



## 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 Wednesday 18 January.**

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

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

**ARTIST & LOCATION SELECTION**

1. Based on the live event, how much do you agree or disagree with the following statements:

***For each of the Made in Hull installations...***

	Strongly agree	Agree	Neither agree nor disagree	Disagree	Strongly disagree
...the artists selected were the right artists for the job	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
...the locations selected were appropriate for the art work	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

2. Please provide a short explanation for the answers you gave above, in the box below:

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

**QUALITY**

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.

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

Strongly disagree                      0                      1                      2                      3                      4                      5                      6                      7                      8                      9                      10                      Strongly agree

**Concept:** It was an interesting idea / programme

                                                          

Reason(s) for score:

**Presentation:** It was well produced and presented

                                                          

Reason(s) for score:

**Distinctiveness:** It was different from things I've experienced before

                                                          

Reason(s) for score:

**Challenge:** It was thought-provoking

                                                          

Reason(s) for score:

**Captivation:** It was absorbing and held my attention

**Strongly disagree**

**Strongly agree**

0 1 2 3 4 5 6 7 8 9 10

Reason(s) for score:

**Enthusiasm:** I will come to something like this again

Reason(s) for score:

**Local impact:** It is important that it happened here (in Hull)

Reason(s) for score:

**Relevance:** It had something to say about the world in which we live

Reason(s) for score:

**Originality:** It was ground-breaking

Reason(s) for score:

**Risk:** The artists were really challenged with this work

Reason(s) for score:

**Excellence:** It was one of the best examples of its type

Reason(s) for score:

**Rigour:** It was well thought through and put together

**Strongly disagree**

**Strongly agree**

0

1

2

3

4

5

6

7

8

9

10

Reason(s) for score:

4. Since seeing *Made in Hull* live, how has your impression of the way(s) diversity\* was explored / represented by *Made in Hull* changed, if at all?

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

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

**HERITAGE**

5. On a scale of 0-10, where 0 is 'Nothing' and 10 is 'A lot', how much have you learnt about Hull's history and heritage through working on *Made in Hull*?

	Nothing										A lot
	0	1	2	3	4	5	6	7	8	9	10
<b>Heritage</b> - defined as valued objects and qualities such as historic buildings and cultural traditions that have been passed down or preserved from previous generations)	<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"/>
<b>History</b> - defined as past events connected with a person, thing or place.	<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"/>

6. If you were asked to give *Made in Hull* a star rating out of 5, where 1 star is 'Poor' and 5 stars is 'Excellent', how would you rate the project's success in presenting Hull's history and heritage to audiences?

Poor					Outstanding
★	★	★	★	★	★

7. 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...***

	<b>Strongly disagree</b>											<b>Strongly agree</b>
	0	1	2	3	4	5	6	7	8	9	10	
...demonstrated new ways of interpreting the history and heritage of a city through the arts	<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"/>
...presented audiences with new ways of engaging with the history and heritage of a city through the arts	<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"/>
...contributed to to the development of artistic practice in celebrating a city's history and heritage	<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"/>

8. Has working on the *Made in Hull* project made you want to work on heritage inspired projects in future?

- Yes                                       No                                       Not sure

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

PROFESSIONAL DEVELOPMENT

9. Have you **increased existing** professional skills / knowledge through working on *Made in Hull*?

- Yes, I have increased existing professional skills / knowledge
- Not sure
- No, I have not increased existing professional skills / knowledge

10. Have you **gained new** professional skills / knowledge through working on *Made in Hull*?

- Yes, I have gained new professional skills / knowledge
- Not sure
- No, I have not gained new professional skills / knowledge



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

**SKILLS & KNOWLEDGE**

11. Which of the following professional skills / knowledge do you feel you have gained or increased as a result of working on *Made in Hull*?

**(Please 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
- Community Engagement
- Marketing and / or Social Media
- Press and /or PR
- Production and / or Technical skills
- Health and Safety
- Monitoring and Evaluation
- Fundraising
- None of the above
- Other (please specify)

12. In the box below, please provide a short explanation for the answer(s) you gave to the previous question.

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

PARTNERSHIPS

13. Has working on *Made in Hull* enabled you to collaborate with other individuals and /or organisations (working together to achieve shared goals)?

Yes

No

Not sure

14. Has working on *Made in Hull* enabled you to build new partnerships (e.g. with other creatives, artists, heritage professionals, community groups, schools)?

Yes

No

15. Has working on *Made in Hull* enabled you to develop existing partnerships (i.e. a deepening of those partnerships that pre-date *Made in Hull*)?

Yes

No

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

**PRODUCTION: LIVE EVENT DELIVERY**

16. Overall, how would you rate the Production\* of *Made in Hull*?

**\*Production refers to the live delivery of the event from 1 - 7 January**

<b>Poor</b>					<b>Outstanding</b>
					

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

	Strongly disagree	Disagree	Neither disagree nor agree	Agree	Strongly agree	N/A
The installation of the art works was done to a high standard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The sound quality was excellent	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The lighting was excellent	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The technical and operations crew were excellent	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Others????	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

18. In the box below, please provide a short explanation of how the Production of *Made in Hull* could have been improved?

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

**LEARNINGS**

19. As a direct result of working on Made in Hull, please rate how much you agree or disagree with the following statements:

	Strongly disagree	Disagree	Neither disagree nor agree	Agree	Strongly agree
I am more confident working on high quality outdoor arts project	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I am more confident working on heritage inspired arts projects	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I am more confident about my professional future	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
My profile has improved	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I successfully reached new audiences for my work	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I successfully reached more diverse audiences for my work	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

20. What were the most challenging parts of working on *Made in Hull*?

21. What were the most exciting parts of working on *Made in Hull*?

22. What are the key lessons learnt from working on *Made in Hull*, 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 on *Made in Hull*, please do so in the box below: