SLUNG LOW: *FLOOD*

**CONSULTANT GUIDE FOR CORE PROJECT TEAM DEPTH INTERVIEWS  
(HULL 2017 STAFF)**

**POST-EVENT**

This script is intended as a guide for the depth interviews with members of the Core Project Team from Slung Low who led 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**

**Concept Development**

Can you tell how *Flood* came to be a part of the Hull 2017 programme? [Probe: Did Slung Low approach you with the idea, or did you go to them? What were the deciding factors in greenlighting the project?]

How did you support Slung Low to develop the overall concept for *Flood*? [Probe: What changes did your impact bring about, and what was the impact of these changes?]

In addition to the Core Project Team (i.e. Slung Low and Hull 2017) which other creative professionals, if any, further influenced the concept development of *Flood*? [Probe: How did their input change the project from the original proposal to the final delivery, and what was the impact of any changes made because of their advice?]

**Project Location**

What led you to choose Victoria Dock as a location for *Flood*? [Probe: Were other sites considered? What were the practicalities and contextual elements considered when making the choice?]

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

What sort of feedback did you or the team get from residents and audiences about using the location as a site for the work, and having Slung Low in residence for the year?

On reflection, would you keep the same location if you had the chance to do it again?

**Community Engagement**

How effective do you feel Slung Low were in engaging the residents of Victoria Dock with the project? [Probe: What worked? What didn’t work? Were you required to offer them support in this area, and if so in what way?]

How did the recruitment of the community cast for the production work? [Probe: Were the participants the mix of people you hoped to attract to the project? What if anything would you have done differently in recruiting community cast members?]

How do you feel the use of a community cast in *Flood* impacted upon the project? [Probe: strengths, weaknesses, challenges]

**Professional Development**

How did working with Slung Low on *Flood* develop and challenge your creative practice? [Probe: The length of the project; multi-part and multi-platform nature of the project; budget; scale of production; the site used]

What skills and knowledge do you feel you have gained or developed as a result of working with Slung Low on *Flood*?

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

**Quality metrics – project perspective**

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

Reflecting back on *Flood* in 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 *Flood* in its entirety and its individual parts? [Probe: To what extent was the aim that individual parts could standalone achieved? Was the narrative successful in challenging different attitudes on the subject matter explored? How were audiences understanding of theatre challenged?]

**Partnerships**

Reflecting on project partners involved in Flood (e.g. BBC, Battersea Arts Centre and The Space, plus others), how effective do you feel these partnerships were? [Probe: How did their involvement change the approach to the project? What were the strengths and weaknesses of their involvement?]

**Measures for Success**

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

Based on this, how successful do you think *Flood* was?

Do you have any further comments on the project?