

# Collaboration Encourages Participation

*By Bryan Bonahoom*

Collaborative builds are one of the easiest ways for enthusiasts to be a part of a large creation. There are several collaborative build standards that have lived within the community for many years. Themes such as Classic Castle and Moon Base are a couple of the more well-known collaborations. At Brickworld, collaborations are celebrated.

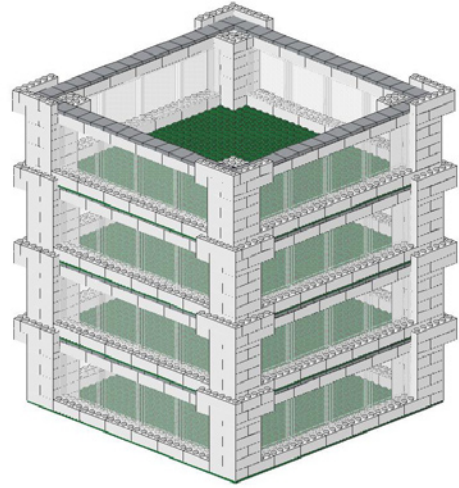
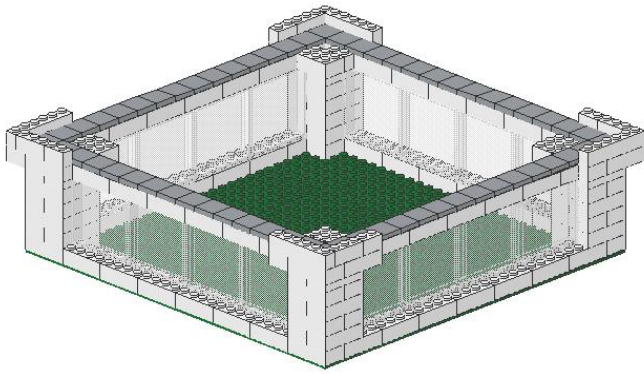
Of course, everyone loves tall displays. But, for an individual, these are expensive to build and difficult to transport. So, this year at Brickworld, we debuted a new collaboration. It has the ability to be very tall. It is a collaboration. And, as display space is busier than ever with incredible MOCs, it has a small footprint on the tables. This is how the collaborative sky scraper was born.

The idea of the collaborative sky scraper is to allow someone without a lot of space in their luggage or a lot of money to spend on parts to create something, almost anything, encase it in the defined building perimeter design and put it in the stack of modules to be part of something bigger.

Some people will criticize the design for its simplistic exterior design and for the fact that it does not include a stairwell or elevator. The design of the basic module was very intentional to allow maximum visibility and to allow the builders to focus on the intricate interior details instead of spending money on the exterior design parts.

Our belief is that it is more engaging and more fun to have to look into the building for the details, instead of just seeing something neat from across the room. A seek and find could easily be added for any collaboration of this nature to engage people even further.





At Brickworld this year, there were a total of 25 modules for the debut of the sky scraper. As you can see in the picture, a couple of modules deviated from the basic exterior design to allow for a taller interior space. We considered the 2 and 3 high modules acceptable deviations that added some character to the exterior while not violating the basic premise of the collaboration (a stackable building).

One of the Brickworld attendees made provisions in his city layout for two towers to be stacked, thus making the sky scraper collaboration part of something even bigger. Another attendee made his module a motorized window washer with the total height of window washer movement controlled by a MINDSTORMS NXT. Then, we added a wireless camera to the window washer platform facing into the building so that a video feed to a nearby monitor would show the interior designs. Finally, on site at Brickworld, once we had the start of two towers, a walking bridge was added between the towers.

Overall, this was a very fun collaboration with a great initial turnout. Who knows, maybe next year we will have sky scraper city!! Meanwhile, build a few modules for your events and have fun with it.

#

