# YOUTH UOICE 



As music education hubs, we are passionate and committed to offer youth voice opportunities for the diverse young people across Cambridgeshire and Peterborough. The youth voice input will diversify our musical offer as well as co-develop musical opportunities that are relevant and representative of the young people we engage with.

The data below reflects the views of over $\mathbf{2 5 0}$ young people across Cambridgeshire and Peterborough in relation to Arts, Culture and Music.


## WHAT ARE THE ARTS TO YOU?

The data reflects the views from the young people that completed this survey. With a breakdown of percentages we can see music takes the lead with $35.71 \%$, closely followed by creativity at $31.25 \%$ and fun/entertainment/hobby at 24.11\%. Other prominent areas include art (visual art, illustration, painting, drawing, etc.) at 22.32\%, Gaming at 20.54\%, and drama/theatre at 19.64\%. Physical activities and sports/PE hold significance, accounting for 5.36\% and $17.86 \%$, respectively. The survey captures a wide range of perceptions of the Arts, from cinema and dance to literature and technology, offering insights into youth perspective of The Arts.


## WHAT- DO YOU LIKE TO DO IN YOUR FREE TIME?



The data presents a distribution of activities related to youth leisure and
free time.
Noteworthy categories include music at
$16.07 \%$, closely followed by video gaming at $\mathbf{1 4 . 2 9 \%}$ and sport at $16.96 \%$. Socializing and spending time with family and friends naturally holds importance, collectively representing
$11.61 \%$. Artistic endeavours, such as visual art, illustration, painting, drawing, etc, contribute 7.14\%, while playing with
a pet and looking after a loved one account for $6.25 \%$ and $1.79 \%$,
respectively. The category "Other" captures $8.04 \%$, indicating a range of diverse activities including: Gardening, Fishing and Boardgames

## WOULD YOU CONSIDER A JOB IN THE ARTS?

The data reveals that a majority of individuals, at 41.07\%, answered with "Yes." Meanwhile, a significant proportion, $38.39 \%$, expressed uncertainty with
"Maybe," potentially suggesting an
uncertainty of what a
job/ career in the Arts may look like.
The remaining 20.54\% responded with a definitive "No."


## HOW DO YOU ACCESS THE ARTS?

The data outlines the preferred locations for engaging in Arts School/College/University activities, with a substantial 61.26\% indicating schools, colleges, or universities as their chosen venues. Home follows closely behind, with $56.76 \%$ opting for the comfort and convenience of their own living spaces. Digital platforms also play a significant role, with $24.32 \%$ favouring online spaces for their activities. Arts venues and youth clubs or centres represent $5.41 \%$ and 3.60\% suggesting a preference for communal spaces. Additionally, the "Other" category at $8.11 \%$ includes: After school clubs, Band after school and at home.

## WHY DO YOU DO ARTS ACTIVTIES?

The data presents an overview of the motivations to undertake arts activities. The predominant reasons include seeking relaxation (33.93\%), having fun (70.54\%), and the desire to learn new skills (40.18\%). Entertainment is a significant factor for 38.39\% of respondents, while making friends and building confidence are motivations for 10.71\% and 16.96\%.

Self-expression also plays a role, with $15.18 \%$ indicating it as a reason to do Arts activities. Interestingly, a small percentage (1.79\%) sees engagement as an obligation.
80.00\%


## HOW IMPORTANT ARE THE ARTS TO YOU?

The data reflects the varying degrees of importance given to the Arts. With 27.68\% considering it "Very Important" and another 31.25\% deeming it "Important."
On the other end of the spectrum, 5.36\% find it "Very Unimportant," while $4.46 \%$ label it as "Unimportant." Notably, a significant portion, $31.25 \%$, expresses uncertainty, marking it as "Not Sure."

Very Unimportant

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Very important
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27.7\%
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5.4\%

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## WHAT-TYPE OF ARTS DO YOU LIKE TO ENGAGE IN?

The data provides insights into engagement within the Arts. With music emerging as a predominant interest at 50.89\%. Gaming also stands out significantly at 32.14\%, followed by art (visual art, illustration, painting, drawing, etc.) at $27.68 \%$. Theatre/drama and writing capture the attention of 25.89\% and 20.54\% of cohort, respectively. Fashion, photography, and dance also hold notable positions, each with a substantial percentage of participants expressing interest. The inclusion of various art forms, from film and literature to web design and woodwork, highlights the broad spectrum of creative activities that individuals engage in.

## WHAT PREVENTS YOU FROM TAKING PART?



## WHAT-IS THE BEST WAY TO COMMUNICATE WITH YOU?



## WHEN WOULD YOU PREFER MUSIC AND ARTS PROJECTS TO TAKE PLACE?

The data provides insights into the preferred timeframes for engaging in various activities, with a substantial majority of 70.54\% indicating a preference for activities during the school day. Weekends and school holidays are also popular periods, with $25.00 \%$ and $\mathbf{2 5 . 8 9 \%}$ of respondents favouring these times. Additionally, weekday evenings attract $18.75 \%$ of participants.


## WHICH GENRE OF MUSIC DO YOU LISTEN TO MOST?



## WHICH ETHNIC GROUP BEST DESCIBES YOU?



## DO YOU IDENTIFY AS A DISABLED PERSON?




18-24
15-17 0.9\%
13.5\%

10-14
85.6\%

## What next?

This survey has uncovered areas of focus for Cambridgeshire and Peterborough music hubs. We intend to use this data to diversify our musical offer, creating relevant and representative musical programmes for young people across Peterborough and Cambridgeshire.
This venture will prove to be successful by ensuring appropriate training for internal and external staff, with a focus on aligning those training outcomes with the views expressed in this survey

Cambridgeshire and Peterborough music hubs will continue maintain a platform for young people to speak up and challenge the norms of running a music education hub. We endeavour to offer the opportunity for young people to share their thoughts and perspectives and ultimately create more inclusive music education hubs.

