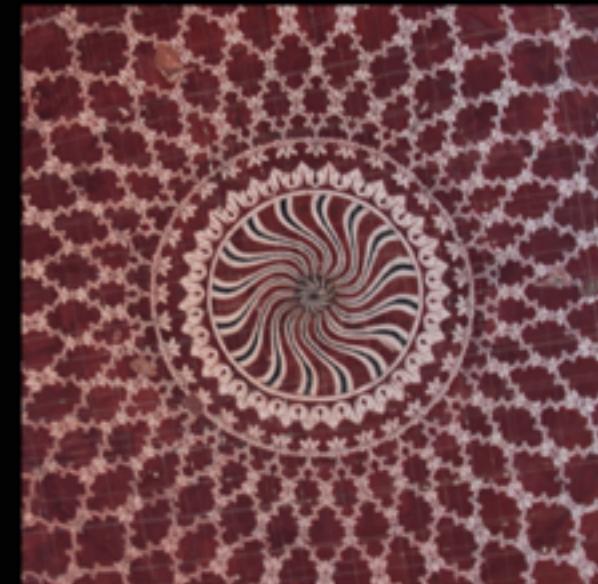


Discern the fidelity of your prototype



Capture the essence of your product





Discover what delights users deeply

# Takeaways

# Harmonize the efforts between Design and Engineering

Beauty will illuminate from the inside and out

A product's integrity  
directly correlates to process and tenacity

Find the miraculous  
in the mundane

Or something child-like; Deep insight follows

# Thank you

Co-Builders

David Dizon

Brina Lee

Matt Visconti

Photography

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# Citations

Slide 12: Lego Specification

<http://cache.lego.com/bigdownloads/buildinginstructions>

Slide 14: Lego Customer Comment

<http://shop.lego.com/en-US/Taj-Mahal-10189>

Slide 18: Sketch of Taj Mahal

Chambers for a Memory Place

Donlyn Lyndon and Charles W. Moore, 1994

Miscellaneous facts about architecture and geometry

<http://www.lilburnes.org>