**Interview Questions**

***First: what do we want to tell? What's the framing of our story?***

* Urban development and open processes? (Urbanization) \* I prefer this one
* A new park in the city? (to do in NYC: tourism)
* Art in the park? (arts and culture)
* The story of the island and the park (historic piece)

* Elizabeth Rapuano, communications director
* What can people expect when visiting Gov Island this summer?
* What's still in development?
* When will the whole project be finished?
* What's been total investment so far in this project? How has it been financed?
* The project was open to the public to comment on. The website says that people's "comments were then given to the design team who incorporated many of them into the new park." Any specific comments that were particularly relevant for the design of the park?
* The craziest idea that you read?
* What's been the most challenging part of the whole development process?
* Do you see this participatory model becoming the norm for future developments?
* Somebody, Gov Island Alliance
* What's most exciting about this project?
* How difficult was it to bring people's voice to the project?
* What are the lessons learnt from a process like this one?
* Is this alliance replicable to other developments in the city?
* Artist in Resident?
* Park Ranger?
* Employee who has worked there the longest?
* What's the most evident change in the island?
* Someone who lived on the Island? (I don't know what we would like to get from them)