

**BA Furniture and Product Design
Level One
3D Design 2: PM 1080C
Project 2
Semester 2: 2009**

OUT OF CONTROL

This project will explore the existing conditions and possible changes to the internal environment of Young Offenders Institutions. How can design humanise this extreme setting and how can positive ideas for transformation be embodied?

By looking at the wider social context, this project aims to make a connection with design issues that solve problems within a public service ie the criminal justice system.

Hilary Cottam won UK Designer of the Year in 2005, principally for her innovative work with multi-disciplinary teams to improve school life. She has also set up various projects looking at prison systems. The first of these, called the Learning Works Project, involves a redesign which realises prisons as places to learn and prepares prisoners for a life without reoffending. The second, the Do Tank Project, develops an alternative model to the traditional prison, including a new building design. In this the prison is made up of 11 houses, each containing a group of 36 prisoners who live in a small community. Cells are grouped on three floors around a central secure inside and outside space, which include places for learning, socialising, exercising and working communally on activities such as cooking. (see attached sheets for further details of this project)

In relation to this Do Tank project you are going to imagine that you have been commissioned by Hilary Cottams team to design the furniture for the individual cells within the redesigned Institution.

Your starting point will be extensive research on the above mentioned projects and also on life in a Young Offenders Institution, along with existing cell furniture specifications. Consider what is functionally required and what activities such as sleeping, sitting, writing take place. A bed, chair, table and storage are the minimum. Space is at a premium so be conscious of designing for a small room and think of how space can best be used, including the walls and ceiling and raised furniture.

Remember you are designing for 15 and 16 year olds.

How will your designs be different from those currently existing? How will you incorporate the new ideas (and any of your own) and what factors are your starting points? Think about how these objects can make the cell more domestic and comforting, less institutional. Safety is a major concern and will inform many of your decisions. What materials will you choose? You will need to consider hygiene, comfort, noise and privacy. What opportunities are there for relieving boredom and for encouraging communication with the outside world? Will you incorporate computer hardware (with access to the internet, emailing and video conferencing) into one of your objects?

Will some of the objects be combined, such as a chair and table? Will the bed function as a sofa or will there be a separate soft chair for sitting in? Will there be mirrors or lights incorporated? Will you add colourful, decorative or informative surfaces, such as maps to connect with the location of the prison outside? Is there opportunity to individualise the space by inserting pictures or visual imagery? Can you encourage drawing or writing within or on your furniture?

To what extent should the cell differ from a similar sized room in a students hall of residence? Are secondary functions worth considering, such as a game board table top or a punchbag suspended chair that acts to absorb anger?

Will recycling and sustainable issues influence your choice of materials and designs?

Requirements

To design an integrated range of furniture suitable for a cell in a Young Offenders Institution.

You will need to develop a mind map to show your thoughts and sketch models and drawings to progress ideas.

Your final presentation will include card models at 1:5 of end designs and a plan at 1:5 showing the cell with your designs in situ.

To illustrate that you have considered structural aspects of the furniture, draw a selection of 1:1 details from your pieces that show how they are put together (for example with your table, you could draw a section through the top of the leg and how it connects to the table top)

Your project should be presented as an A3 booklet and include research, photocopied sketches that show the development of ideas, photographed models.

Things to look up

Hilary Cottam and the organisation Participle (especially the Learning Works and Do Tank Projects)

www.hmprisonservice.gov.uk
www.inspectorates.homeoffice.gov.uk (file on young people in custody)
www.prisonreformtrust.org.uk
www.guardian.co.uk/society/2000/nov/28/socialcare.crime (Feltham YOI)
www.bbc.co.uk/worldservice/documentaries (see Fresh Start)
www.pb.rcpsych.org/cgi/content/abstract/25/9/342(interviews, YOI boys)
www.prisonentrepreneurship.org
www.cellsecurity.co.uk
www.davidbaileyfurniture.co.uk
www.hero.ac.uk/uk/business/archives/2007/cardboard_furniture_Sep.cfm

Assessment Criteria for project

Research and its application
Concept formulation
Process and ideas development
Outcome and presentation

Time schedule: 10-1pm in studio

This is a 5 week project

Monday 16 Feb

Showing film Out of Control by Dominic Savage (BBC Production) in Room 512 at 2pm

Introduction to project, starting research.

Week 1:Thursday 26 Feb

Present research and initial ideas

Week 2:Thursday 5 March

Tutorials

Week 3:Thursday 12 March

Interim presentation. Present development of ideas to date

Week 4:Thursday 19 March

Tutorials

Week 5:Thursday 26 March

Final presentation

OOC: Context 08/09 j.atfield@londonmet.ac.uk

