

LEGO MOC WIP Feedback Handbook

This document is intended to be a broad set of suggestions and guidelines for providing, receiving, and applying useful feedback on WIP (work in progress) custom LEGO builds, specifically in the [Rebellug FOL Hangout Discord Server](#).

Last updated on 2020-9-6 by Simon Liu, Spencer Hubert, And Tobias Whelan

Providing useful feedback:

1. Positive feedback is just as important as negative feedback! It's important to know what was done well so the builder can continue doing it in the future, just as constructive negative feedback is important so they can be preventative in the future.
2. Try to understand what the builder is going for and the context they're building in. How big is the build supposed to be? What pieces do they have? How long did they plan on building this MOC? This build might not be a masterpiece, it just could be a two hour challenge.
3. Critique what in the existing MOC can be changed, don't simply recommend they change *what* they're building. Saying "Change this from a house to a space station" is not helpful.
4. Be specific. Look for things that could be going wrong or right like texture, color, or composition. Is the color blocking unnatural? Is there too much repeating texture? "Better rockwork" is not critique. Having a "because" or "impact" statement that follows your critique explaining the effect something has or could have is important to help the builder understand what you mean.
5. Suggest solutions. Try to help the builder make alterations and improve the sections that are detracting from the overall build. For example, to combine this and the rule above, "I think you should remove some pieces or add tiles to the wall on the left because the over-abundance of texture in the tan section distracts from the subject of the build."
6. Don't be afraid to suggest something outlandish, there's only so many times you can say rockwork.
7. Ask the builder questions! Are you confused about where they're going? What does the builder themselves think of the build?

Good tools:

1. Sketch over top of the WIP image to show future plans or suggestions for what could change.
2. Provide examples that demonstrate what you're trying to suggest the builder improve within builds that already exist or even build from your parts to show technique!

Etiquette and receiving feedback:

1. The rules of feedback etiquette apply both to builders receiving feedback and giving it!

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2. As a builder, understand that great builds go through many iterations. You can't be afraid to destroy and redo part of something you've already built if you want to make the best MOC possible. **The best builders go through many drafts before their final version.**
 3. You don't need to apply all the feedback you receive, or make the exact changes others suggest, but aspiring builders should always strongly consider it. On that same note, even if you don't agree with the feedback, be thankful to the others providing you suggestions!
 4. Be respectful.
 5. Be open to new ideas.
 6. Make sure it's a healthy conversation, you're not trying to win an argument.
 7. Use suggestive language instead of direct. Nobody wants to hear "Change this" or "Make this bigger". It's your job to suggest improvement, not command.
 8. WIP means Work in *Progress*, you should be expecting critical response and be open to conversation. This also means that you should show progress and it's the builders responsibility to provide something of substance to be discussed. The builder has to pull their weight as well! If you're not ready for that and are simply looking for validation on something you've built, leave it in the completed-mocs channel.