
MADE IN HULL: CREATIVE CORE TEAM (PRE-EVENT)

INTRODUCTION

Many thanks for sparing the time to talk to me today.

I'm Tom, Director of Brennan Research, who has been commissioned by Hull 2017 and their official academic research partner, the University of Hull, to undertake a project evaluation of *Made in Hull*. Integral to this evaluation is consultation with the Creative Core Team. This includes understanding how you feel the process has gone to date; how your involvement in the project has impacted upon you so far; and what your hopes and expectations are for live delivery of the project.

The answers you provide will help Hull 2017 measure its performance, and identify where it needs to adapt and improve; feeding directly into how other projects are delivered in 2017. Your answers will also enable them to provide evidence to its funders about the difference its projects make to those involved in delivery; and ensure that future projects of this nature can learn from your experiences.

The questions that follow are there to help Hull 2017 learn for the future, as well as asking some key questions that are important to its funders, who have made this project possible.

Some of the questions are straightforward multiple choice style questions, whilst others are open questions that ask for a fuller response.

Please be assured that all your answers will remain completely anonymous and be treated with the strictest confidence. It's really important that you give us honest feedback, whether positive or negative, in order that we can give as true a representation as possible of your experience.

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HULL - UK CITY OF CULTURE

* 1. Had you heard about Hull UK City of Culture 2017 before you became involved in *Made in Hull*?

Yes

No

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HULL - UK CITY OF CULTURE (CONTINUED)

* 2. What were your thoughts on the city being awarded UK City of Culture status?

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YOUR INVOLVEMENT

3. On a scale of 0-10, where 0 is 'Not at all' and 10 is 'Completely', how much did Hull being UK City of Culture 2017 influence your decision to work on *Made in Hull*?

Not at all										Completely
0	1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

* 4. Thinking back to the start of the project, what were your main motivations for deciding to work on *Made in Hull*?

(Please provide up to three motivations in the boxes below)

Motivation 1

Motivation 2

Motivation 3

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PROJECT DEVELOPMENT

* 5. How did the concept for *Made in Hull* as a whole come about?

* 6. What was your role* in the creation and direction of *Made in Hull*?

***By role we mean the inputs and contributions you made overall, as opposed to your specific "job"**

* 7. How was the history and heritage of Hull used as a source of inspiration for your work on *Made in Hull*?

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

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

* 8. How did you access information about the history and heritage of Hull during the project's development?

* 9. At the start of the project, how did the team approach the subject matter for *Made in Hull*?

(Please tick all that apply)

- To mark or explore a moment in time for Hull
- To showcase the contribution that Hull has made to the world
- To explore one of Hull's dominant stories or histories in a new way
- To celebrate Hull's sons and daughters
- To explore unknown stories or histories of Hull in a new way
- To showcase Hull's historic buildings and public spaces
- Other (please specify)

* 10. Did the team's approach to the subject matter change during the creative process?

Yes

No

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PROJECT DEVELOPMENT (CONTINUED)

* 11. You said that the team's approach to the subject matter changed during the creative process. Please can you explain why and how?

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ARTIST & LOCATION SELECTION

* 12. How did the team approach selecting the commissioned artists for *Made in Hull*?

* 13. How did the team approach selecting the installation locations for *Made in Hull*?

* 18. What aspects of Hull's history and heritage do you hope to communicate to the audience?

* 19. In what ways do you hope the project will provide the audience with a new perspective on Hull's history and heritage?

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QUALITY

These questions link to the funding provided by Arts Council England.

Please score each of the following metrics on a scale from 0-10, where a score of 0 indicates the strongest level of disagreement, a score of 10 indicates the strongest level of agreement.

For each metric, please include reasons why you have awarded that score, basing your responses on your experience of the event, including any other thoughts or feelings.

20. Please mark a point on the scale that best represents your level of agreement with the following statements about *Made in Hull*:

	Strongly disagree	0	1	2	3	4	5	6	7	8	9	10	Strongly agree
Presentation: It will be well produced and presented	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Reason(s) for score:	<input type="text"/>												
Distinctiveness: It will be different from things I've experienced before	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Reason(s) for score:	<input type="text"/>												
Challenge: It will be thought-provoking	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Reason(s) for score:	<input type="text"/>												
Captivation: It will be absorbing and will hold my attention	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Reason(s) for score:	<input type="text"/>												
Enthusiasm: I will come to something like this again	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Reason(s) for score:	<input type="text"/>												

Strongly disagree

Strongly agree

0 1 2 3 4 5 6 7 8 9 10

Local impact: It is important that it's happening here (in Hull)

Reason(s) for score:

Concept: It is an interesting idea / programme

Reason(s) for score:

Relevance: It will have something to say about the world in which we live

Reason(s) for score:

Originality: It is ground-breaking

Reason(s) for score:

Risk: The artists are really challenging themselves with this work

Reason(s) for score:

Excellence: It will be one of the best examples of its type

Reason(s) for score:

Rigour: It will be well thought through and put together

Reason(s) for score:

* 21. In what way(s), if any, do you feel that diversity* is being explored / represented by *Made in Hull*?

***Diversity refers to gender, ethnicity, disability, age, sexual orientation, and / or socio-economic status**

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LEARNINGS

* 22. What has been the most challenging part of working on *Made in Hull* to date?

* 23. What has been the most exciting part of working on *Made in Hull* to date?

* 24. What are the key lessons learnt from working on *Made in Hull* to date, which you will take forward to the Production phase (i.e. live delivery phase) of the project?

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YOUR PERCEPTION OF HULL

* 25. Do you have any personal connections to Hull (previous or existing)?

(Please tick all that apply)

Yes, my family come from Hull

Yes, I currently live in Hull

Yes, I was born in Hull

Yes, I studied at the University of Hull

Yes, I grew up in Hull

No, I have no connections with Hull

Other (please specify)

* 26. Prior to working on this project, how would you have described Hull to someone else?

* 27. Thinking of your experience on *Made in Hull* so far, how has the way you would describe Hull to someone else changed, if at all?

I would speak more positively about Hull to someone else, as a result of my experience working on *Made in Hull*

I would not change the way I describe Hull to someone else, as a result of my experience working on *Made in Hull*

I would speak more negatively about Hull to someone else, as a result of my experience working on *Made in Hull*

* 28. In the box below, please provide a reason for the answer you gave to the question above:

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PROCESS & MANAGEMENT

29. Overall, how would you rate the project management of *Made in Hull* to date?

Poor

Outstanding



30. Please rate the following aspects of project management for *Made in Hull* on a scale of 0 to 5, where 0 is 'Not good at all' and 5 is 'Excellent'. (If the option is not applicable to you, please select N/A).

Not good at

all

0

1

2

3

4

Excellent

5

N/A

Contracting, including the explanation of your role and responsibilities

Development meetings, frequency and quality of opportunities

Communications between Hull 2017 and yourself

31. How far do you disagree or agree with the following statements in relation to the project management of *Made in Hull*? (If the statement is not applicable to you, please select N/A).

During the project so far...

	Strongly disagree	Disagree	Neither disagree nor agree	Agree	Strongly agree	N/A
...Hull 2017 have explained the <i>Made in Hull</i> project well (concept, aims and objectives)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
...Hull 2017 have helped me access the people I needed to talk to, to inform my work	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
...Hull 2017 have helped me access the information / resources I needed to inform my work	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
...I have been able to deliver my work to a high standard because of Hull 2017's support	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
...Hull 2017 have enabled me to communicate with other members of the Creative Core Team when I needed to	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

32. In what ways, if any, could the project management of *Made in Hull* be improved?

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ANYTHING ELSE?

33. If there is anything else that you would like to share with us about your experience of working on *Made in Hull* so far, please do so in the box below: