

MAKERIGHT

Making bags to make good

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WWW.DESIGNAGAINSTCRIME.COM



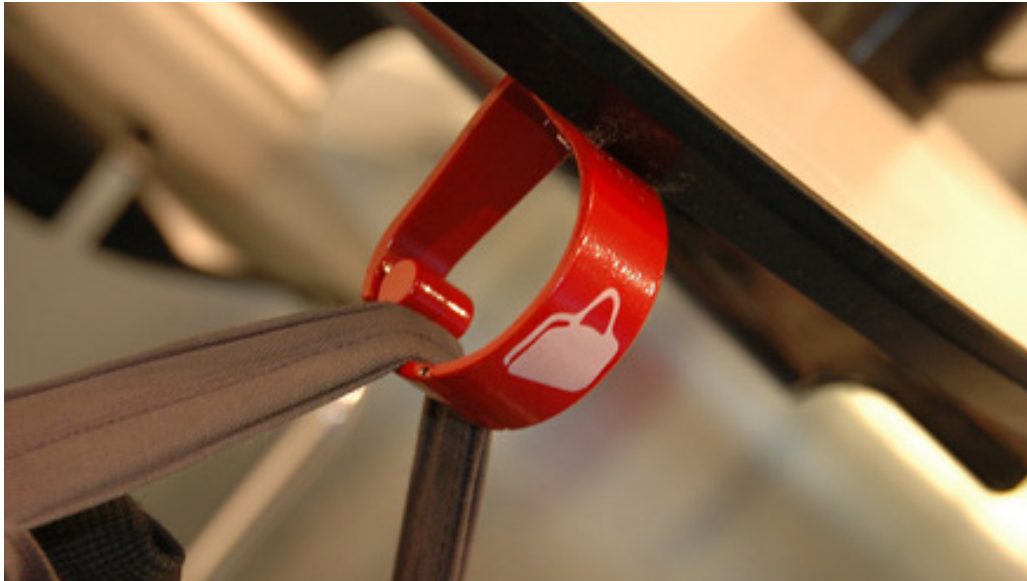
1. **BACKGROUND**

2. MAKERIGHT: WHAT IT CONSISTS OF

3. MAKERIGHT: ENTREPRENEURIAL LEARNING
AND WHAT WE DELIVER

4. WHAT WE HAVE LEARNED/NEXT STEPS

Design Against Crime: exemplars



Design Against Crime: thinking thief

Perpetrator Techniques Bag Theft, Bike Theft



Dip



Lift



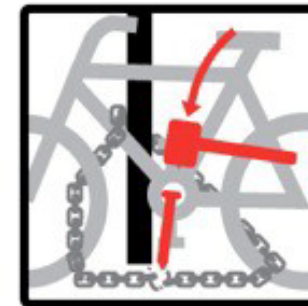
Slash



Grab



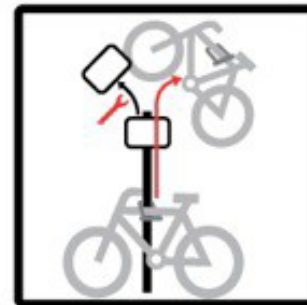
Levering



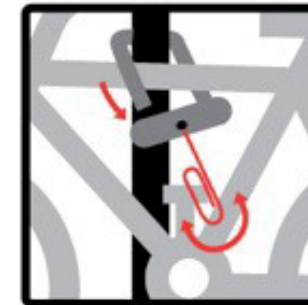
Striking



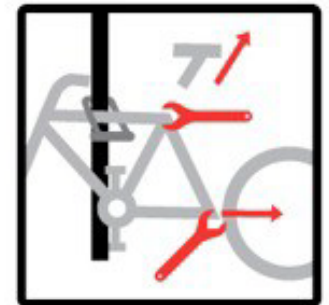
Cutting



Lifting



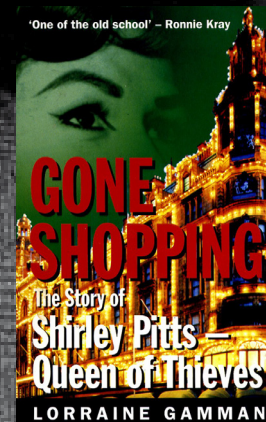
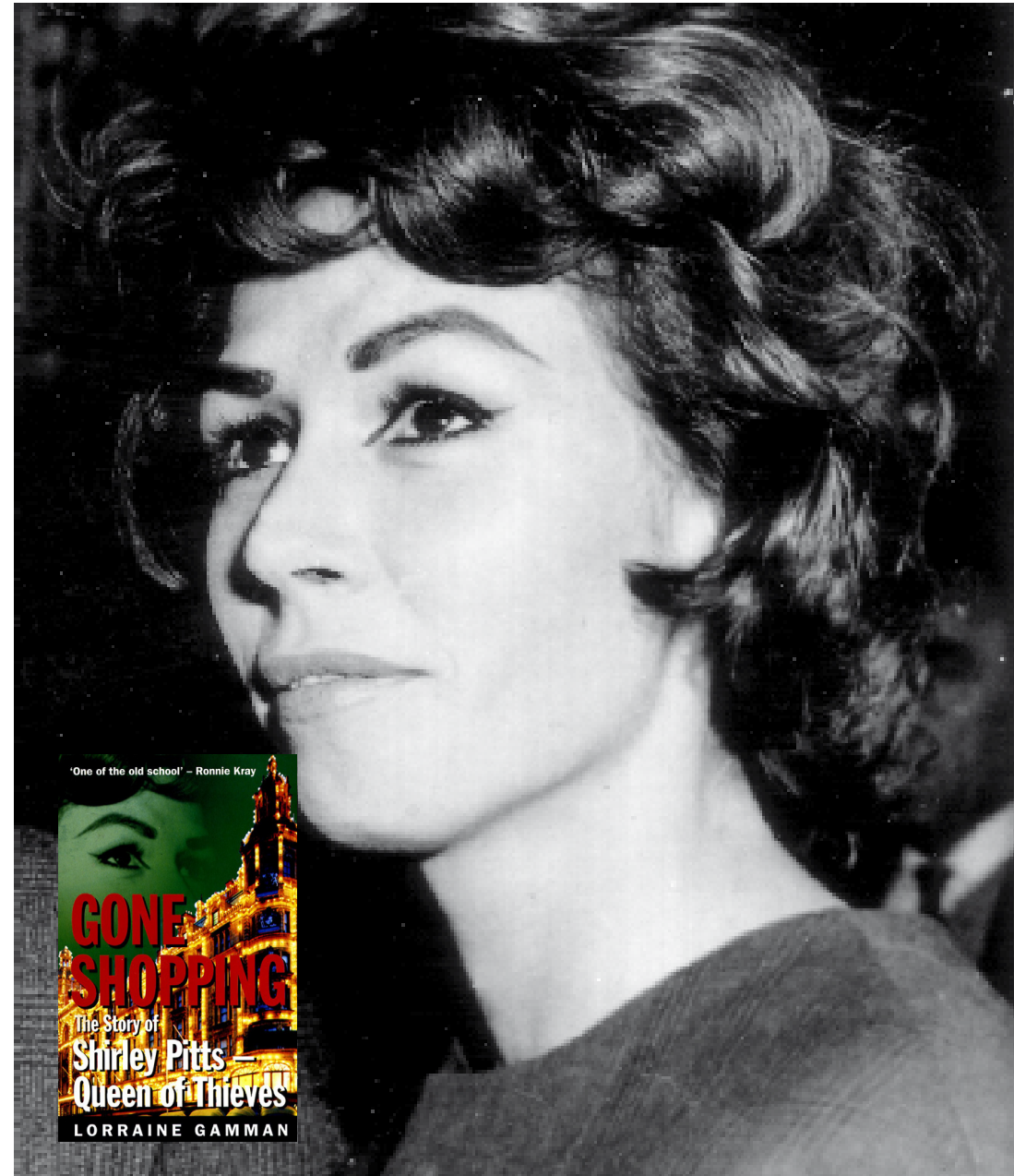
Picking



Unbolting

Working with offenders: thinking thief

- Why do I chose the store to steal from?
- On entering the store does it look easy?
- Can I avoid attracting attention?
- Can I avoid being seen?
- Can I be sure that no one is following me?
- How will I get my money without being traced?



Tools of the trade: shoplifting



Why crime prevention through rehabilitative education?

Our work has draw upon perpetrator techniques to Design Against Crime but we realise that this is not enough. Repeat offenders are part of the community/crime story too. DACRC seek to address offenders not just by consulting them but by involving them in delivering crime prevention through rehabilitative education...

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Makeright - why work with prison industries

Working with inmates from Thameside (2015-17):

1. To create a **project for prison industries that can be repeated** with new inmates every 8 weeks, and which gets them to think/co-create the designs they usually machine up...
2. To teach **transferable “thinking” skills** – better communication, team work, conceptual design skills, pragmatic making skills, enterprise skills
3. To teach the class how to create and design bags to equip them with **“making” skills**
4. To develop a **UK Makeright range of bag designs** that protect against theft, for Sue Ryder charity
5. To show **restorative justice in action**



Who benefits?

All profits from the UK '**Makeright**' project go back to Sue Ryder charity who are working with us as a 'client'. We hope later to HMP Thameside inmates, with whom we hope might try to create a social enterprise.

Sue Ryder already provide day release employment opportunities to inmates.



We created 23 educational techniques and games

Design stage	Discover Understand people and their needs		Define Challenges, causes and opportunities		Develop Ideas and potential solutions		Deliver What works	
Process stage	Understand	Observe	Insight	Frame	Synthesise	Distil	Implement	Communicate
Participant outcomes	Think critically	Empathise with others, particularly victims of crime	Communicate, cooperate & collaborate with colleagues	Understand restorative values - designing to make someone safe from crime	Learning through practice that there is no one right answer. Embracing criticism and useful feedback	Learning that no-one gets it right first item and that reflection and iteration lead to improvement	Owning decisions about what happens next	Build confidence through completion
Course exercise	1. Constant gaze portraits Looking and interpreting	5. The lost thing Personal experience observation	7. Character cards Persona building blocks	11. Role-play Acting out to empathise with user	15. Frankenstein bag collage Identifying design components	18. Refine your design brief Refine brief using bag components	20. Design prototyping Testing ideas in toile	23. Presentation preparation Collate all learning's and outcomes
	2. When have you designed before? Identifying transferable skills	5. Analysing design and crime Using the DD model against crime case study	8. 'Mood board' Developing the context of persona	12. Storyboarding the persona Average journey and pain points	16. Defend your bag role play Critique design in real world use	19. Build paper prototype Develop ideas into 3D forms	21. Pattern development Refining manufacture process	24. Internal presentation Makeright students present to inmates
	3. Most lost and stolen quiz Game about the common bag theft techniques and items		9. Where do bags come from? Interactive session on bag history and typologies	13. Peer presentation Persona and design idea presentation for peer feedback	17. Bag typologies game What components does a bag need?		22. Understanding bag manufacture Making final design	25. Final presentation Communicate learning's and outcomes for critique
	4. Who uses the bag? Identifying a user		10. Developing a persona Who is the user and what do they carry	14. Understanding the design brief Who are you designing for and what do they need?				26. Portfolio creation Create tools to seek further education and work

Educational games

We made up **games** to help inmates figure out what things get lost most regularly, what things get stolen, what parts of bags **can help defend against theft.**

For instance, we involved inmates in thinking about what people carry every day, what type of bags people use...

'What things get lost' game

10 most common items processed at the Lost Property Office during 2014/15 financial year to date:

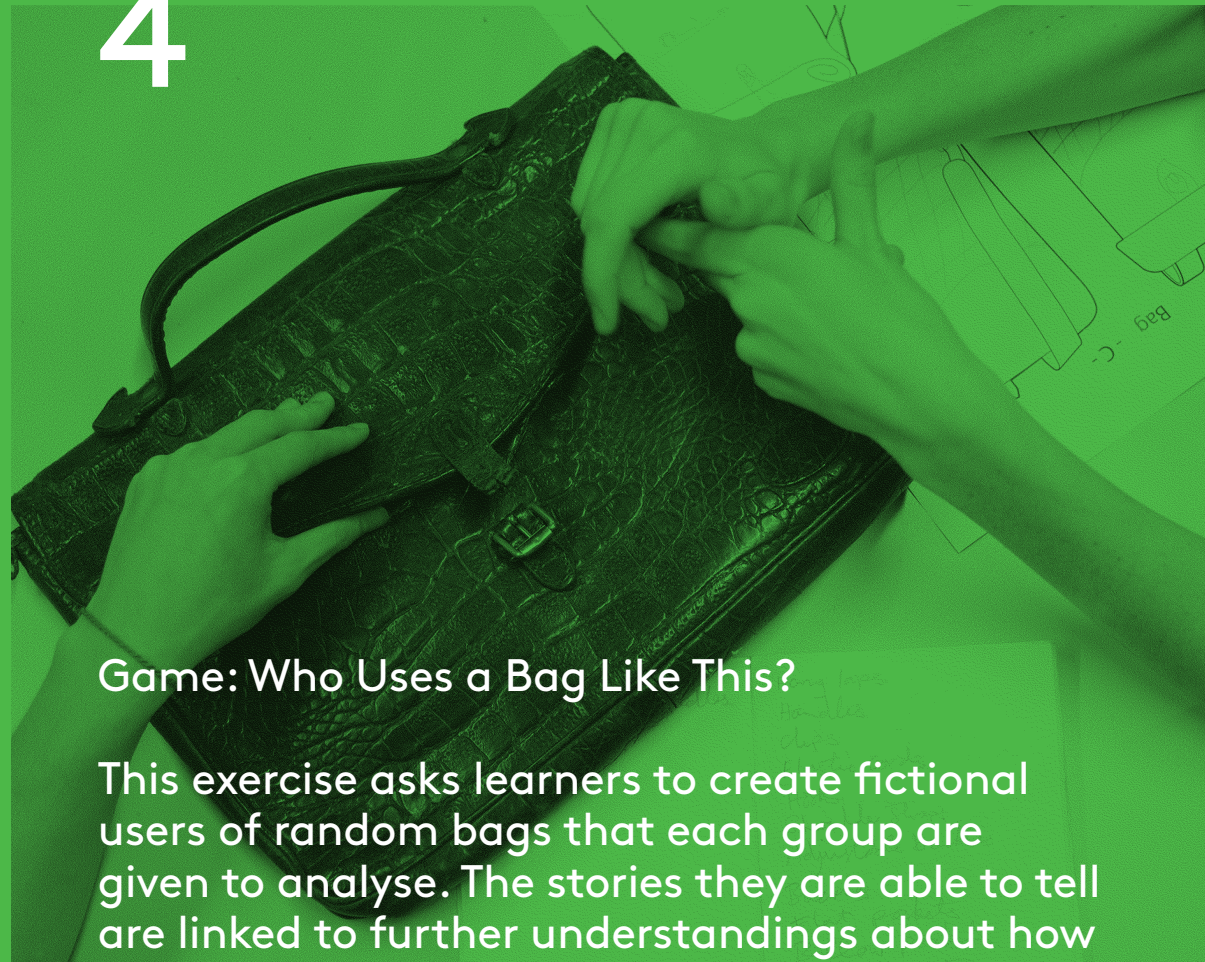
Ranked Position	Item	Number
1st	Travelcard Wallet	19491
2nd	Mobile Telephone	19453
3rd	Spectacles and Sunglasses	11455
4th	Credit / Debit Card	11157
5th	Wallet	11029
6th	Umbrellas	10097
7th	Bunches of Keys	9560
8th	Rucksack	8067
9th	Purse	6841
10th	Jacket (Waist Length)	6428



Top 10 things lost/found on public transport by TFL

Educational Techniques

4



Game: Who Uses a Bag Like This?

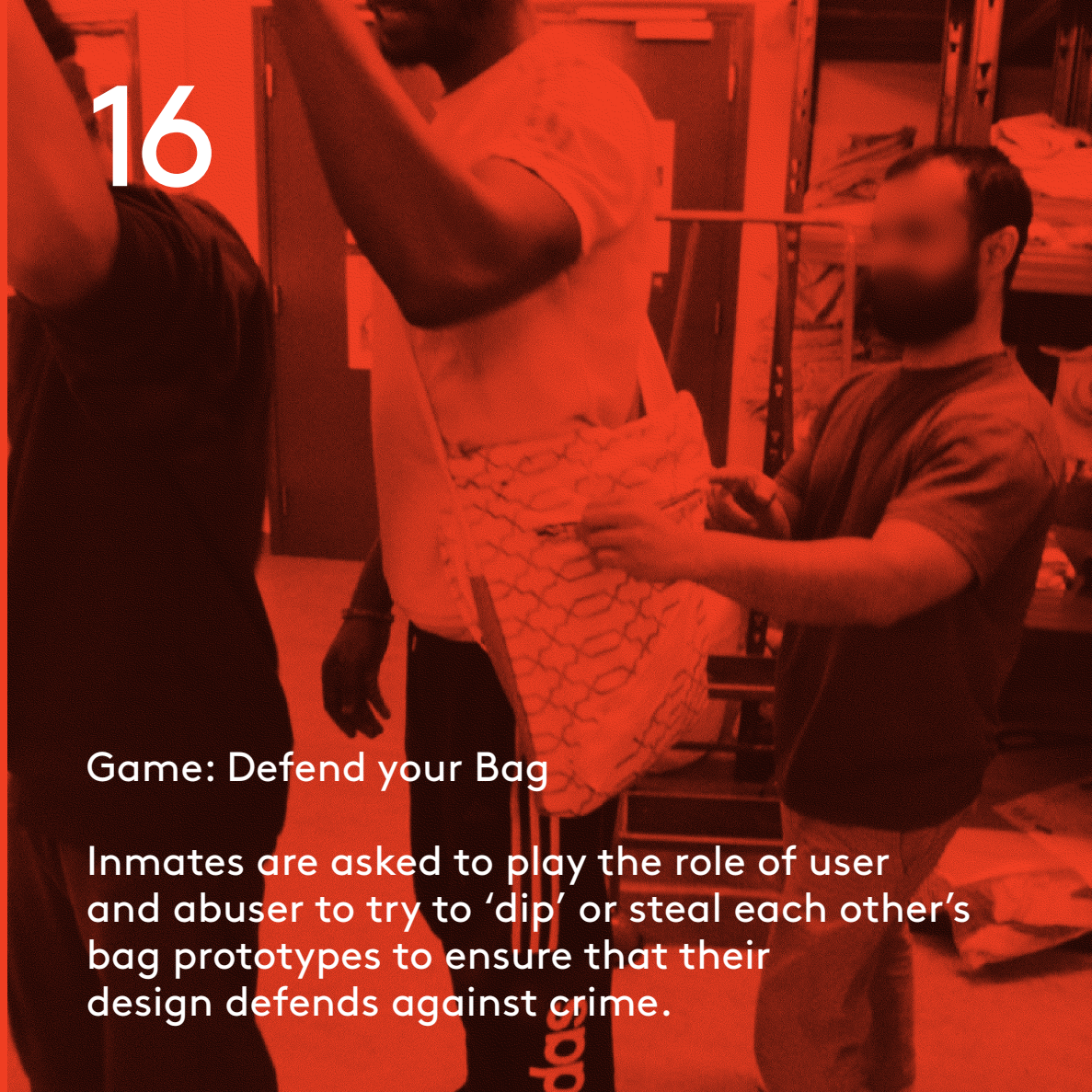
This exercise asks learners to create fictional users of random bags that each group are given to analyse. The stories they are able to tell are linked to further understandings about how to create 'personas' for 'users'.

Educational Techniques

16

Game: Defend your Bag

Inmates are asked to play the role of user and abuser to try to 'dip' or steal each other's bag prototypes to ensure that their design defends against crime.



Makeright design thinking and making course

We drew on many participatory design activities to develop inmate creative learning to inform their thinking skills. Also to help create humanizing prison experiences to penetrate alienation.

“some prisoners develop an unrevealing and impenetrable prison mask and simultaneously risk alienation from themselves and others.”

Travis & Waul, 2013.

End of week 1



By the end of the first week, 15 inmates had created a persona and ideation for a bag they thought this person could carry and would protect against crime.

By the end of the first 8 week project...



By the end of the final week (December 2015), 15 inmates had learned to develop a customer profile, to sew (some for the first time) and create anti-theft bag design prototype, as well as understand some market objectives...

Inmate and staff feedback

Course feedback from staff and from inmates is very positive. We repeated the course in India where we modified and improved class exercises as the team thought up new ways to inspire inmates to engage with design process and create prototypes.



Bottle bag



Bag pack

Further iterations of Makeright

- We introduced a student volunteering because inmates said they needed more 1 to 1 support through the design process
- We also improved educational techniques based on inmate feedback and developed a partnership with HMP Killmarnock to produce the bags in quantity made from lorry tarp (provided by project partner Abel & Cole)



Makeright: what it consists of

Makeright bags



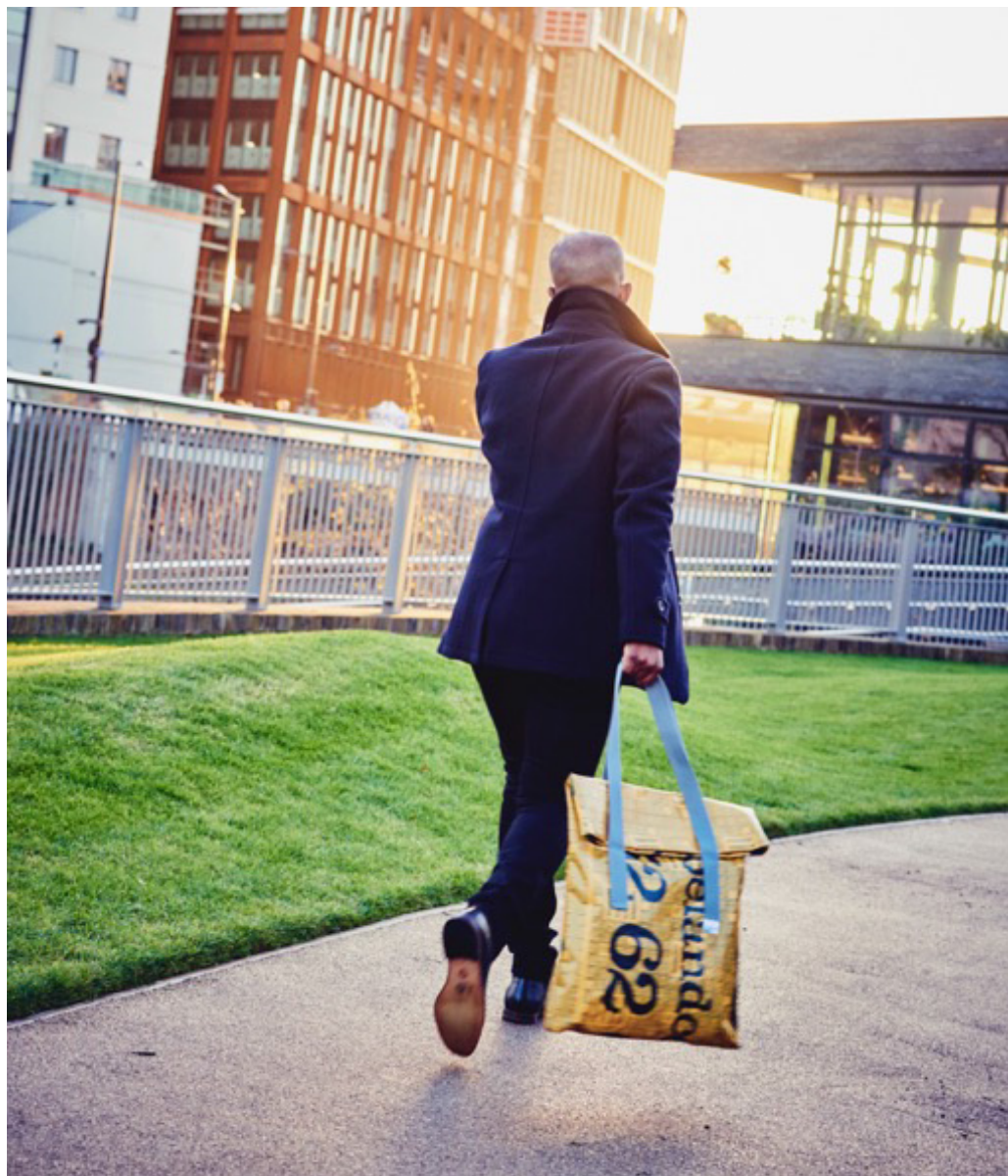
Makeright: what it consists of

Makeright bags



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Makeright exhibition at HMP Thameside to show partnership working



HMP Thameside, 24th November 2016.

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Employment opportunities: Self employment is hardly mentioned

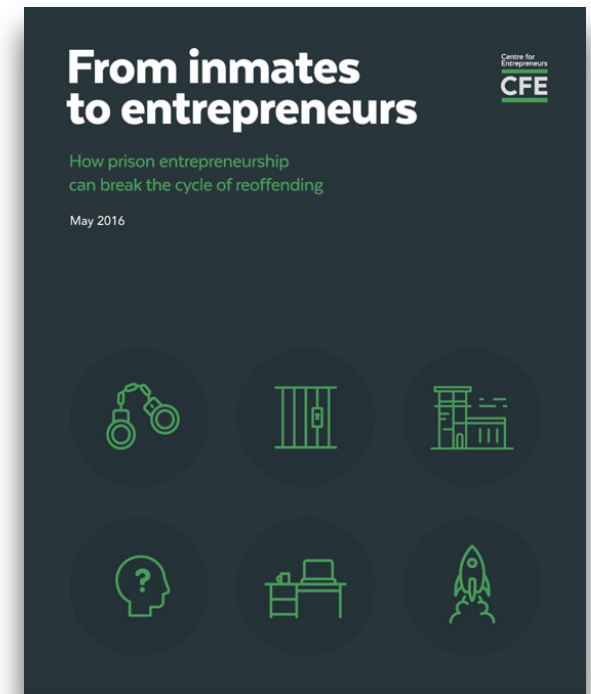
Having a job can reduce the risk of re-offending by between a third and a half. There is a strong correlation between offending, poor literacy, language and numeracy skills and low achievement. Many offenders have a poor experience of education and no experience of stable employment.

The importance of enterprise learning

Makeright did not aim to skill inmates to become designers but instead to inspire them through design thinking to be more enterprising, and build resilience for life outside.

Surveys show 59% of prisoners would like to take an entrepreneurship course in prison, while 79% of prisoners are interested in starting a business – compared to around 40% of the UK population.

From inmates to entrepreneurs – how to break the cycle of reoffending, Centre for Entrepreneurs, May 2016.



What Makeright delivers for inmates

In addition to making skills, inmates tell us:

1. They find **new ways of learning**
2. Helps develop **cooperation and communication skills** through working in groups
3. Helps with **increased self-control and better problem-solving skills** linked to being able to express their ideas through visualization
4. New ways to **positively respond to criticism** by learning to iterate ideas more than once rather than giving up or initiating a fight/conflict.
5. By designing for others, inmates also learn the value of **empathic understandings** that lead not just to better products but also better engagement with wider society.

Makeright achievements for all participants

Over 2 years we have:

- Obtained AHRC funding, found 2 prisons to work with.
- Set up the Makeright textiles studio at HMP Thameside with 2 MA ID design graduates employed.
- Taken 30+ design graduates into prison to mentor inmates
- Delivered successful iterations and a bag label.
- Introduced certification processes for inmates.
- Developed first range of Makeright bags, have now been user-tested by our staff
- Currently Christmas 2017 bags will be tested with 70 Abel & Cole customers

Makeright bags



Makeright bags



Makeright: entrepreneurial learning and what we deliver

Makeright bags



Makeright bags



Makeright bags



Opportunities to communicate with wider publics



Opportunities to communicate with wider publics



Opportunities to communicate with wider publics



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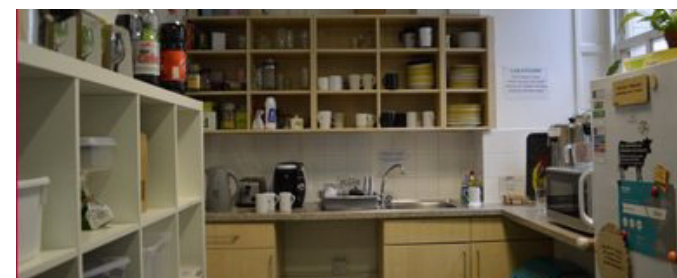
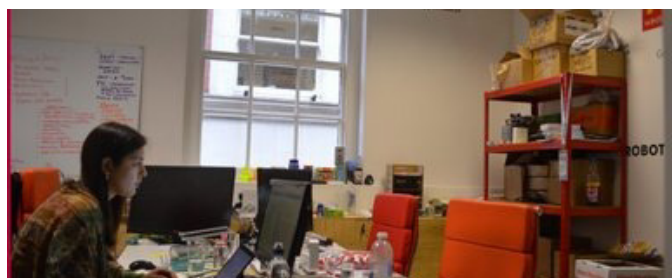
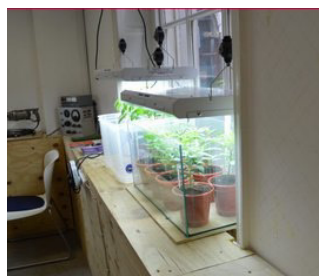
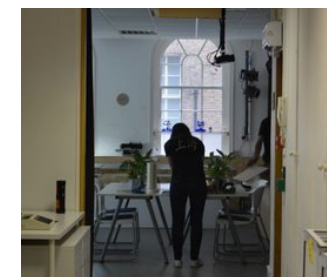
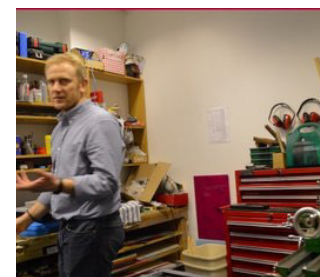
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What have we learned...

- One-to-one support for inmate learners via our **design volunteering programme** makes all the difference
- Design volunteers need training - our **facilitation and reflection technique** 2 day programme is important
- **Shared IPR** - who owns the right of bag designs is complex - inmates give us free licence but can own their design if they want to - our terms build trust
- Volunteers are part of the **paradigm shift** in terms of design voices heard in prison.

Social enterprise / resettlement



We wish to trial **Public Innovation Place** (a 'Fab Lab' meets "**Working DIY shed**") as a place nearby prison where those inmates, who most challenged after prison, can go to find support, here they know people; can learn new skills and get support for self-employment, CVs, and other employment or "making" issues that might just keep them from the costly revolving door of crime and prison. We are currently talking to Peabody...

Next steps

So far on the funds we have we have taken approximately 30 “before” and “after” interviews, that have helped us understand Makeright’s contribution:

“It is different to other prison courses... in which this is more advanced... when I come here I don’t feel like I’m in prison.”

Nicholas, inmate participant, Makeright, 2015.

“[Makeright] is giving me a bit of a problem really. Before I was just existing out there, so I didn’t care, now I know I can do something else with life and I need to figure out what it is. I can’t go out there to do nothing and come back any longer.”

Sam, inmate participant, Makeright, HMP Thameside 2016.

Next steps: Social design

We also hope to develop a web portal that allows 'social manufacture' of the bag designs by our global partners. Makeright is also exploring opportunities for the 'open design and manufacture' of Makeright bags with prisons, universities and social enterprises in India, Italy and Norway. We are currently co-designing an online platform to sell bags designed by inmates engaged in the course anywhere in the world. Customers will be able choose the design they want and have it manufactured in a prison workshop local to them. Customers will also be able to nominate a charity locally or globally to receive a percentage of their purchase price.



Thank you

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Makeright.org

designagainstcrime.com