

Suggested Follow-up Questions for Technical Categories

Graphics/Publicity (Virtual Festival)

Concept

1. What inspired your concept?
2. How did you integrate your concept into your design?
3. What were some challenges integrating your concept into your design?
4. How does it fit the theme of the play?

Program Design

1. How does your program design support your concept?
2. What were the biggest challenges that you faced with your program design, and how did you overcome those challenges?
3. Is your program easy to duplicate, so you could hand it out at the play?
4. Is your program easy for the audience to read and understand?
5. Is your program visually interesting?

Poster/Flyer Design

1. How does your poster or flyer design support your concept?
2. If you used a different design than for the program, what made you change?
3. What were the biggest challenges that you faced with your poster/flyer design and how did you overcome those challenges?
4. Does the poster or flyer have all the information needed?
5. Is the poster or flyer readable?
6. Is your poster or flyer visually interesting? Is it attention-getting?

Publicity Plan

1. Why did you decide to start your publicity at your chosen time?
2. What do you think would be your most effective publicity? Why?
3. What were the biggest challenges that you faced with your publicity plan, and how did you overcome those challenges?
4. Was having an unlimited budget overwhelming, or did you immediately start to get ideas for how to use it?

Over-All

1. What would you do differently next time, based on what you have learned so far?