INTRODUCTION

Welcome to this survey!

Integral to the evaluation of *Flood* is consultation with the Core Project Team. In order to ensure that the Core Project Team (and Hull 2017 more widely) can learn and adapt as they go, this consultation needs to take place whilst the project is in-delivery, as well as at the end.

The following questions will help us understand your experience to date - the good, the bad, the ugly and the beautiful. It will look at both process (i.e. project development and management), and the outcomes so far.

Your answers will also enable Hull 2017 to provide evidence to their 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 be assured that all responses provided to this questionnaire are anonymised for the purposes of evaluation and treated with the strictest confidence. No names will be assigned to the results. It's really important that you give honest feedback, whether positive or negative, in order that Hull 2017 can give as true a representation as possible of your experience.

Hull 2017 and all evaluation partners adhere to the Market Research Society's Code of Conduct and follow the data protection principles set out in the Data Protection Act 1998.

We recommend grabbing a cuppa and a biscuit to aid the process of filling this in - it will take approximately 45 minutes to complete.

Please complete the survey by noon (GMT) on Friday 28 April.

If you have any questions, or issues with the survey please contact Elinor Unwin, on elinor.unwin@hull2017.co.uk or 07872 415819.

HULL 2017 OR NOT HULL 2017

1. Are you an employee of Hul	ll 2017 (i.e. do you have a contract of employment with	h Hull 2017
Yes	○ No	
2. Are you an employee / mem	ber of Slung Low?	
Yes	○ No	

FLOOD: CREATIVE PROJECT TEAM (IN-DELIVERY) HULL - UK CITY OF CULTURE * 3. Had you heard about Hull UK City of Culture 2017 before you became involved with it via *Flood*? O Yes O No

FLOOD: CREATIVE PROJECT TEAM (IN-DELIVERY)
HULL - UK CITY OF CULTURE (CONTINUED)

FLOOD: CREATIVE PROJECT TEAM (IN-DELIVERY) YOUR INVOLVEMENT * 5. 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 make Flood a part of the Hull 2017 programme, or your decision to work on Flood? Not at all Completely 0 2 5 8 9 10 * 6. Thinking back to the start of the project, what were your main motivations for deciding to make Flood a part of the Hull 2017 programme, or your decision to work on Flood? (Please provide up to three motivations in the boxes below) Motivation 1 Motivation 2 Motivation 3

CONCEPT DEVELOPMENT

What is your role* in the	reation, development and direction of <i>Flood</i> as	s a project?
	and contributions you made overall, as opposed to	
Is Flood using Hull (the ci	ty and /or it's people) as a source of inspiration	n2
Yes	No	111:
0. Has the concept for <i>Floc</i>	d changed from the initial starting point to now	v?
Yes	○ No	

FLOOD: CREATIVE PROJECT TEAM (IN-DELIVERY) **HULL - THE INSPIRATION** * 11. In what way(s) is *Flood* using Hull (the city and / or its people) as a source of inspiration? * 12. Have you worked with Hull (the city and /or it's people) as a source of inspiration for a project before? O Yes) No

CONCEPT DEVELOPMENT - CONTINUED

14. Which of the following have influenced the changes in concept? (Please tick all that apply) Input from the Slung Low team Input from the team at Hull 2017 Input from the team at The BBC Input from the team at The Space Input from the Writer Other (please specify) 15. Comparing the initial concept to where the project is today, how positive would these changes have been? Both negative and Very negative Negative Positive	d you say
Please tick all that apply) Input from the Slung Low team Input from the team at Hull 2017 Input from the team at the BBC Input from the team at The Space Input from the Writer Other (please specify) 15. Comparing the initial concept to where the project is today, how positive would these changes have been? Both negative and	d you say
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very negative negative positive Positive	Von a pocitiva
	Very positive
L6. Please provide a short explanation for the answer(s) given to the previous two	auestions

PROJECT ASPIRATIONS

To mark or e	plore a moment in time for Hull			
To make peo	ole look at Hull's public spaces in a d	ifferent way		
To encourage	people to discover a different experi	ience of the city		
To challenge	people's interpretation of art (theatric	al performance)		
To present th	e ambitions and aspirations of the Cit	ty now and in the future		
Other (please	specify)			
O Milest ave t			on / dolivonino	Flood will boys o
	ne three main impacts that y	ou hope working	on / delivering	Flood will have o
your organis		ou hope working	on / delivering	Flood will have o
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your organismpact 1 mpact 2 mpact 3 20. What are toeople that was mpact 1 mpact 2	ne three main impacts that y	ou hope <i>Flood</i> will	have on its a	udiences (i.e. the

* 21. What are the thr	ee main impacts that you hopeFlood will have on its participan	ts (i.e. the
community cast tak	ing part in the live plays)?	
Impact 1		
Impact 2		
Impact 3		
* 22. What, if anything of Victoria Dock?	g, are the three main impacts that you hope <i>Flood</i> will have on t	he residents
Impact 1		
Impact 2		
Impact 3		

FLOOD: CREATIVE PROJECT TEAM (IN-DELIV	VERY)
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Q	U.	A	LI	П	ΓΥ

These questions link to the funding provided by Arts Council England. All "Hero" projects are taking part in Quality Metrics research.

Reflecting on the current concept for *Flood* and the the work undertaken to date, 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.

23. Please mark a point on the scale that best represents your level of agreement with the following statements about the *Flood* project in its entirety:

	Strongly disagree	1	2	3	4	5	6	7	8	9	Strongly agree
Presentation: It will be well produced and presented				\bigcirc							
Distinctiveness: It will be different from things I've experienced before				\bigcirc	\bigcirc	\bigcirc					
Challenge: It will be thought-provoking				\bigcirc							
Captiavtion: It will be absorbing and will hold my attention					\bigcirc						
Enthusiasm: I will come to something like this again											
Local impact: It is important that it's happening here (in Hull)				\bigcirc				\bigcirc			
Concept: It is an interesting idea / programme											
Relevance: It will have something to say about the world in which we live					\bigcirc	\bigcirc					
Originality: It is ground-breaking											
Risk: The artists are really challenging themselves with this work					\bigcirc						
Excellence: It will be one of the best examples of its type											
Rigour: It will be well thought through and put together								\bigcirc			
24. Please can you explain the reasoning	behind t	he s	cores	s you	u gav	ve ab	ove?	?			

t way(s), if any, d efers to gender, et			

LEARNINGS

27. What has b	peen the most o	exciting parts	of working on <i>F</i>	Flood to date?	
28. What are th	ne key conside	rations / learn	ings that need	to be addressed t	for the remainder o
he <i>Flood</i> proj					

YOUR PERCEPTION OF HULL

ease tick all that apply)	Voc. I summands Euro in 11 II
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)	
Prior to working on this project,	how would you have described Hull to someone else?
Thinking of your experience on F	Flood so far, how has the way you would describe Hull
neone else changed, if at all?	
neone eise changed, ii at an :	
I would speak more positively about Hull to	o someone else, as a result of my experience working on <i>Flood</i>
I would not change the way I describe Hull	to someone else, as a result of my experience working on Flood
I would speak more negatively about Hull t	to someone else, as a result of my experience working on <i>Flood</i>
3,	, , , , , , , , , , , , , , , , , , ,
In the box below, please provide	a reason for the answer you gave to the guestion above
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HULL 2017 - PARTNERSHIP PERFORMANCE

 * 33. Please rate the following aspects of Hull 2017's involvement in Flood 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	1	2	3	4	Excellent 5	N/A
Contracting, including the explanation of roles and responsibilities							
Creative Development meetings, including frequency and quality of opportunities to meet (e.g. for script approval and development of digital elements)					\circ		
Production support, to secure a production base and performance sites							
Technical & Operations support, to advise on event management and technical delivery							
Marketing support, to drive audiences to the live events							
Digital support, to support the delivery of online elements							
Community Engagement support, to assist in the recruitment of the community cast							
Monitoring and Evaluation support, to document the project, measure outputs and outcomes, and identify key learnings							
Communications between Hull 2017 and yourself						\bigcirc	

During the project so	far					
ammig and project co	Strongly disagree	Disagree	Neither disagree nor agree	Agree	Strongly agree	N/A
Hull 2017 have explained how they see <i>Flood</i> contributing to the year's wider aims and objectives		0	0		0	0
Hull 2017 have helped me access the people I need to talk to	\bigcirc	\bigcirc	\bigcirc		\circ	
Hull 2017 have helped me access the information / resources I need			\bigcirc		\bigcirc	
I have been able to deliver my work to a high standard with Hull 2017's support			\bigcirc		\bigcirc	
I have been able to communicate with other key partners when I need to			\bigcirc		\bigcirc	
35. In what ways, if a	ny, could the	e support pro	ovided by Hull	2017 to <i>Flo</i>	od be improved?	?

FLOOD: CREATIVE PROJECT TEAM (IN-DELIVERY) ANYTHING ELSE? 36. If there is anything else that you would like to share with us about your experience of working on *Flood* so far, please do so in the box below: