## MADE IN HULL: CREATIVE CORE TEAM (POST-EVENT)

## WELCOME TO THIS SURVEY

Many thanks for taking part in this survey.

Brennan Research have 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 project has gone overall; how your involvement in the project has impacted upon you; and how you feel live delivery of the project went.

The answers you provide will be vital in helping Hull 2017 to 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 Hull 2017 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.

Please note that some of the questions are repeats of the pre-event survey. This is intentional.

Please be assured that all responses provided to this questionnaire are anonymous and treated with the strictest confidence.

The survey should take around 15 minutes to complete, so we recommend grabbing a cuppa. Please complete the survey by noon (GMT) on Monday 23 January.

If you have any questions, or issues with the survey please contact Tom Brennan, Director of Brennan Research via email: tom@brennanresearch.com.

MADE IN HULL: CREATIVE CORE TE	AM (POST	-EVENT)			
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ARTIST & LOCATION SELECTION					
1. Based on the live event, how much do you	ı agree or di	sagree with	the following st	atements:	
For each of the Mode in Hull installations					
For each of the Made in Hull installations.			Neither		
	Strongly disagree	Disagree	disagree nor	Agree	Strongly agree
the artists selected were the right artists to show	uisagree	Disagree	agree	Agree	Strongly agree
diversity in the field					
the artists selected were the right artists to create the overall vision for the project					
the locations selected were appropriate for the art work (given the parameters and strategy to bring people into the city centre)					
2. Please provide a short explanation for the	answers yo	u gave abov	e, in the box be	low:	

MADE IN HULL: C	REATI	VE CO	RE TE	AM (P	OST-E	VENT)				
ARTISTIC QUAILT	Υ								_	
THE THE GOTTLE	•									
Please score each o strongest level of di		_					•			
For each metric, ple on your experience									pasing y	our responses
* 3. Please mark a point on the scale that best your level of agreement with the following statements about Made in Hull. Consider this from the viewpoint of the live event as a whole and the entire team's contribution:										
Strongly disagree	1	2	3	4	5	6	7	8	9	<b>Strongly agree</b> 10
Concept: It was an inter	esting ide	ea / progra	amme							
Reason(s) for score:										
Presentation: It was we	ell produce	ed and pre	esented							
Reason(s) for score:										
Distinctiveness: It was	different f	from thing	s I've exp	erienced	before					
Reason(s) for score:										
Challenge: It was thoug	ht-provok	ing								
			$\bigcirc$							
Reason(s) for score:										
Captiavtion: It was abso	orbing and	d held my	attention							

Strongly disagree 0	1	2	3	4	5	6	7	8	9	Strongly agree 10
Reason(s) for score:										
Enthusiasm: I will come	e to somet	thing like	this again							
Reason(s) for score:										
<b>_ocal impact:</b> It is impo	ortant that	it happen	ed here (i	n Hull)						
Reason(s) for score:										
Relevance: It had some	ething to sa	ay about t	the world	in which	we live					
Reason(s) for score:										
<b>Driginality:</b> It was grou	nd-breakir	ng								
Reason(s) for score:										
Risk: The artists were re	eally challe	enged wit	h this wor	k						
Reason(s) for score:										
Excellence: It was one	of the bes	t example	es of its ty	pe						
Reason(s) for score:										
Rigour: It was well thou	ight throug	ıh and nu	t toaether							

* 5. Please mark a point on the scale that best represents your level of agreement with the following statement about Made in Hull:  * Made in Hull has placed Hull nationally on the arts radar for the coming year.  Neither disagree nor  Strongly disagree Disagree agree Agree Strongly agree
* 5. Please mark a point on the scale that best represents your level of agreement with the following statement about <i>Made in Hull:</i> Made in Hull has placed Hull nationally on the arts radar for the coming year.  Neither disagree nor
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Neither disagree nor
Neither disagree nor
Olioligiy disagree agree Agree Stroligiy agree

nd heritage through	working o Nothing 0		-		lot', ho	w much	have yo	ou learnt 7	about H	Hull's his	A lot
Heritage - defined as valued objects and qualities such as historic buildings and cultural traditions that have been passed down or preserved from previous generations)											
History - defined as past events connected with a person, thing or place.  If you were asked to excellent, how would	o give <i>Ma</i>			_							ences
Poor	yourate	the pre	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	100033 11	i preser	iting i iu	113 111310	ny ana i	_	Outstand	
5	C	$\mathcal{L}$		7	3		X	>		$\Rightarrow$	

* 8. Please mark a poin statements about <i>Mac</i>		cale th	at best r	epreser	nts your	level of	agreen	nent with	n the fol	lowing	
By presenting Hull's	history a	ınd he	ritage t	hrough	outdoo	rarts, <i>I</i>	Made in	Hull			
	Strongly disagree 0	1	2	3	4	5	6	7	8	9	Strongly agree 10
enhanced audiences' understanding of the city's past											
improved audiences' experience of engaging with the city's past											
contributed to the development of artistic practice in celebrating the city's past											
* 9. Has working on the	Made in I	Hull pro	oject ma	de you	want to	work or		je inspir Not sure	ed proje	ects in f	uture?
les			) 110					Not sure			

	MADE IN HULL: CREATIVE CORE TEAM (POST-EVENT)
	PROFESSIONAL DEVELOPMENT
*	10. Have you increased existing skills / knowledge through working on Made in Hull?
	Yes, I have increased existing skills / knowledge
	Not sure
	No, I have not increased existing skills / knowledge
*	11. Have you gained new skills / knowledge through working on Made in Hull?
	Yes, I have gained new skills / knowledge
	Not sure
	No, I have not gained new skills / knowledge

king on <i>Made in Hull</i> ?
king on Made in Hull?  ase tick all that apply)  Project Development  Creative / Artistic Skills (e.g. art forms, artistic techniques)  Museums, Libraries and Archive Skills (e.g. researching archives, cataloguing, conservation, interpretation)  Project Management  Audience Development  Marketing and / or Social Media
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Project Management  Audience Development  Marketing and / or Social Media
Audience Development  Marketing and / or Social Media
Marketing and / or Social Media
Production and / or Technical skills
Health and Safety
None of the above
Other (please specify)

MADE IN HULL: CR	EATIVE CORE TEAM (POS	ST-EVENT)
PARTNERSHIPS		
* 14. Did working on <i>Mad</i>	e in Hull enable you to collabor	ate with other individuals and /or organisations?
Yes	○ No	Not sure
		new relationships with other individuals and / or other creatives, artists, professionals, museums,
Yes	(	No
	de in Hull enabled you to develo	op existing relationships with other individuals and / s that pre-date <i>Made in Hull</i> )?
Yes	(	No

Pod		the live deliv	ery of the e	vent from 1 - 7 J	lanuary	Outs	tanding
2		$\stackrel{\wedge}{\sim}$		$\stackrel{\sim}{\sim}$	$\Diamond$		₩
	-	_		owing statements ease select N/A). Neither disagree		to the Production o	o <b>M</b> ade in
		disagree	Disagree	nor agree	Agree	Strongly agree	N/A
The installati works was d high standar	one to a						
The sound q excellent	uality was						
The lighting excellent	was					$\circ$	
The technical operations of excellent							
The interpret relevant to the developed		0		0		0	
The interpret the correct to audience				$\bigcirc$	$\bigcirc$	$\bigcirc$	

MADE IN HULL: CREATIVE CORE TEAM (POST-EVENT)	
LEARNINGS	
* 20. What were the key successes of <i>Made in Hull</i> ?	
* 21. What were the major challenges of <i>Made in Hull?</i>	
* 22. What are the key lessons learnt from working on <i>Made in Hull</i> , which you'll take forward into your future work?	

MADE IN HULL: CREATIVE CORE TEAM (POST-EVENT)
YOUR PERCEPTION OF HULL
* 23. Since Made in Hull went live and you have seen the reaction to the event, 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
* 24. In the box below, please provide a reason for the answer you gave to the question above:

MADE IN HULL: CREATIVE CORE TEAM (POST-EVENT)	
ANYTHING ELSE?	
25. If there is anything else that you would like to share with us about your experience of working ord in Hull, please do so in the box below:	<i>M</i> ade