

THE FOUNDATION OF ARTS

QUALITY OF LIFE EXPANSION

WHO WE ARE

- A 501(c)(3) non-profit arts education entity
- Operating out of the Forum theater and leased space downtown
 leaseshare.
- Serving the community through Arts education, outreach, and community theater programming for more than 30 years





A CATALYST FOR BUSINESS

- Working partnerships with dozens of local business and organizations
- Cooperative partnerships with ASU Department of Art and Design, Heritage Studies, Department of Theatre
- We generate 55,000 annual visits to Downtown Jonesboro

















OUR NEED

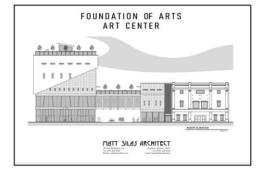
FORUM RENOVATION AND ARTS CENTER EXPANSION



OUR PLAN

FORUM RENOVATIONS AND ARTS CENTER EXPANSION

- ARTS CENTER adjacent facility housing classrooms, dance studios, offices, and a 250-seat "second stage" theatre
- FORUM RENOVATIONS decrease cost of ownership to city and restore the building as a centerpiece of downtown Jonesboro
- Combined, these improvements would allow us to double our annual programming, from 25,000 to 50,000 people served
- Economic benefit for the city: 2.2 million annually
- Estimated cost: 11.3 million



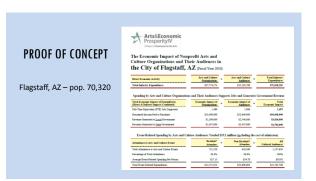
IMPACT AND SUSTAINABILITY

- FOA would assume full operational and maintenance costs of new facility
- Forum would stay under city ownership, FOA operation (costs decrease for both entities)
- Current revenue streams: 20% grant funding, 30% corporate partnerships and investors – in addition to income from classes and performances, all of which expand with physical space for growth
- Participation doubles from 25,000 to 50,000 annually









Developing talent is one thing but artering and estaining talent is another. In her hook "Live First, Work Second," Rebecca Ryan says, "75% of young talent surveyed said that finding a 'cool place' was more important to them than finding a good job." This 'cool place' is an urban orew where they can live, work and get around by public and the same of t

"75% of young talent surveyed said that finding a 'cool place' to live was more important to them than finding a good job"

WHAT MAKES A 'COOL PLACE'?

"Exciting entertainment options"

"Continuing education"

"Appealing public spaces"

-Rebecca Ryan, "Live First, Work Second"

