SLUNG LOW: FLOOD

**CONSULTANT GUIDE FOR ARTIST AND CREATIVES  
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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 as the writer for Flood? [Probe: Who approached who? How did the original idea for the script come about?]

What most interested you about being part of the Floodproject?

**Script Development**

Can you tell me a bit more about the process of working with Slung Low and Hull 2017 to develop the script for Flood? [Probe: How did the team input into the script’s development?]

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 the script? If yes, how did their input influence the final script?

Did you engage with the residents of Victoria Dock, or Hull more broadly, in developing the script for Flood? If yes, how did their input influence the narrative? [Probe: What were the strengths and weaknesses of consulting 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]

**Community Engagement**

How do you feel about the use of a community cast, alongside the professional cast, in the final production of Flood? [Probe: What were the strengths and weaknesses of their involvement?]

**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 the script did you gain new knowledge about Hull, the themes being explored, new approaches to writing]

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?

**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 does this compare with what you hoped the script would achieve, in terms of audience response? [Probe: Were the themes you explored picked up by audiences? Were the audience open to having their thoughts and feelings challenged by the production?]

**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?