"City of the Arts" SWOT Brainstorming

Strength	Weaknesses
 Dynamic arts community Breadth of art disciplines Boutique shops (e.g., Olive the Best) Geographically small area Events like the Arts Shuffle, Ribfest, Car Free Days, Golden Spike Days, Summer Concert Series (some of these bring in a regional audience) Arts is an economic driver Arts assets Financing built into the budget (0.3% allocated to arts, arts reserve) Artist in residence program Negotiated arts component with developers Arts Centre Waivers for arts related murals Art grant program Banner program 	 Some art events/programs have disappeared (e.g., used to have wearable arts, arts walk, studio tours) – lost some champions Inadequate promotion of arts Lack of identifying with arts from the public Limited concept of the arts currently (both in type and in geography) City Hall red tape e.g., charges for murals (these have now been removed) Lack of arts coalition Lack of knowledge of what's available (resources, organizations, artists) – e.g., do people know about the Port Moody Foundation Not enough anchor events Funding available for the arts Disconnect between businesses and the arts (e.g., unused space in businesses) Lack of affordable spaces for art, and lack of affordable housing for artists Lack of coordination (e.g., new business marketing)
There's a readiness for making the City of the Arts really happen - momentum / window of opportunity	 Lack of full cultural representation Weak media market for getting the word out; history of previous unsuccessful attempts to centralize event promotion

Opportunities

- Redefine "Arts" beer-making, culinary, architecture, etc. not over complicating it, but making it inclusive
- Use arts identity to leverage arts events/offerings
- Tell the stories around City of the Arts
- Find ways to work together, cross promote
- Main place to go to find out about arts offerings
- Some way to centralize portal, tagline, "City of the Arts presents...", etc
- Identify the experiences that will define the City of the Arts
- Heritage as part of the arts story
- Satellite of hubs (rather than having one centralized place)
- TOD development opportunity
- Supporting framework for new businesses (incentives for things like murals)
- Explore how to make facility spaces more affordable for artists
- Facility audit to assess current offerings, accessibility, affordability
- Find synergies between groups across Metro Vancouver (cross promotion, attract regional audience, bring \$ into the community)
- More resources for how to run an arts businesses, tax incentives, grants, and other supports
- Identify cultural and tourist drivers for the arts
- Create simple, repeatable events (e.g., annual winter festival) "simplify and go"
- Find ways to connect offerings (e.g., museum/arts exhibit, events)
- City leadership on the arts City as a central connector for arts groups, artists
- Explore how CACs are used
- Leverage existing funding with grants
- Incorporate arts into our infrastructure; integrating arts into the mundane elements of daily life (bus stops, lighting, architectural design, gardening)
- bring art into businesses (e.g., health and wellness)
- look at regional best practices (e.g., cultural summit)
- Kyle Centre development opportunity
- Pop up shops and experiences
- Take advantage of business down time (e.g., paint nights in a business) → brings in new patrons
- New business marketing package
- Take advantage of underutilized City Hall outdoor forum
- Develop a culture of unique small businesses
- Grassroots marketing tactics

Threats

- Not moving fast enough for the window of opportunity/momentum
- Regional context (strength of arts in surrounding communities, larger funds from sources such as casino revenues)
- City of the Arts concept too broad?
- Financing matching vision with a sustainable resourcing model
- Affordability for artists, art businesses, small businesses, boutique shops, etc
- NIMBY perspective (e.g., Suter Brook Friday music nights, Gallagher's open mic night → closed due to complaints)
- Parking availability, accessibility barriers, transportation ease
- Competing amenity needs from developers (developer contributions go to a wide range of amenities that the City needs)