SLUNG LOW: FLOOD

 **CONSULTANT GUIDE FOR ARTIST AND CREATIVES
BRETT, DIGITAL CONTENT DEVELOPER**

 **POST-EVENT**

This script is intended as a guide for the depth interviews with artists and creatives contracted by Slung Low to input into the Flood project, a co-production by Slung Low and 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.

 **QUESTIONS**

**Motivations**

Can you tell me a bit more about how you became involved in Flood? [Probe: How did you become aware of the opportunity to work on the project? Who approached who?]

What most interested you about being part of the Floodproject?

**Digital Content Development**

Can you tell me a bit more about the process of working with Slung Low and Hull 2017 to develop digital content for Flood? [Probe: How did the team guide or provide input in the type of content; the aesthetic; the feel, etc.?]

How, if at all, did this collaborative process alter your approach to your own work or your ideas? What was the impact of any changes made because of their advice?

In addition to the team from Slung Low and Hull 2017, did you work with other creative professionals in developing digital content for Flood? If yes, how did their input influence the final outputs?

Did you engage with the residents of Victoria Dock, or Hull more broadly, in developing digital content? If yes, how did their input influence your approach and final outputs? [Probe: What were the strengths and weaknesses of connecting with them?]

**Partnerships**

Which partnerships that you have gained and/or developed through working on Flood have been the most valuable to you and why? [Probe: To what extent these partnerships would have been possible without the support of Slung Low and Hull 2017]

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

**Project Location**

How do you feel Victoria Dock worked as a location for Flood? [Probe: strengths, weaknesses, reflections on its appropriateness to project’s narrative]

**Professional Development**

How did working on Flooddevelop and challenge your creative practice, compared to previous projects? [Probe: The length of the project; multi-part and multi-platform nature of the project; scale of production; the site used]

What new skills and knowledge, if any, did you gain working on Flood? [Probe: in developing content did you gain new knowledge about Hull, the themes being explored, new approaches to documenting a project and / or providing ongoing connections to the production?]

How confident would you be in working on something like Floodagain in future, and why?

What are the key lessons you have learnt from Flood that you will take forward into other projects?

**Quality metrics – project perspective**

Reflecting back on Floodin its entirety what, for you, were its strengths and weaknesses in terms of **the overall concept**?

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

Reflecting back on the individual parts of Flood what were the strengths and weaknesses of each part?

How do you feel the digital content created for the project worked in connection with the live elements of the production? [Probe: strengths, weaknesses, what could have strengthened the connection?]

**Quality metrics – public perspective**

How do you feel the audience responded to Floodin its entirety and its individual parts? [Probe: To what extent the aim that individual parts could standalone was successful?]

How successful was the digital content in retaining audience engagement between parts? [Probe: strengths, weaknesses, perception of the volume of people engaging with the content and any feedback received]

**Measures for Success**

If you were asked what the key measures of success for Floodshould be, what would you say? [e.g. audience numbers, media coverage, audience response].

Based on this, how successful do you think Floodwas?

Do you have any further comments on the project?