

Innovate Inside

Towards Creative Prison Industries

નવીનતા ની શોધ માં
સર્જનાત્મક જેલ ઉદ્યોગો તરફ



“Innovate Inside : Towards Creative Prison Industries” is a pilot project and a six day co-creation workshop named “Design Thinking for Creative Prison Industries” which was conducted at Sabarmati Central Prison, Ahmedabad, with a group of 20-30 inmates and a Design Team from the National Institute of Design(NID). This was part of a collaborative research project between NID and the Design Against Crime Research Centre (DACRC), Central Saint Martins, University of the Arts, London, supported by the Arts and Humanities Research Council(AHRC).

This publication gives a glimpse of the workshop conducted, its experience and learnings whilst providing some information about Design Against Crime and the development of inmate resilience.





DESIGN THINKING FOR PRISON INDUSTRIES

Across the world inmates often work for 'Prison Industries' whilst serving time in order to keep busy, earn some income as well as learn new skills that may lead to future employment opportunities following their release. But the problem is prison industries rarely focus on thinking processes that help educate prisoners to become more resilient in the highly competitive and changing work places.

The workshop suggested specifically that Design may be able to make a real contribution by developing tools and techniques that will help address recidivism by reframing prison industries as holistic 'Creative Hubs', that could better equip inmates to find employment opportunities when they are released from prison and also contribute positively to society.

WHY

To teach inmates how to create and design rather than just make someone else's designs via machine work

To teach transferable skills – better communication, teamwork, conceptual design skills, pragmatic making skills, enterprise skills.

WHAT

Transfer knowledge about design thinking and design process to inmates

Inmates use empathic methods to design for other people (restorative process)

Development of products and make prototypes

Gain employability/entrepreneurial skills

Forming a reference library for the future and overall project from the material used.

HOW

Conducting Co-creation workshops with the inmates by the Design Experts

Following the Design Process and be a Design Facilitator, not a Designer and co-design together.





**Crime prevention through
Rehabilitative Education**

**Participatory Design
Approach**

**Socially Responsive
Design Approach**



BAGS FOR EVERYDAY USE”

design potential and ‘design thinking’ by bags for everyday use.



Tools, methods and processes for co-design workshop at Sabarmati Central Prison, Ahmedabad were based on material developed and tested by DACRC in a UK Prison (HMP Thameside, London) under the label “Makeright”.

These experiences and insights were further examined and improvised based on local conditions.



Seminar on :
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Date : 03 March 2016, W
Venue : Ahmedabad Ce

by the Gujarat State
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Inside
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Wednesday
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Research Council

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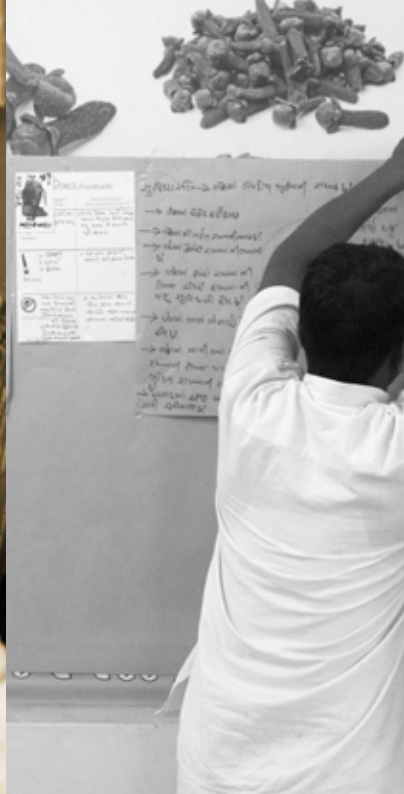
जदरे येतपली

आ खेस प्रतिबंधित विस्तार होवपची खोज
मंजुरी मेळवपा सिफत फोटोग्राफ लेवो कें
विडीयो-ग्राफी करची ते कायुनी मंजुरी जाली ये.

अभियोग



20-30
inmates



6



6
designers



days



DAY : 1

The first day started with some ice-breaker activities like drawing your partner. Further activities like drawing simple objects (for example a chair and window) helped in building creative confidence. Small activities like designing for your partner helped to build empathy.

Towards the end of the day, the topic of “bags” was introduced and the cohort had a small brainstorming session on it. Every group presented their findings at

Insights :

Ice-breakers are important as they help make everyone feel comfortable and open up.

The cohort exhibited strong imaginative skills, as they related the objects with each other, even though the activity was to draw them separately.





DAY : 2

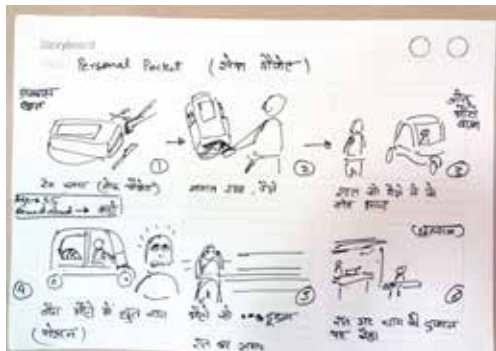
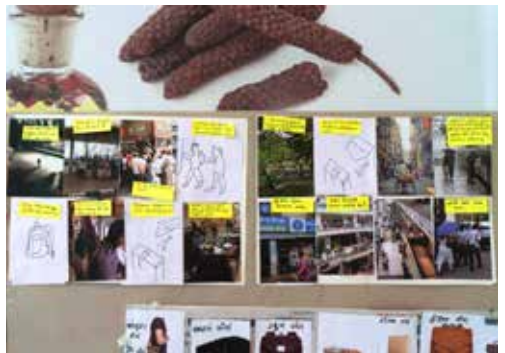
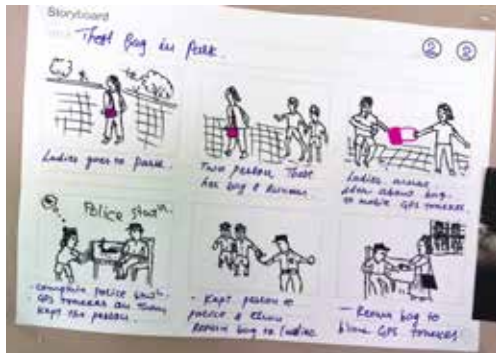
After quickly recapping the previous days work, the cohort was divided into 5 groups. Day 2 was mainly about understanding personas and creating scenarios. Before creating scenarios, further detail analysis was conducted. Pictures of different types of bags and styles helped in making mood boards and raising awareness of current trends. Physical bags were also taken and analysed in terms of safety, function and style by every group to understand the details. Cards of different places and people were used to create and imagine stories with a persona.

Insights :

The scenario-building cards helped to initiate a narrative. Many of the participants started drawing by copying the given pictures. After building some confidence, they started drawing their own ideas also.

Most of the stories/scenarios created by the cohort, ended on a positive note such as “the person found the lost bag again”.





DAY : 3

Day 3 was about generating design briefs around anti-theft bags and building “quick and dirty” prototypes. 4-5 design briefs were taken to initiate the activity. After generating their own design briefs, the cohort voted and one design brief was selected to be quickly prototyped from paper.

Insights :

Presentation of the work/ prototypes to everyone at the end of the day, helped to develop ownership of the ideas and work.

Inmates discussed and planned how to go about making quick prototypes with each other.

Competition between the groups could be observed. Some of the groups got motivated by seeing other people making and discussing the prototypes.





DAY : 4

After quickly revising the work done before, each group started detailing the selected concept further. Sketching and quick prototyping skills were used at this stage of process. Once the concepts were finalised, the cohort moved to a tailoring workshop and started stitching the bag prototypes from waste/extra cloth and material. By the end of the day, initial prototypes were created for every design brief.





DAY : 5

The initial prototypes were presented and discussed with everyone at the beginning of day 5. Elements which could be improved in every concept were identified for further development.

The cohort then made new prototypes incorporating the feedback received.

Insights :

Peer learning was something very interesting to observe. Everyone learnt from one another whilst building their prototypes and came to realise each others skills and expertise.





DAY : 6

On day 6 the developed prototypes were presented by everyone to the rest of the cohort and to the DACRC team who came to visit. The discussions gave further insights on every concept. Participants also shared their experiences and learnings from the 6 day workshop with everyone.



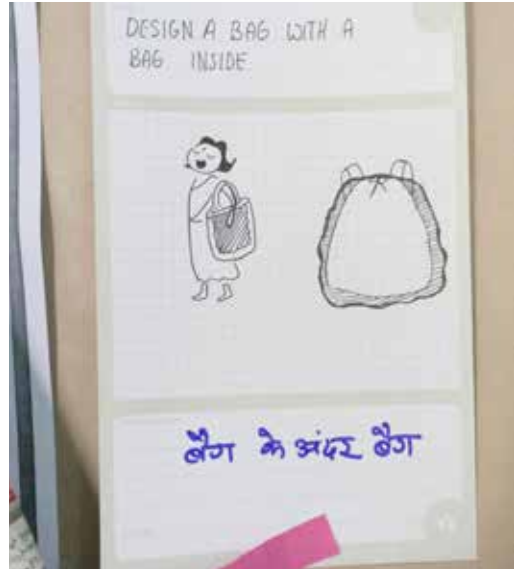


Tote Bag

A tote bag for carrying daily essentials and for evening outings.

Anti-theft Features :

The outer fluffy layer is attached with velcro. To prevent bag snatching, this layer will detach, whilst the inner bag with strong handles (containing all the belongings) will stay with the user. The outer layer can be used as a bag also when carrying a lot of items.





Travel Bag

Travel bag/laptop bag

Anti-theft Features :

A thick leather base makes slashing difficult in crowded areas and while traveling on trains or buses. A rucksack like opening prevents anyone from accessing the main compartment.

A zipper of the front pocket is concealed. A cushioned compartment can be used to hold a laptop.





Backpack

College bag

Anti-theft Features :

The zip of the main compartment is facing the body, rather than on the top, outer side. This makes it difficult to access the compartment from the back for anyone who doesn't know, as it gets covered by the users back. The zipper of the front pocket is concealed.



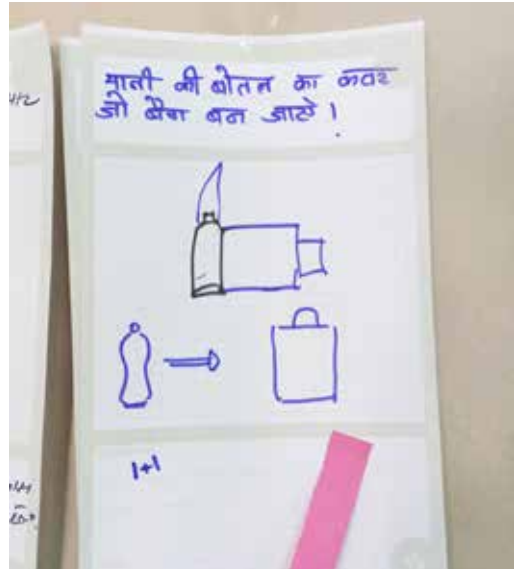


Bottle Bag

A bag for carrying a bottle and for small items.

Anti-theft Features :

The idea was to make an everyday bag that can be rolled up when just carrying a water bottle. A hidden pocket for money and other valuables is located within the bottle compartment which acts as a decoy as only the bottle is visible.





At the end of the 6 day workshop, a seminar titled “**Innovate inside : Towards Creative Prison Industries**” was organised at Sabarmati Central Prison to discuss how to take the idea of using design thinking as a teaching tool to turn prison industries into a holistic “creative hub”.

Case studies from some of the education and prison industry projects that are taking place in Gujarat Prisons, NID Ahmedabad and UK prison projects linked to UAL were also shared and discussed. Developed concepts and prototypes of anti-theft bags along with the current prison industry products were also exhibited at this seminar.

Officials from Gujarat Sabarmati Central Jail, Sabarmati prison inmates, Representatives from related NGOs, Design faculties and students from NID, Design Researchers and faculty members from the DACRC, UK were some of the attendees of the seminar.

Speakers

Topic

Prof. Lorraine Gamman,
CSM, UAL (UK)

Introducing Design Against Crime at CSM, London and how this has led to the Makeright project with HMP Thameside, London and NID and Sabamarti Jail, Ahmedabad.

Prof. Praveen Nahar (NID)

Some examples of work done by NID so far and any possibility in future from design/NID perspective. Some Findings of the ongoing design thinking workshops at Sabarmati Central Jail.

Shri Sunil Joshi, IPS,
Superintendent, Sabarmati
Central Jail

Some examples of work done by NID so far and any possibility in future from design/NID perspective. Some Findings of the ongoing design thinking workshops at Sabarmati Central Jail.

Prasanna Gunasekera , HMP
Thameside Prison (UK)

Introducing HMP Thameside and its design studio, current plans and issues raised by running the Makeright course, and inmate feedback.

Tessa Read, CSM, UAL ,(UK)

Introducing Widening Participation at the University of the Arts and how this has to led to working with prison – introducing the work of the London College of Fashion with HM Prison Holloway.

Prof. Lorraine Gamman,
CSM, UAL (UK)

Plans for UK prison reforms and why the National Alliance for Arts in Criminal justice is making a powerful case for change.





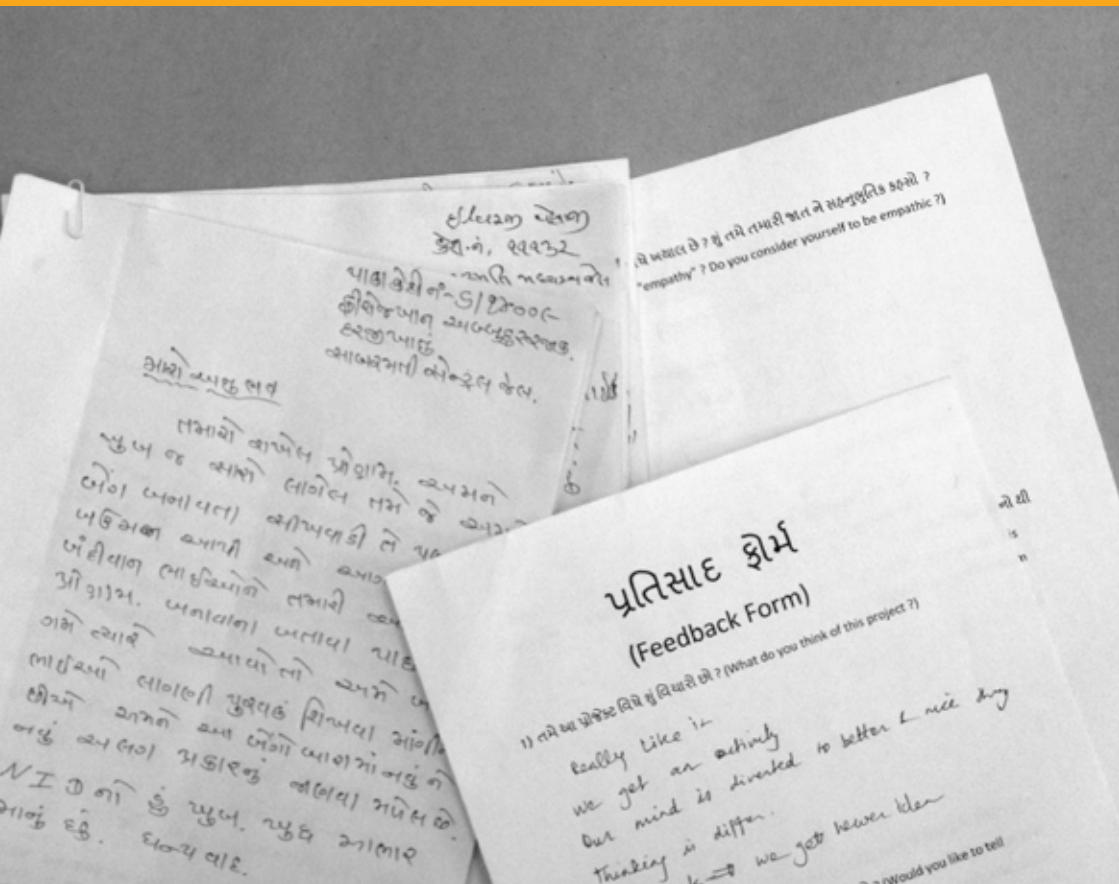
Participants' Experience

After the workshop, the inmates who participated were asked to share their experience. Some of the inmates were asked individually while some of them wrote it down and shared with us.

“ We did not know we could also think different and make things.”

“ Working with everyone, in group is different and good. I did not know my fellow mates here had so much potential.”

“ We cannot think new and different , seating ideally here. If someone comes and work with us, it helps us in opening our minds.”



Design team India (NID) :

Prof. Praveen Nahar (Project lead)

Priyam Vadaliya (Design Associate)

Sahil Thappa (Graduation Project Student)

Arvind Ratheesh (Design student)

Bharat Kashyap (Design student)

Surya Teja (Design student)

Julia Andreyeva (Design student)

Design team UK :

Prof. Lorraine Gamman (Principal Investigator, DACRC)

Prof. Adam Thorpe (Co-Investigator, DACRC)

Prasanna Gunasekera (Design Researcher, Makeright Design Academy Studio manager at HMP Thameside)

