MADE IN HULL: OPENING EVENT

**CONSULTANT GUIDE FOR ARTIST DEPTH INTERVIEWS**

**POST-EVENT**

This script is intended as a guide for the depth interview with artists / artistic groups who were commissioned to take part in the *Made in Hull* opening event, for Hull UK City of Culture 2017.

The questions within this guide are to be asked post-event and will supplement information gathered by an online survey, also delivered post-event.

The following provides key definitions to inform the depth interview:

**History:** past events connected with a particular person, place or thing.

**Heritage:** valued objects and qualities such as historic buildings and cultural traditions that have been passed down or preserved from previous generations.

**QUESTIONS**

**Artistic Practice**

In what ways did you collaborate with the Creative Core Team at Hull 2017 and / or other artists when creating your art work for *Made in Hull*? [Probe: were any artistic collaborations with other commissioned artists, or artists external to *Made in Hull*?]

Did these collaborations alter your approach to your own work or your ideas?

In what ways did you feel challenged by the brief for *Made in Hull*?

How has your artistic practice been developed by this project (i.e. If you have previously worked on heritage inspired arts projects, how did *Made in Hull* differ? How did you have to adapt your work to the location you were given? What new techniques and approaches did you utilise in your work?)

**Heritage Practice**

What historical or heritage-based sources/resources did you use when developing your ideas or art work and how did you find them? e.g. archive materials, museum visits, etc.

How did you then use that historical or heritage-based information and content in the work presented? [Probe: Did you use the material as a source of inspiration, as means of ensuring historical accuracy and/or as content for the project?]

**Partnerships**

If you built new partnerships, or developed existing partnerships when working on *Made in Hull*, did these partnership results in you developing different ways of working, that you might use in the future? [Partners could include heritage professional, museums, archives, community groups, the local authority, etc.]

Which of the partnerships that you developed have been the most valuable to you and why?

Do you plan to work with these partners again in future, and if so in what way?

How was the relationship with Hull 2017 and the Core Creative Team as the commissioners of your art work? [Probe: any input into they had into the development of the art work; how active a partner they were in the delivery/presentation of the project]

**Commemoration of Hull’s last 70 years**

Has working on the project made you think about new ways in which the arts can contribute to the interpretation of heritage? If yes, how?

How do you think the impact of a heritage or historically inspired arts event is different to that of say a conference, traditional museum exhibition, or a publication? How did made in Hull demonstrate that?

**Quality metrics – project perspective**

How did the overall narrative for *Made in Hull* come through in the live delivery stage?

Reflecting back on your work for *Made in Hull* what, for you, were its strengths and weaknesses artistically?

Reflecting back on your work for *Made in Hull* what, for you, were its strengths and weaknesses in terms of its interpretation of the history and heritage of Hull?

Reflecting back on *Made in Hull* what, for you, were its strengths and weaknesses in terms of the production of the event?

**Quality metrics – public perspective**

Prior to the event you were asked ‘What aspects of Hull's history and heritage do you hope to communicate to the audience?’ To what extent do you feel your hopes for this were achieved?

Prior to the event, you were asked ‘In what ways do you hope the project will provide the audience with a new perspective on Hull?’ To what extent do you feel your hopes for this were achieved?

**Impact**

If you were asked what the key measures of success for *Made in Hull* should be, what would you say? [e.g. audience numbers, media coverage, specific audience response]. Based on this, how successful do you think *Made in Hull* was?

How has working on *Made in Hull* had a personal impact on you? [Probe: skills/knowledge developed, confidence working with heritage or historical content, greater connection with the city and its people, further work opportunities, etc.]

Do you have any further comments on the project?