Less Crime, by Design Paul Ekblom



Research Development and Statistics Directorate

A receptacle for grime?



Thinking Thief

Or a tool for crime?

HOINE OTHER

Maiden Castle



Home Office

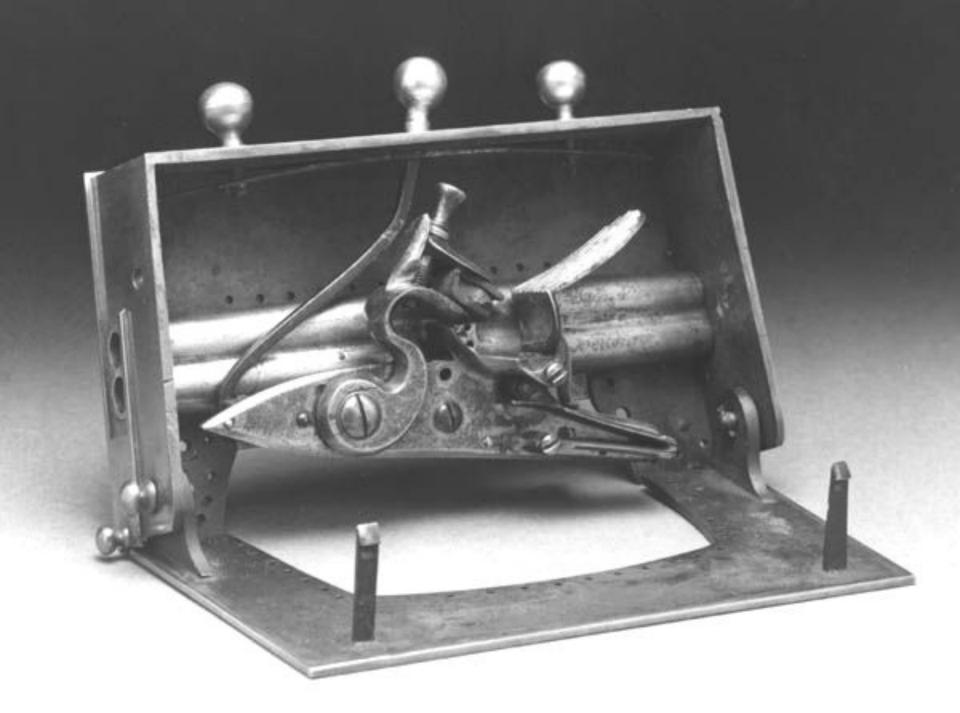
Clipping of Coins



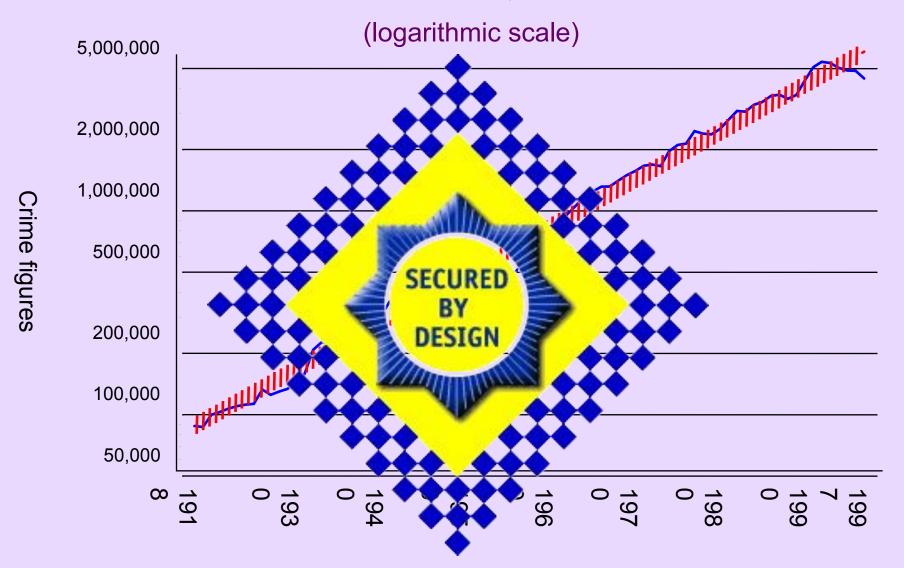
Hammered

Milled





Recorded Crime, 1918 - 1997





Crime Reduction Programme - Design Against Crime

Foresight Crime Prevention Panel

Capacity to anticipate new crimes, new preventive methods

Virtual Reality design for lighting

Aid to improve design process

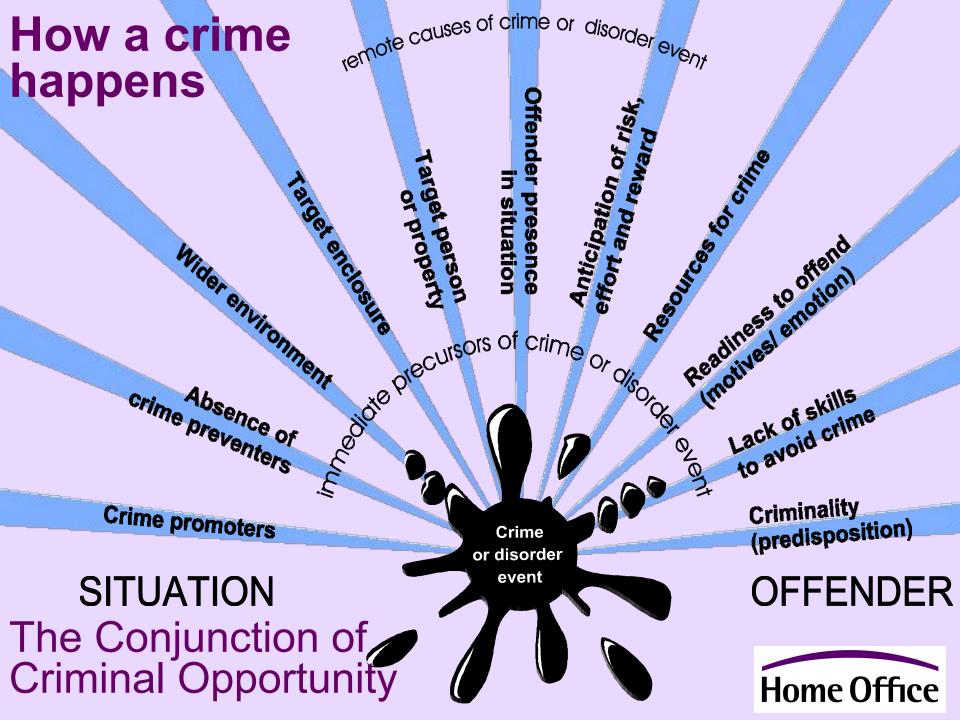
Design Council surveys of education and business

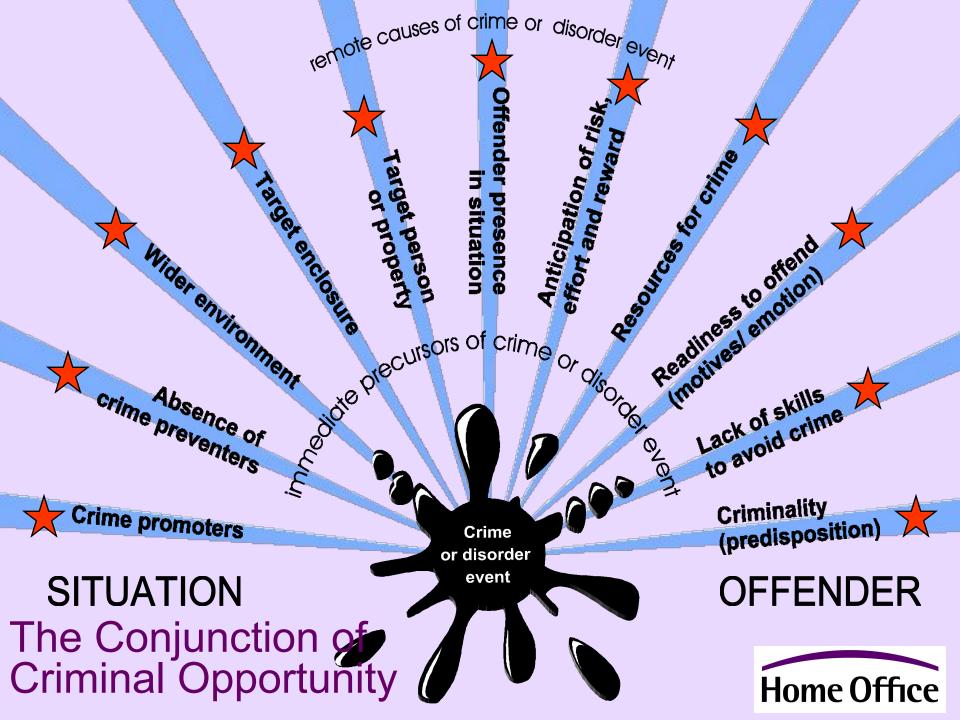
Awareness, know-how and motivation to 'think thief'

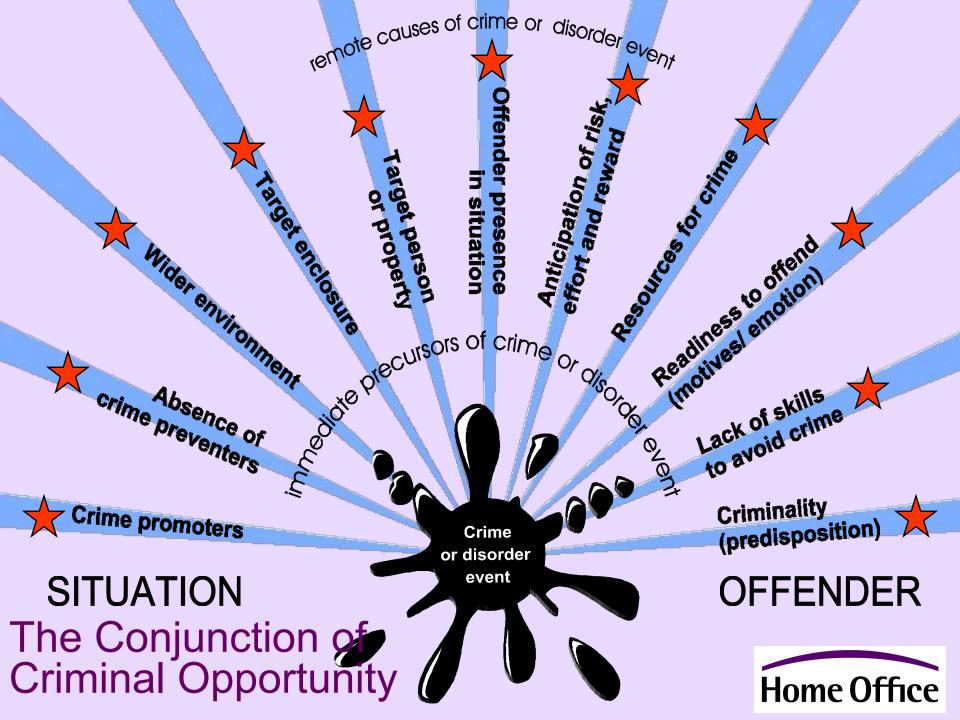
RSA Student Design Awards

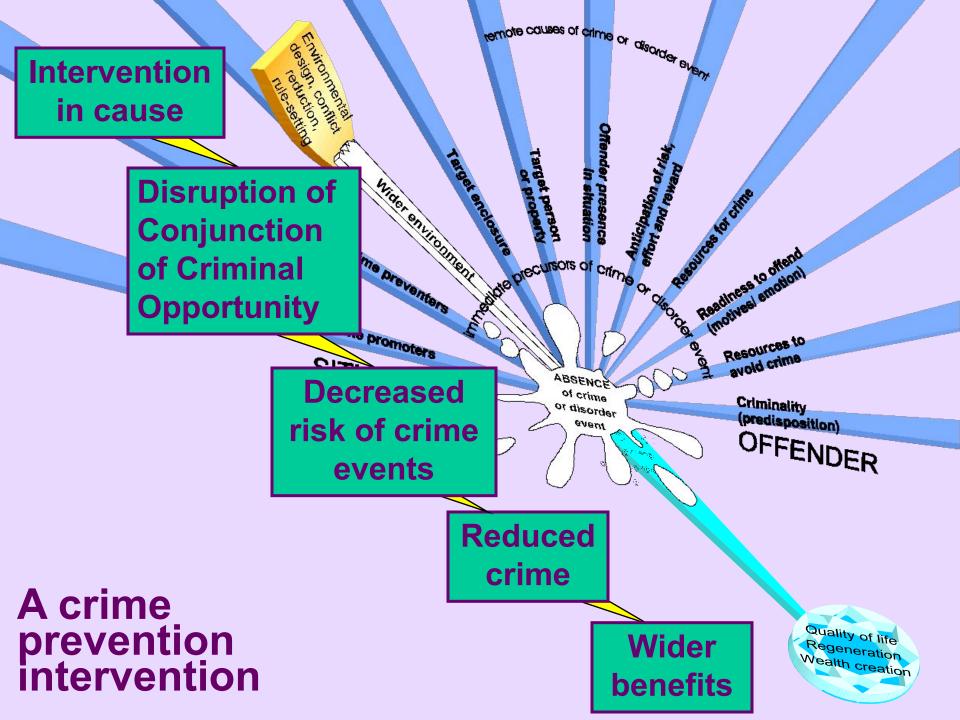
Raise awareness of design tutors/students

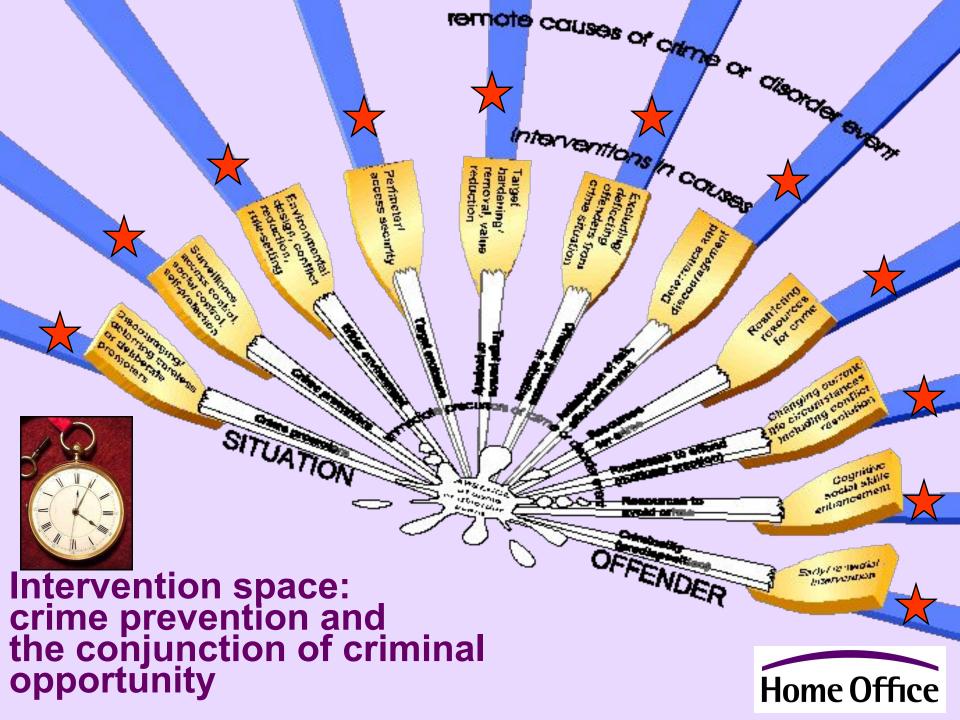


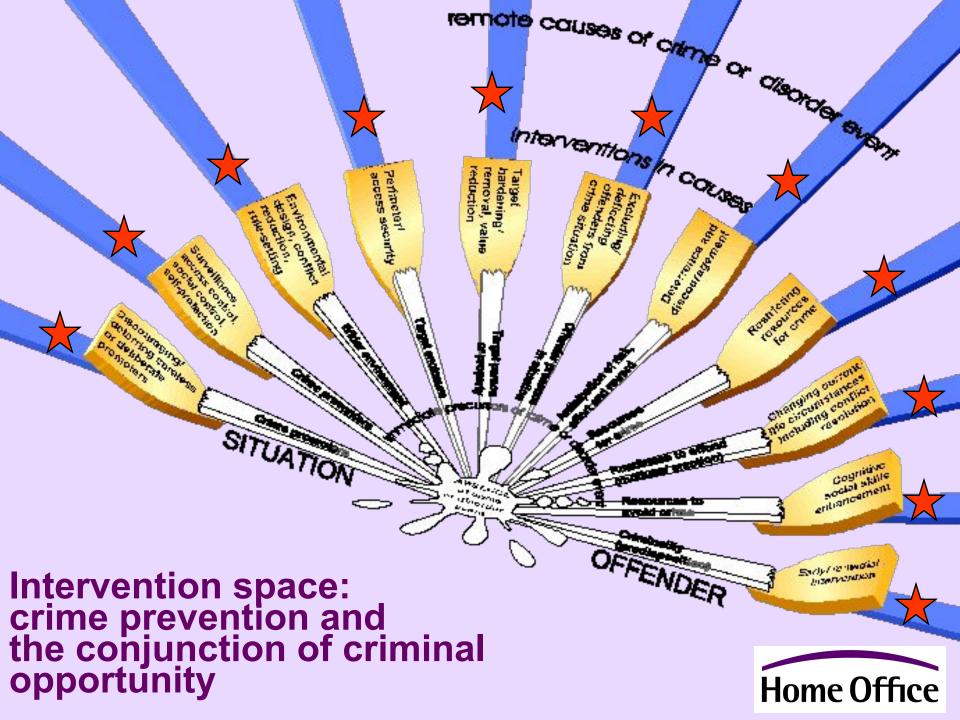












Situational Crime Prevention

- Takes criminality as given
- Analyses circumstances surrounding specific crimes and focuses on immediate causes
- Aims to
 - make it harder/ more risky/ less attractive to offend
 - restrict offenders' resources
 - avoid prompting and provoking crime

Design against Crime

- Part of situational prevention
- Focus on products
 - Goods
 - Buildings and environments
 - Services
 - Procedures
 - IT systems
- Making them resistant to:
 - Misappropriation, or theft
 - Mistreatment, or damage
 - Mishandling stolen property, fraud, forgery
 - Misuse as resources for crime



The 4 Misses - bad and good design

- Misappropriation, or theft
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The Challenge of Designing against Crime: 1. Caught unaware

- Product designed naïve to crime
- Crime harvest
- Retrofit solutions











A Crime Harvest and Retrofit Solution



The Challenge of Designing against Crime: 2. Troublesome Tradeoffs

Can we design secure products without jeopardising their main purpose and:

- Convenience
- Aesthetics fortress society
- Legal and ethical





- Social inclusion
- Sustainable environment
- Safety
- Cost



The Challenge of Designing against Crime: 3. Offenders fight back

Counter-exploitation

- Tactical countermoves
 - in situ
 - come back better tooled



- Strategic counter-design
 - reverse engineering









Repair car dents quickly and easily!

For minor dents on your bodywork the Dent Puller is the answer with vastly improved suction compared to others on the market. Simply place the cup over the dent, click the handles shut for automatic suction and gently pull out the dent. Open the handles to release the vacuum and remove without damaging the paintwork. No need to pay expensive panel beaters' bills! Can also be used to carry safely sheets of glass, metal, mirrors, etc.

Car Dent Puller Deluxe £12.99 MX0220



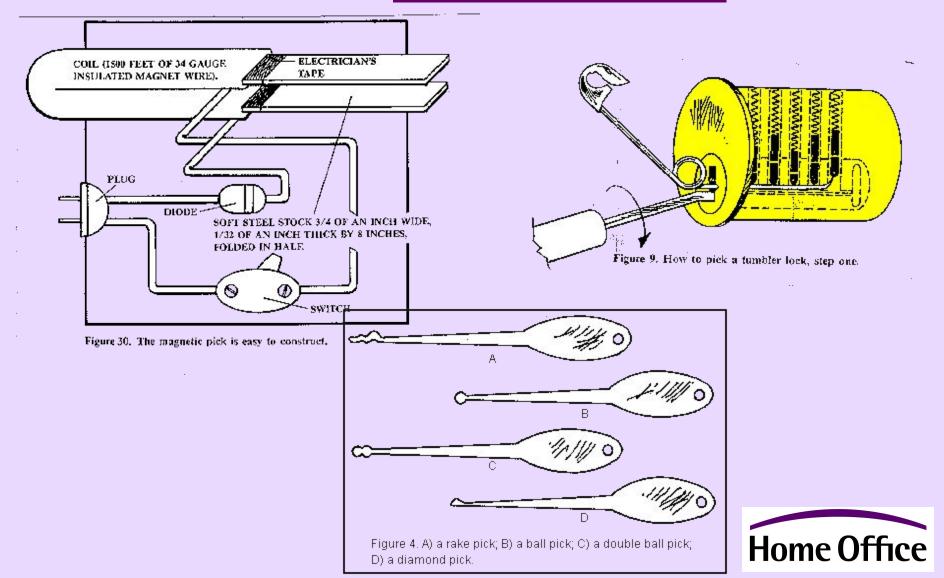
The Challenge of Designing against Crime: 4. Obsolescence

- Changing social conditions
- New tools for crime





The Challenge of Designing against Crime: <u>5. Arms race</u>



Learning from other struggles

- Military
- Predator-prey
- Pest-farmer
- Bacteria-antibiotic
- Immune system

Lessons:

- Engineering tradeoffs, designs, materials
- Generic new strategies
- Running and avoiding arms races



Learning from other struggles 1. Engineering

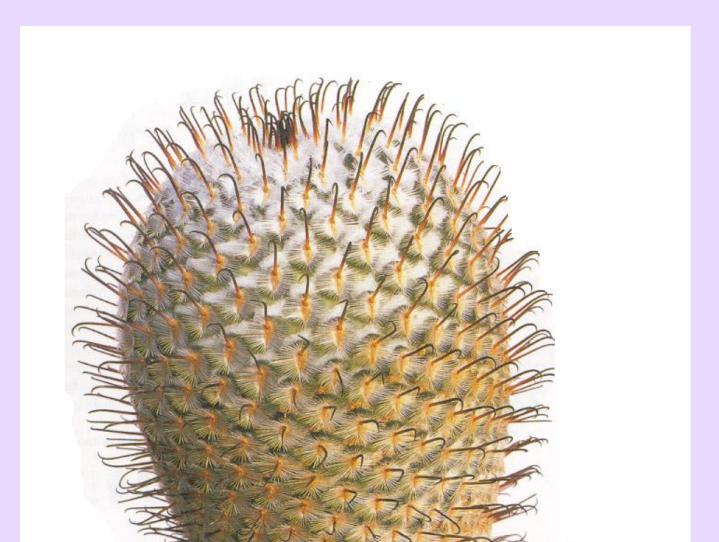








Learning from other struggles 1. Engineering



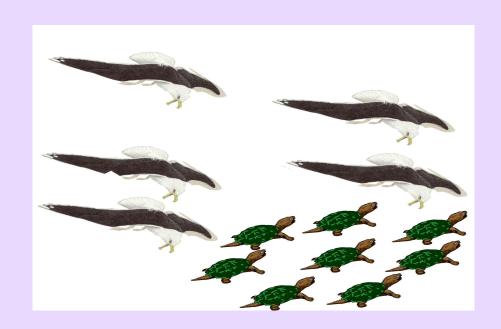
Learning from other struggles 2. New principles?







Learning from other struggles 2. New principles?





Learning from other struggles 3. The arms race itself

- Avoiding the arms race
- Running the arms race gearing up against crime
 - Catch up Crime Reduction Programme
 - Emergent crimes 'learning paths'
 - Anticipate crime/crime prevention Foresight
- Techniques, frameworks and principles
 - Hot products
 - Crime impact statements
 - Variety
 - Future proofing
 - Pipelines



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Grand Strategy - Keeping ahead in the Red Queen's Game

- Preventive measures as wasting assets is it all futile?
- Maintaining a dynamic imbalance



Constraints on Design against Crime

- Constraints design world
 - conflicts with other design priorities
 - doesn't appeal or seem relevant
 - lack of information, knowledge, training
 - lack of case studies/ coverage on design courses
- Constraints design decision makers
 - limited accountability costs and incentives
 - lack of consumer pressure
 - lack of information
 - lack of coordination/ collaboration



Debatable issues

- Balance of interests individual v collective, public v commercial
- Incentives?
- Sanctions polluter pays?



Student Design Awards





