



Seren dipity Arts Festival



TO COVER TODAY

- Introductions and aims of the study
- Definitions
- Methodology
- Laying the current context
- Initial insights under
 - Economic
 - Social
 - 。 Cultural
 - o Place-based
- Flow of the report
- Report Design Direction
- Next Steps



INTRODUCTION & AIMS

CASE STATUS: BEFORE WE BEGAN

- The SAF Team needed to understand the impact of the work undertaken and activities executed over the last two editions and the current one.
- What exists currently within SAF. Data on the reach of the festival, the number of attendees, and perception of the quality of the work.
- The desire to assess this impact on specific areas, namely the social, cultural and economic impact of the festival on its stakeholders and the local community.

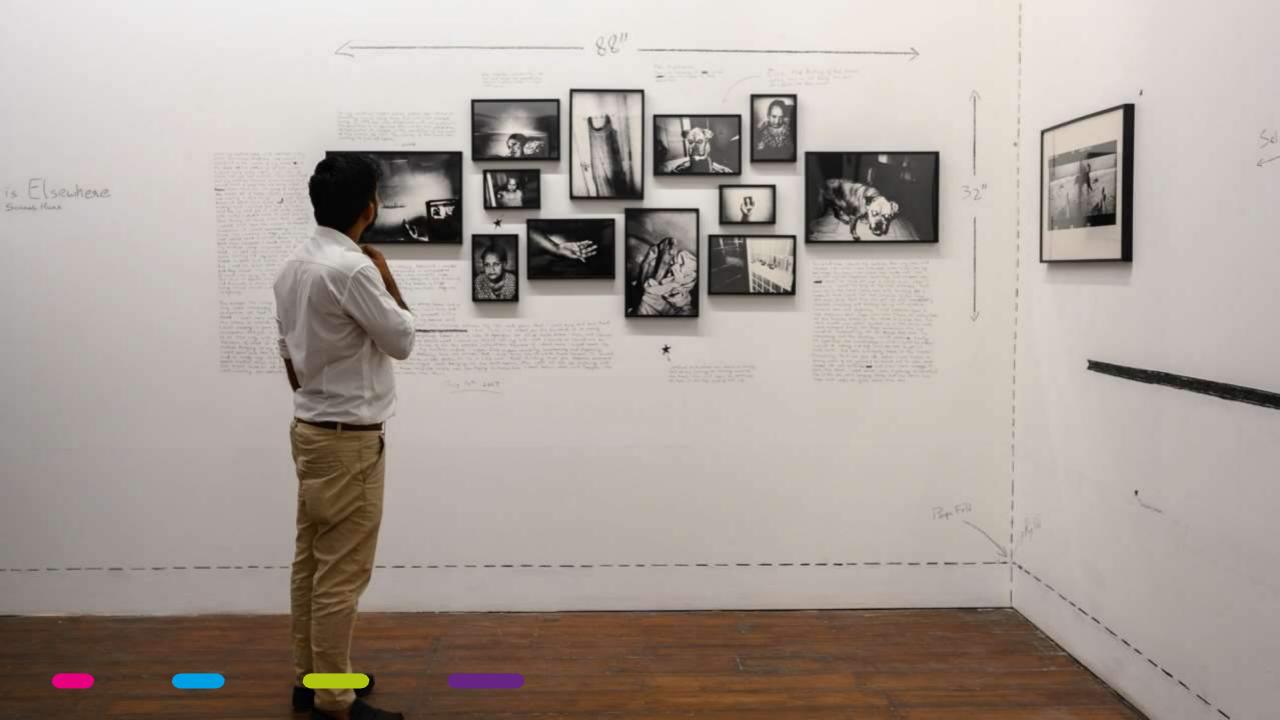




Reports from 2017 and 2016

OBJECTIVES OF THE STUDY

- To analyse if impact is being created in the areas where SAF hopes to make an intervention (as stated in its mission)
- To plan for future growth
- To generate hard evidence on whether wider political or economic objectives are being met
- In addition, the SAF team seeks to understand operational gaps on an arts management level and a deeper understanding of how the festival engages with the region and community that it operates in.
 - Output of the Study
 - Public Report
 - Recommendations for SAF



Introduction

The SAF team specifically aims to use the study to present the Serendipity Arts Festival through its socio-cultural, socio-economic, along with civic engagement and impact on the city.

Place-based Impact

Social Impact



Cultura I Impact

Economic Impact

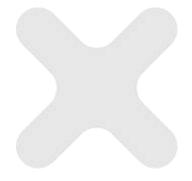
What is Place-based impact?

Place-based impact refers to change at the local level within a defined region that can be experienced in the form of economic, cultural, social, or environmental effects within the community.

- Perception
- •Cultural Learning
- Infrastructure

Place-based Impact

Social Impact



Cultural Impact

Economic Impact

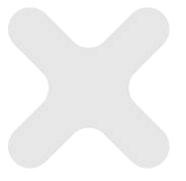
What is Cultural impact?

Cultural impact refers to both intrinsic and extrinsic responses to art and culture that may be either visible and measurable or invisible and intangible; that which is rooted in the human experience.

Social Impact

- Intrinsic
- Extrinsic
- Symbolic
- Sector-focused
- Motivation & Enthusiasm for cultural experiences Discovery

Place-based Impact



Cultura I Impact

Economic Impact

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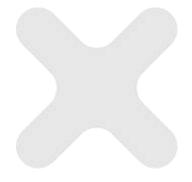
What is Social impact?

Social impact can be defined as intended and unintended consequences of an activity on a community and the well-being of individuals and families.

- Education
- Diversity and Representation
- Inclusion
- Community Involvement
- Community Engagement
- Development of Social Capital
- Legacies

Place-based Impact

Social Impact



Cultural Impact

Economic Impact

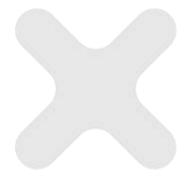
What is Economic impact?

The Direct Economic Impact is a measure of the total amount of additional expenditure within a defined geographical area, which can be directly attributed to staging an event. Indirect effects are the results of business-to-business transactions indirectly caused by the direct effects.

Social Impact

- Direct Revenue
- Jobs & Employment
- Impact on specific sub-sectors/ industries
- Business Generated
- Taxation
- Property/ Asset Value

Place-based Impact



Cultural Impact

Economic Impact



METHODOLOGY

MISSION | SERENDIPITY ARTS FESTIVAL

- Explore and facilitate interdisciplinary practices within the arts
- Create accessible environments through programming
- Encourage community led and community engaged learning
- An emphasis on arts education

- Explore opportunities in art accessibility
- Explore new forms of art and art practices
- Encourage cultural exchanges
- Foster creative leadership

FRAMEWORK OF IMPACT ANALYSIS









Cultural

To measure crossdisciplinary and collaborative interaction, supporting development of new arts, art practices, venues, and capacity building for the sector.

Social

To measure inclusion, community enga accessibility, art education, and audience development.

Economic

To measure local economy and business, sectora! impact, impact on the cultural economy, and sustainability of SAF.

Place-Based

To measure perception of SAF by local residents, impact on physical infrastructure and the local arts ecosystem, and perception of Goa by festival visitors.

CULTURAL IMPACT

The impact to be measured as

- •Cross-Disciplinary & Collaborative Interaction
 - Facilitating interdisciplinary and collaborative creative practice
- •Generating and Supporting Development new arts and art practices
 - o Explore new forms of art and art practice
- •Exploring and supporting development of new cultural venues
 - Encourage cultural exchange for new spaces
- Capacity building & development of human capital
 - Encourage/ Foster creative leadership

Stakeholders

•artists and curators | festival visitors | local residents | state government officials | patrons and supporters | SAF Team and volunteers

SOCIAL IMPACT

The impact to be measured as

- Inclusivity
 - o Create accessible environments through programming
- Community
 - Encourage community led & community engaged learning
- Accessibility
 - Explore art accessibility
- Education
 - o An emphasis on art education
- Audience Development
 - Audience development for the festival

Stakeholders

•local residents | local businesses | state government officials | school teachers and principals | social scientists from Goa-based universities | festival visitors

ECONOMIC IMPACT

The impact to be measured as

- •Impact Local Economy & Business
 - direct revenue, direct employment, and on specific sectors such as hospitality, tourism, local transportation
- Impact on the cultural economy
 - patronage for the arts; direct revenue to artists, revenue to service-based sectors, sustainability
- Sustainability of SAF
 - o support via patronage, sponsorship and income.

Stakeholders

•festival vendors | local businesses | state government officials | artists and curators | patrons and supporters | SAF Team

PLACE-BASED IMPACT

The impact to be measured as:

- Perception of SAF by local residents
 - Attendance by residents of Goa, perception of the festival, perception of Indian culture by Goan residents
- Impact on physical infrastructure
 - o development of venues, refurbishment and maintenance of cultural venues by local stakeholders.
- •Impact on local the arts ecosystem
 - o Involvement and engagement by Goa-based artists. and arts businesses
- Perception of Goa by festival visitors
 - o How visitors perceive Goa and its heritage

Stakeholders

•artists and curators | festival visitors | local residents | local artists | state government officials | patrons and supporters | SAF Team and volunteers

RESEARCH METHODS

- In experimental research, we started with set Hypotheses relying on a system of scientific measurement of data.
- In the process, we manipulated quantitative, independent variables to generate statistically analyzable data.
- This research method is one of the most difficult, requiring rigorous design and a great deal of expense, especially for larger experiments, to produce accurate data.

Qualitative

Fieldwork | Face-to-Face Interviews
 I Telephonic Interviews | Participant Observation | Case Studies

Quantitative

Surveys | Secondary In-house Data
 | Available Government Statistics & Economic Data

DATA COLLECTION FROM 2018





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INITIAL INSIGHTS

OVERALL SATISFACTION

Overall Experience

•The findings show that audiences' satisfaction with their overall experience was the highest rated outcome in this study with 81% stating they were either 'Satisfied' (49%) or 'Very satisfied' (32%).

Very Satisfied 32%

Satisfied 49%

Content Quality: Visitors

•74% of the audiences surveyed gave a rating of 'good' (51%) or 'very good' (23%) to the quality of the content of the Festival.

Very Good 23%

Good 51%

Content Quality: Artists

•77% of the artists surveyed gave a rating of 'good' (50%) or 'very good' (27%) to the quality of the content of the Festival.

Very Good 27%

Good **50**%

CULTURAL IMPACT



Encouraging
CrossDisciplinary and
Collaborative
Interaction



Development of New Cultural Venues



Development of New Art and Art Practice



Capacity building and development of human capital

ENCOURAGING CROSS-DISCIPLINARY & COLLABORATIVE INTERACTION

Representation

• In 2018, 18% of the content involved interdisciplinary & collaborative interaction

Interdisciplinary

- •6 out of 88 works presented at SAF 2018 were interdisciplinary in nature.
- Interdisciplinary refers to work that is rooted in 2 or more forms of art practice and employs the multiple techniques together.

Collaborative

- •10 out of 88 projects at SAF 2018 were created through the collaborative efforts of 2 or more entities (e.g. artists, funding organisations, art collections etc).
- o Collaborative work includes the creation of an entirely new piece or exhibition, as well as a compilation of work to create a new presentation of work.

DEVELOPMENT OF NEW CULTURAL VENUES



TWO

Traditional Venues



FOUR

Unusual/Non-Traditional Venues



SEVEN

Public Spaces



TWO

Disused Public Buildings

DEVELOPMENT OF NEW CULTURAL VENUES

New Venues

•From 6 venues in 2016, the festival has explored additional new venues each year and has expanded to 12 main festival venues to present the festival programme.

Unusual/ Non-Traditional Spaces:

o In SAF 2018, several other venues were used to present artistic work outside of the traditional cultural venues. These venues were not recognised as cultural venues prior to use by SAF, public spaces or disused public buildings.

Site-Specific Work

• In additional, 5 site-specific works were commissioned by SAF, which were spread across an additional 30 venues including offices and homes where events and theatre shows took place.

In Goa

• Through its varied efforts, SAF has enabled the development of 67% new venues for presentation of cultural work in 2018.

TRADITIONAL VENUES

DB Grounds



Kala Academy



UNUSUAL/ NON TRADITIONAL CULTURAL VENUES

Clube Nacional

River Boats

Adil Shah Palace







PUBLIC SPACES

Santa Monica Jetty



Kadamba Bus Stand



Children's Art Park



Panjim Market



Municipal Garden



Panjim Promenade



Immaculate Conception Church Junction



DISUSED PUBLIC BUILDINGS

Old GIM Old GMC PW D







CULTURAL BUILDING & DEVELOPMENT OF HUMAN CAPITAL

Capacity Building

•At SAF 2018, **81%** of the surveyed artists felt that they had significant learning in their *practice* while **68%** stated significant learning of *arts management skills*.

Range of new skills

•Of the artists surveyed, 27% feel their *production skills* were enhanced while 23% stated they have seen an improvement in their *project management skills*.

Skills developed by an artist



Financial Management



Legal Aspects and IPs



Social Media, Marketing and Communication



Project Management



Production

NA

None

CULTURAL BUILDING & DEVELOPMENT OF HUMAN CAPITAL

Skills developed by an artist



CAPACITY BUILDING & DEVELOPMENT OF HUMAN CAPITAL

Knowledge sharing and networking

•60% of artists surveyed felt that SAF provided them opportunities to *network* amongst senior culture professionals & *share* knowledge.

Development of human capital in the cultural sector:

- •76% of surveyed festival volunteers stated that they would like to work in the cultural sector after their experience at SAF.
- It is important to note that capacity building and development of human capital has taken place because of the festival taking place, not because of direct training and upskilling intervention by SAF.

SOCIAL IMPACT



Inclusivity



Community



Audience Development



Accessibility



Arts Education

CAPACITY BUILDING & DEVELOPMENT OF HUMAN CAPITAL

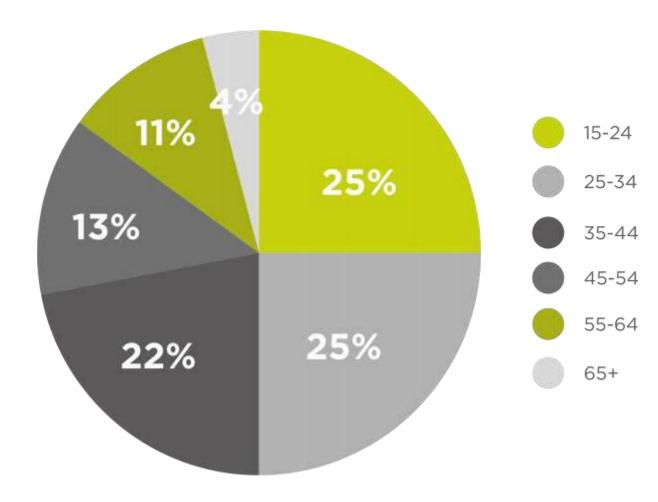
Gender Balance

•The gender balance of visitors to the festival was roughly 50% across men and women.

Age Groups

•The festival visitors surveyed were spread across the ages of 15 to 65 and largely young adults, with **50%** of the total sample in the 15 - 34 year age groups followed closely by **22%** of the population from the 35 - 44 year age group.





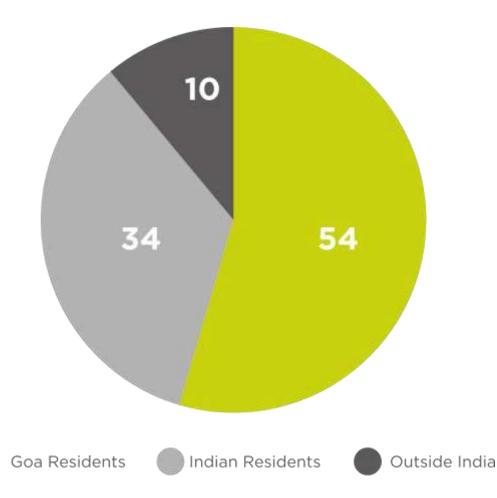
INCLUSIVITY

Gender Balance Geographical Spread

- •54% of all surveyed festival visitors identified as residents of Goa while 34% were visiting from other parts of India and 10% were from other countries
- •Of the visitors who were visiting from other parts of India, 30% came from Mumbai and 11% from Delhi and Bengaluru each, 6% came from Pune.



Geographical split of audience



INCLUSIVITY

Community Engagement

•71% of surveyed visitors attended the festival with family and friends while 26% attended alone



71% Friends and family



26% Alone



ACCESSIBILITY

Audience Development

•31% of surveyed visitors attended the festival for the first time in 2018 while 17% of surveyed attendees visited the festival at all three editions.

Festival Discovery

•35% of surveyed visitors heard about the festival from friends and via word of mouth, 25% from social media, 15% from hoardings and newspapers, and 4% from the festival newsletter.

Attendance 20 18 31%

Attendance 2016-2018 17%

Word of Mouth 35%

Social Media 15%

Hoardings & Newspapers 15%

Festival Newsletter 4%

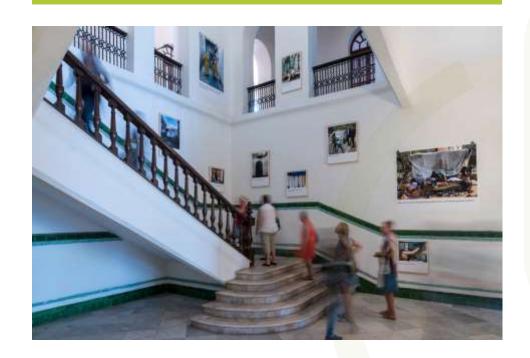
ACCESSIBILITY

Information accessibility

•78% of surveyed visitors stated that they were able to find information about the festival easily.

Physical access

•75% of surveyed visitors and 62% of volunteers felt that it was easy to move around in and amongst festival venues



COMMUNITY

Community engaged programming

•15 out of 88 programmes were either led by resident Goan artists or saw heavy involvement by local residents and professionals



ARTS EDUCATION

School student engagement

- •920 students across 23 schools attended the festival over 10 days;
- 235 primary school children attended shows specifically aimed at young children.
- 10% of the audience comprised of school students.

Exposure to new art and art forms

- •68% of surveyed visitors felt that they saw or experienced a new art form.
- A new art form in this instance refers to work
 that the respondent has
 not experienced before, rather than the form itself being new.

Cultural Careers

•84% of local residents stated that they would encourage young people in their family to work in the arts

ECONOMIC IMPACT



Local Economy and Business



Sustainability of the Festival



Impact on the Cultural Economy

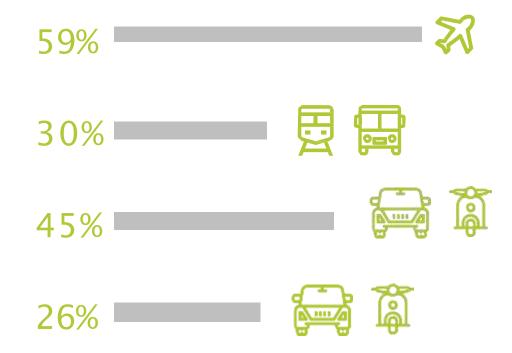
LOCAL ECONOMY & BUSINESS

Employment

- •Nearly 2700 professionals have been directly or indirectly engaged by the festival either in a full-time or project-based capacity.
- •19.55% or 528 of the total number of professionals engaged were from Goa.
- The employment multiplier will be introduced to measure additional indirect or induced labour.

Transportation sector

- Of the 284 tourists who came to SAF,
 59% took the flight and 30% took a bus or train.
- 45% of the tourists who attended the festival travelled in a rented car or bike.
- 26% of the overall visitors surveyed travel in rented cars and bikes.



Hospitality sector

- Out of tourists surveyed, **76%** stayed at hotels/homestays/resorts; **24%** said they stayed with family and friends.
- 25 local hotels and homestays were directly engaged by the SAF
- Over 2018-19, SAF directly booked **2800** room nights or 7 years 6 months worth of room nights in Goa.



Service-based sectors and other local businesses

• Over **50+** local businesses engaged with SAF across Production, Logistics, Hospitality,

Transportation and Arts Management sub-sectors.

• 31% of the vendors surveyed believed that SAF brought in more customers and over 50% believed SAF was good for business in general



Tourist Sector

 Tourism increased by x% during the month of December owing to SAF



Direct Revenue

 x amount of capital was directly infused into the local economy by SAF



IMPACT ON CULTURAL ECONOMY

Headline

- •13% of the overall Festival budget was ploughed directly as revenue for artists and technical creative professionals. This included directly and indirectly supporting 1500 artists through the course of the festival.
- •In addition **x%** of the festival budget was allocated directly to businesses providing arts services. In total, **x%** of the overall budget was directly ploughed back into the cultural economy.

Patronage increased by x %

14 new works were commissione d.

Sponsorship increased by x %

SUSTAINABILITY OF THE FESTIVAL

Headline

- •x% of the overall Festival budget was came through sponsorships and patronage.
- •The festival is not ticketed. The only revenue sources for the festival are merchandise and_____.
- •x% of the overall expense was recouped through revenue from merchandise.

PLACE-BASED IMPACT



Perception of the Festival by Residents



Physical Infrastructure



Local Arts Scene



Perception of Goa

PERCEPTION OF THE FESTIVAL BY LOCAL RESDENTS

Headline

- •57% of the total visitors to the festival were Goan residents.
- •75% of the local residents surveyed feel that SAF SAF is a positive contribution to the image of Goa.
- •84% of the locals answered they will encourage their child to take up arts after the Serendipity Experience.

PHYSICAL INFRASTRUCTURE

Headline

- •10 public spaces and buildings are being actively used for the festival, leading to its annual renovation, refurbishment, and/or maintenance of both existing and one SAF venues.
- "While planning activities, no new road work is undertaken five days before and after the Festival so as to not inconvenience the festival goers" venues.

LOCAL ARTS SCENE

Headline

•17% of the overall programme involved local Goa-based artists and curators, while 375 local artists and cultural professionals were directly involved with the festival.



PERCEPTION OF GOA

Headline

•56% of the locals and visitors said they have learned something new about Goa.



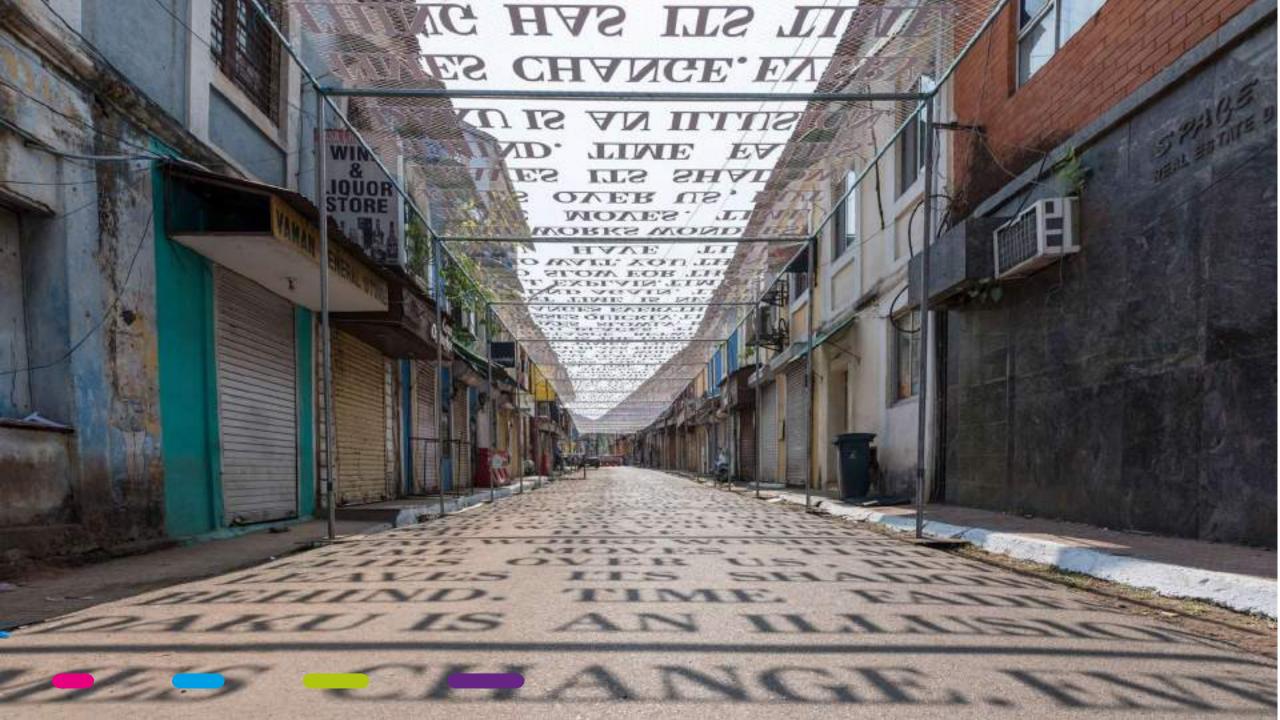


FLOW OF THE REPORT

REPORT FLOW

- Foreword
- Executive Summary
- Introduction
 - 3.1 Objectives of the study
 - 3.2 Mission of Serendipity Arts Festival
 - 3.3 Definitions
- Methodology
- Serendipity Arts Festival The Progression
- The Festival at a Glance
 - 6.1 Programmes and Projects at SAF
 - 6.2 Special Projects
 - 6.3 Accessibility

- Impact of the Festival
 - 7.1 Economic Impact
 - 7.1.1: Finding 1
 - 7.1.2: Finding 2
 - 7.2 Social
 - 7.3 Cultural
 - 7.4 Place-based
- The Numbers
 - 8.1 Audience Figures
 - 8.2 Media impact
 - 8.3 Digital impact
- Summary and Conclusions
- Acknowledgements
- Appendices | Glossary | References



NEXT STEPS

NEXT STEPS

- Balance data collection
 - •On audience, economic, jobs and tourism data.
- Analysis of final data and further insight development
 - •Including the consensus-building session with an advisory group of key stakeholders.
- Reconnecting with the SAF's mission
 - •A workshop with the internal team to align findings to the team's mission and identify relevant and tangible recommendations.
- Writing up and report design
- •Final report writing and design.



THANK YOU

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