OPENING UP T@E

PROFIT & ENTERPRISE

8 OCT 2020 / 19:00 PM / FACILITATED BY HOLLY FITZPATRICK

DISCUSSION NOTES

Overview

- Viewing Theatre @ Exeter as a system, an economy
- Power dynamics
- Where does the pressure to be financially successful come from?
- Hopefully this talk reaffirms everything we have been talking to
- MakeTank embarking on a creative network

MakeTank Creative Network

- Network very agile organism
- Not a top down system
- Stakeholder led
- Stating/discovering what they want
- Membership platform
- Valuable resource for students interested in professional development
- Variety of programmes available
- Scratch nights
- Stomp It Out (Fri 23rd Oct) reactivating sense of creative community.
 Difficult situation to perform. Street provides a lot more dynamic/immediate reaction to the work. Party with purpose.
- What is theatre now? What will theatre become? What are some of the things which are missing?

Immediate responses to the survey

- Financial limitations stifling creativity?
- A project without passion is fruitless
- Creativity thrive when it has specific limits (creativity overcomes financial struggles)
- If you're going straight to the Northcott then you're not doing anything exciting. Creativity is about seeking. You need to find something to tackle the issues. Theatre is a living mechanism
- Local community are co-creators with us
- Exeter too middle-class, many haven't been brought up to creatively come up with solutions
- Especially this year, let's make make
- Alix Harris (Directing Lecturer) working in many countries during the pandemic and they were having power cuts! We are very lucky

Survey summary

- Disclaimers
- Participants third year students, or graduates
- For real change to happen, it is down to **the system** (71%) over **the** individual
- For 38%, Theatre @ Exeter is about experimenting and exploring theatre
- Only 10% said 'preparing for a career in theatre'
- 'The one production I was in was very free and friendly I have made some of my closest friends'
- 76% agreed/strongly with competition being healthy
- 67% of participants prioritised process over product
- 62% of participants have had a negative experience due to a committee or creative teams