

## **Alex Rycroft- Manager Manifesto**

Hi everyone, I am a third year audio technology student. I hope some of you remember me, I've been involved with Radio Caley since I arrived in Glasgow and was on the committee as head of audio tech last year. I left the committee to study abroad this semester and would love to be manager when I get back.

If elected I will give volunteers lots of opportunities to gain experience and try to continue the good work that the previous committee have been doing. I have really enjoyed my time with Radio Caley and am looking forward to continuing to contribute and improve the station for volunteers and listeners!

### **Regular All Station Meetings**

Having an all station meeting every month will give volunteers the opportunity to get more involved with the station. At these meetings the committee would explain what they had been working on and where volunteers could help. Volunteers can ask questions at these meetings and offer suggestions for improvements or event ideas.

### **Expand Teams**

I will encourage the committee to expand their volunteer teams. I hope this will build a strong community of people keen to help out around Radio Caley. Being on Radio Caley committee is hard work, sharing more of the workload with team members will let reduce stress and give volunteers more chances to gain radio experience.

### **Acoustic Sets and DJ's**

When I was Head of Audio Tech I organised and did sounds for a live acoustic session with the Glaswegian band 'The Naked Feedback'. This video has received 500 views and as manager I will find more artists to record live sets in our studio. I would also like to record sound and film live DJ sets in our studio. Maybe starting with Tom Jarvis?

### **Improve Off-Air Radio Content**

I will add recordings of old shows to the off-air schedule and continue to improve the music playlists. Making sure Radio Caley sounds good when there are no presenters will increase our listener count and keep listeners after live shows have ended.