

CASE STUDY

KYLE LEGALL

PROJECT

CARDIFF 1919: RIOTS REDRAWN

Artist and filmmaker Kyle Legall tells us about his experience of familiarising himself with the Quality Principles and how they applied to his project, Cardiff 1919: Riots Redrawn.

ABOUT THE PROJECT

The Cardiff 1919 Riots Redrawn project came out of my time as an Emerging Director with National Theatre Wales. During this time, I was involved in their Storm 2 project which featured the history of the 1919 riots in Cardiff. I was so struck by this history, that I wanted to explore it further in my project and created a digital graphic novel based on these events.

HOW DID YOU USE THE QUALITY PRINCIPLES?

Through the Cardiff 1919 Riots Redrawn project, I set out to learn about the nine Quality Principles and think about how I could use these and make them relevant to my work.

The project was all about engaging the community, throughout the research and writing process for the National Theatre Wales performance. We wanted to feature their voices and the community's memories about the 1919 events. We also re-enacted events from 1919, based on old newspaper reports gathered by Mike Pearson. I used these as well as photos from the archive to build my project.

I also collaborated with Chris Jenkins, who created the soundscape and music for the scenes and set the mood, and Ali Goolyad, the actor who had also performed the script for the National Theatre Wales performance.

I aimed for the project to be relevant and inspiring. I wanted to create a connection between the past and the present and make something that would last into the future. This was a very reflective process – looking at how people would access the past in a modern way, on your phone, and getting younger people interested in history.

The activity was hands on, and always has been in my work. Recording the actors became difficult during Covid restrictions, so it had to be done at home. We had meetings on Zoom, but it was hard to direct the piece when people weren't all in the same room – it's not my usual way of working. We learnt a lot – working with people with different IT skills and doing a lot of technical work to combine everybody's recordings.

WHO WAS INVOLVED?

Working with NTW was a collaboration, and I was able to involve my friends in the community. I had support from a project manager and a lot of assistance which was the best way of working and we could all share responsibility for everything.

I also worked with the artists - Mike Pearson (text & research), Ali Goolyad (one of the actors), and Chris Jenkins (musician from the community).

WHAT DID YOU LEARN?

I learnt how useful it is to be able to adapt and not necessarily have a fixed idea of what was going to happen at the beginning. I was able to let my ideas develop as the project went along.

I also developed my own practice through the project as well as my skills. The final digital graphic novel is hosted on a website, hosted by National Theatre Wales, and people can scroll through the stories digitally. These are linked to maps, so it can be a walking tour, and an activity. This was something new and challenging for me as an artist, and my next project will be similar, using old photos and archives.

Using the Quality Principles has been a great way of getting used to the language of working in the arts and being able to talk about my work and my practice. The structure of the Quality Principles comes in handy for this and helps you to organise projects in ways you might not have thought about before.

I found that having a discussion about all of the elements of the Principles, helps you to make sure you've covered everything. They also help you to feel connected with other people as an artist. Having this structure helps you to work with other people, even if your working styles are different. You can follow the same principles and talking about them helps get your ideas across.

TOP TIPS

- Try to be open and ready to adapt the plan if circumstances change. It helps to have space to let your ideas develop.
- Use the Quality Principles in discussions with people involved in the project – this can help make sure that you've covered everything and that you can all agree on ways of working or the ideas behind different parts of the project.

MORE INFORMATION

<u>cardiff1919.wales</u> <u>www.nationaltheatrewales.org</u> <u>Instagram: higher_graphics</u>

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