

Thinking Thief, Thinking Designer – Designing Out Crime from Places and Products

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Design Against Crime Research Centre







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What is Design Against Crime?

DAC uses the tools, processes & products of design to work in partnership with agencies, companies, individuals and communities to

- prevent all kinds of crime including antisocial behaviour, drug abuse/ dealing and terrorism
- promote quality of life & sustainable living through enhanced community safety

through designs that are 'fit for purpose' and contextually appropriate in all other respects



Scope of Design Against Crime

- Secure products
- Security products
- Security components
- Security features/ furniture
- Secure systems
- Secure information
- Security communication/ art
- Secure clothing
- Secure places/ environments
- Secure communities

Inherently secure product ... then



...and now - Vexed Generation/ Puma



Hard or soft target?



Evolution of a secure product – Preventing the clipping of coins



Hammered

Milled

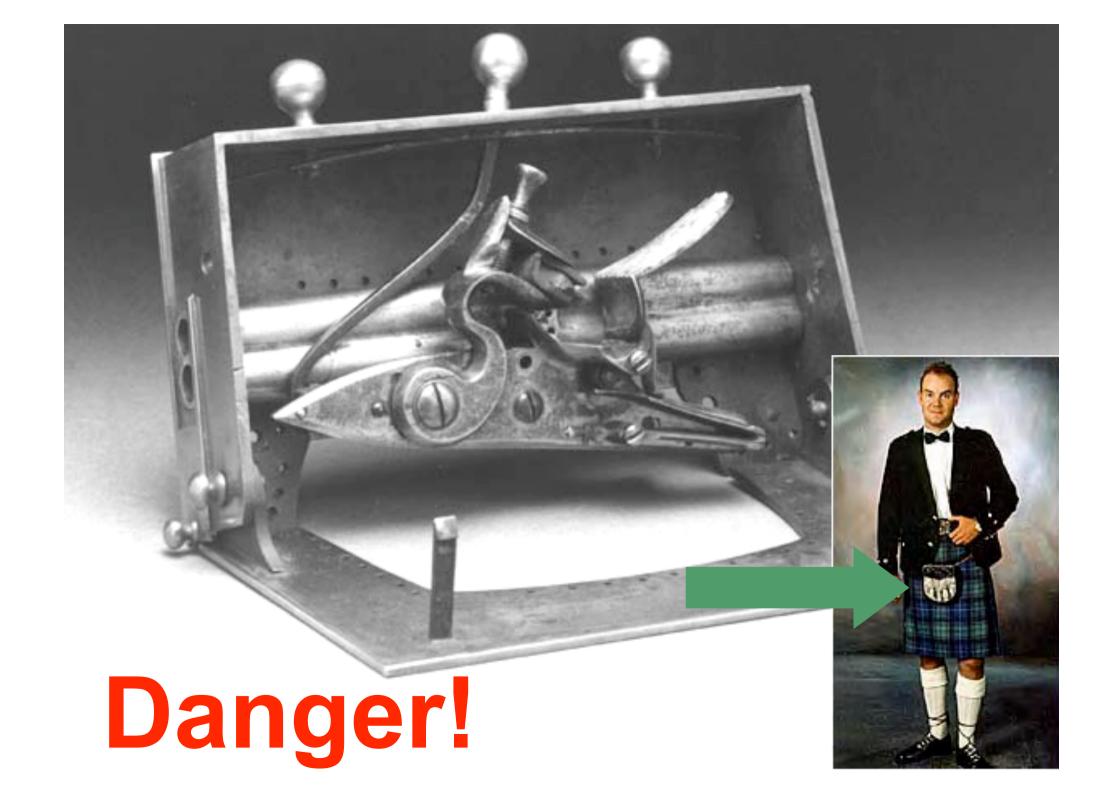
Security product –

Clothes tagging device



Security Product/ Security Communication





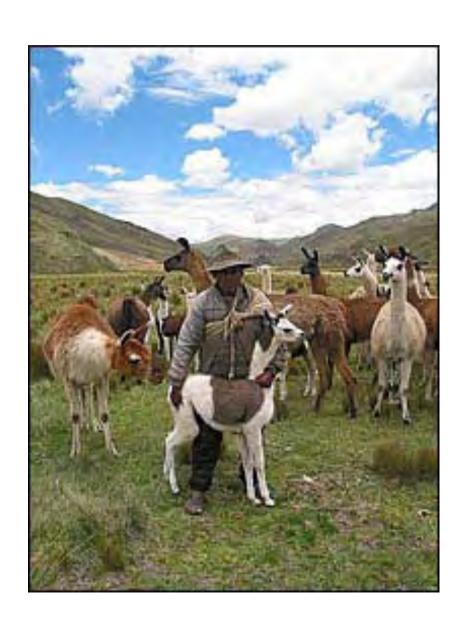


Security component – Brand Protection

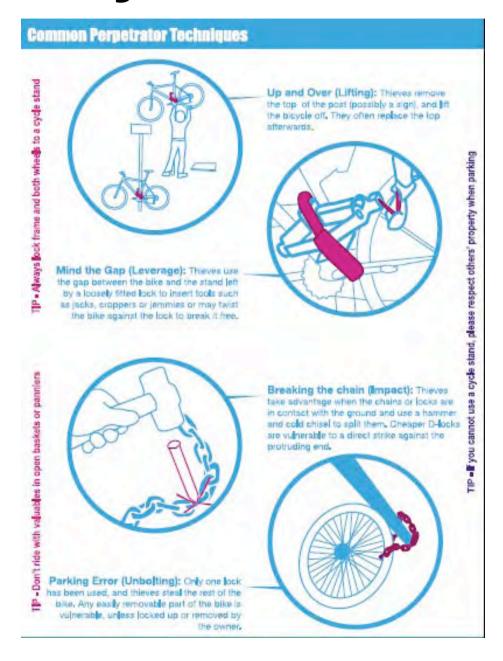
Security Features/ Furniture/ Accessories



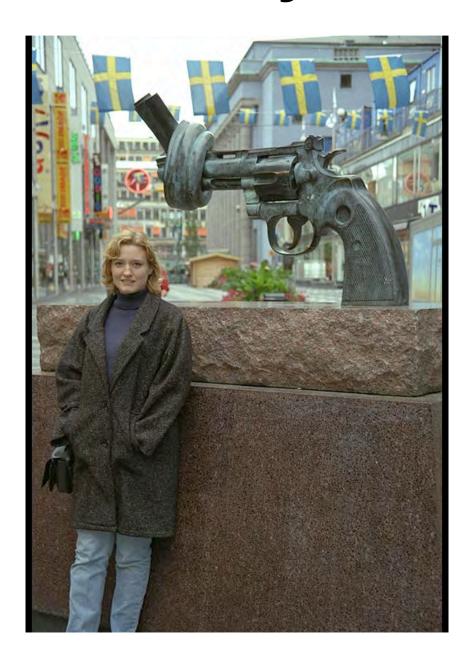
Security System – Chips Protect High-Value Alpacas



Security Communication



Security Communication/Art







Security Clothing – Wearable Solutions



Secure Place: Maiden Castle



Secure Communities



Designing for social cohesion & conflict reduction

Hi-tech solution



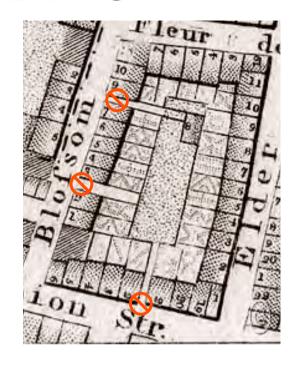
Lo-tech solution

Note that here,
security derives from
combined features of
product and place

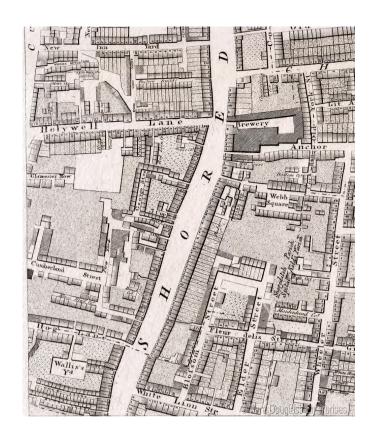


Scale of DAC













Does DAC work?

Car theft

Mobile phone cloning

Underground ticket machine slugs

Secured By Design/CPTED

But more hard evidence needed

The challenge of DAC



The challenge of DAC: Troublesome Tradeoffs

Can we design secure products *without* jeopardising their main purpose and *without* their being

- Inconvenient?
- User-unfriendly?
- Ugly? Effective but hideous & clunky engineering solutions
- A threat to privacy?
- Environmentally unfriendly?
- Unsafe?



To a source on all (a)

Yes! Tradeoffs can be resolved...

- Where <u>Design Expertise</u> is fully engaged, early in the <u>Design Process</u>
- And all these considerations are incorporated in the <u>Requirements</u>
 <u>Capture</u> with sufficient priority

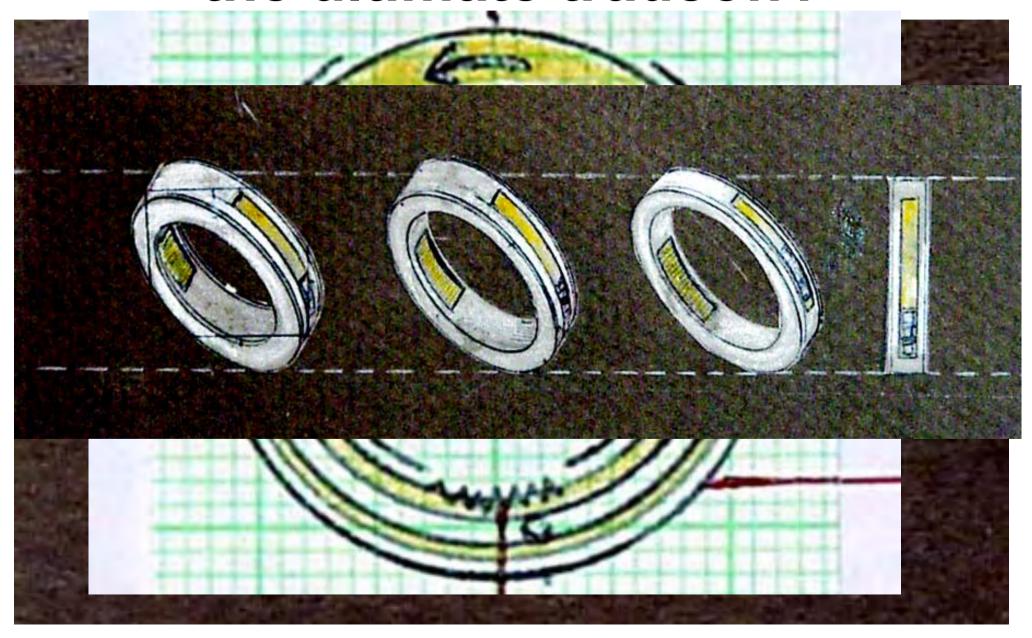
Secure products need not be ugly



DAC doesn't have to be expensive

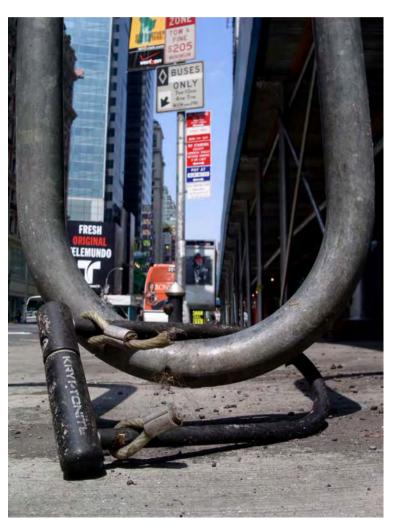


Subtle and dynamic – the ultimate tradeoff?



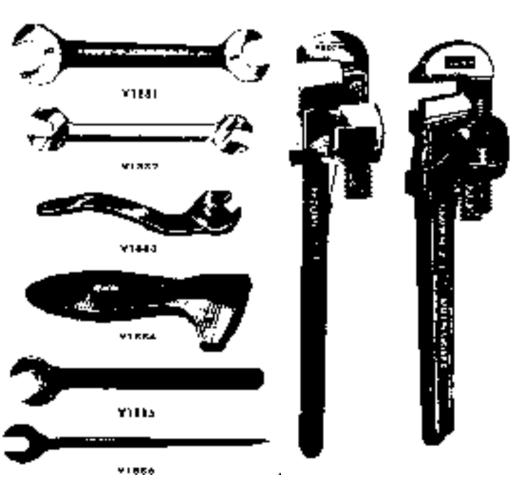
When is design not design? 1. The technofix

- Shallow, single, exposed line of defence
- Bolt on, drop off



When is design not design? 2. Heavy engineering

- Does the basic job well enough, but...
 - Clunky, not userfriendly
 - Ugly, maybe fearinspiring









'Engineering' solutions





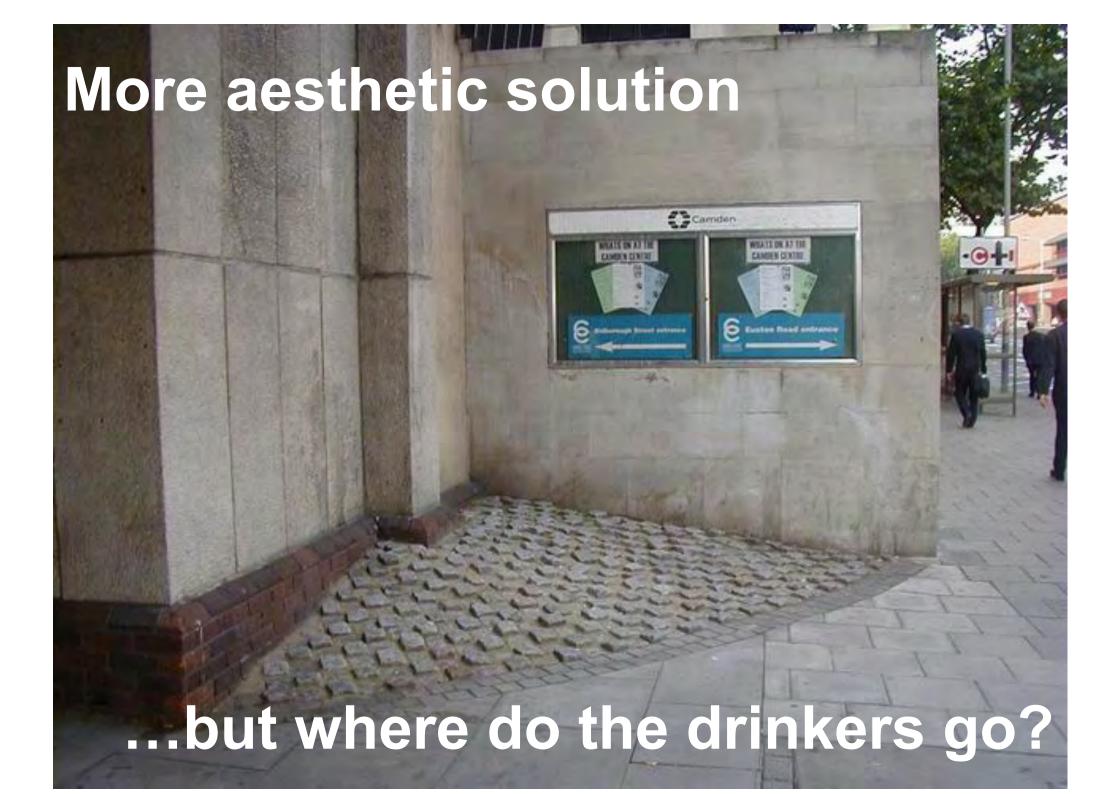




More aesthetic solution







More aesthetic solution

- Traditional style
- With backup



Anti-terror aesthetics



The challenge of DAC – Caught unaware – failure to anticipate

- Product designed naïve to crime
- Crime harvest
- Retrofit solutions
 - Constrained
 - Rushed
 - Legacy of crime and/or inconvenience





What made Queen Victoria go red?

The challenge of DAC – Offenders fight back

- Tactical countermoves
 - in situ
 - return better tooled
- Counter-exploitation
- Strategic counterdesign
- Reverse engineering







The challenge of DAC – Obsolescence

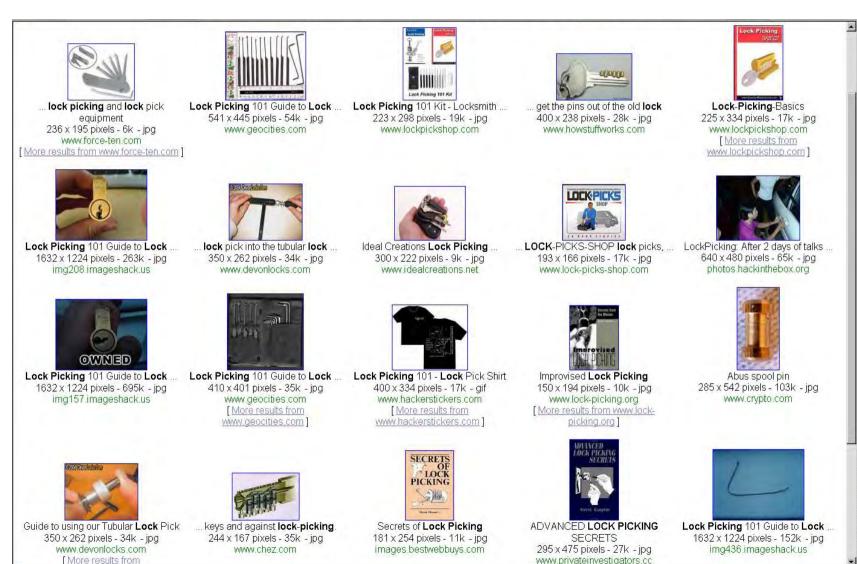
- Adaptive offenders' countermoves
- Changing social conditions
- New tools/ skills for crime



Arms Race – Safes and Safecrackers



Spread of criminal know-how – from pubs & prisons to the Internet



Beware cookbook copying – Importance of context for replication

ELECTRONICALLY SECURED CYCLE PARKING

GHENT, BELGIUM





WALTHAMSTOW CENTRAL STATION, LONDON







False security from rigid prescription + adaptable criminals? 'Helpful' entrance porch



Meeting the challenge

- We have to innovate faster than offenders whilst adapting to context of users and crimes
- This needs
 - Motivation
 - Capacity development
 - Collaboration between Preventers and Designers

Implementing DAC through process: Getting designers to Think Thief ...and crime preventers to Draw on Design

Design – product or process?





 Is design what we make, how we make it, or both?

Importance of process knowledge – throwing away the cookbook

- · Crime prevention requires practitioners to
 - Be adaptable, subtle, alert to tradeoffs customising the response to context, and creating and configuring plausible propos for new circumstances
 - Replication is innovation
 - Handle uncertainty and lack of complete knowledge of what works
 - Anticipate & allow for change
- This needs practitioners more like expert consultants than technicians

Helping designers think thief — Developing & building capacity for DAC

- Mindset
- Clear definitions tools for thought
- Knowledge for interventions
- Knowledge management capturing & replicating good practice and supporting innovation without stifling creativity
- Anticipation

A receptacle for grime?

Wrong mindset for design: failure to think thief



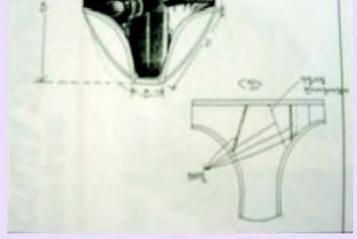
Or a tool for crime?

Failure to 'Think Drug User'









But beware... Magnificent Obsession?

Giving designers knowledge from crime prevention – Maps and frameworks

Importance of Rationale for design —

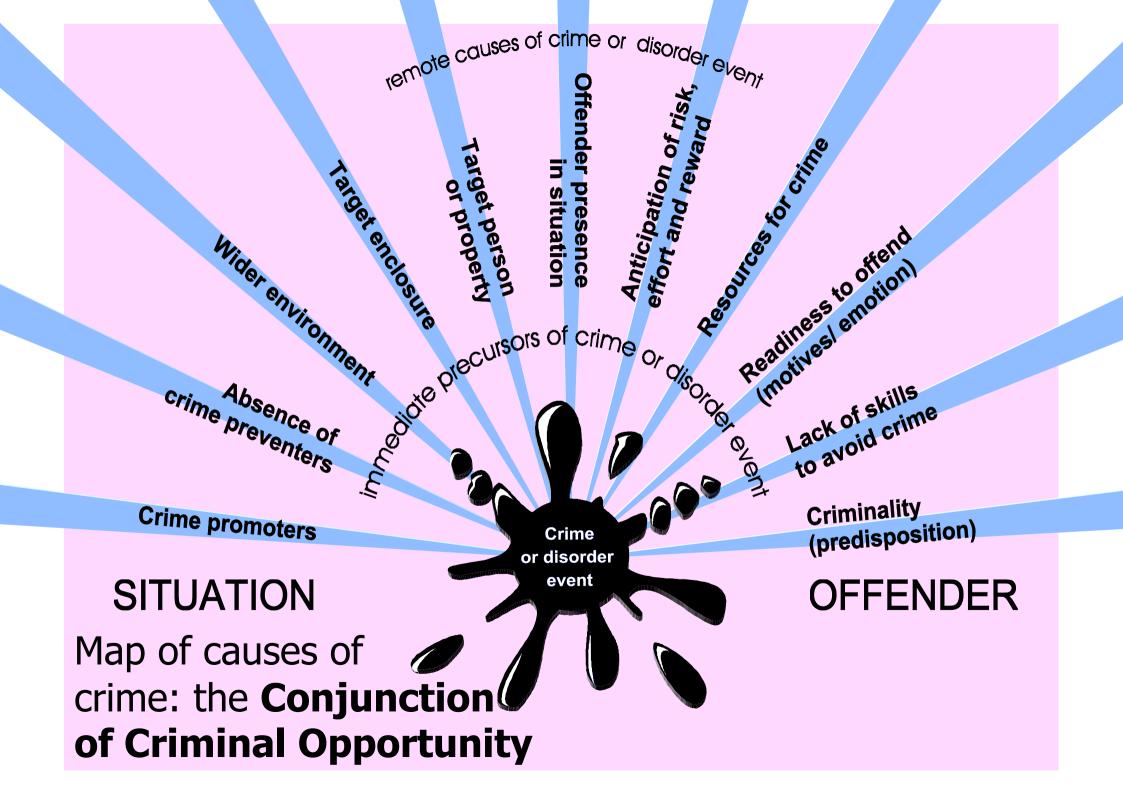
Problem, consequences and context

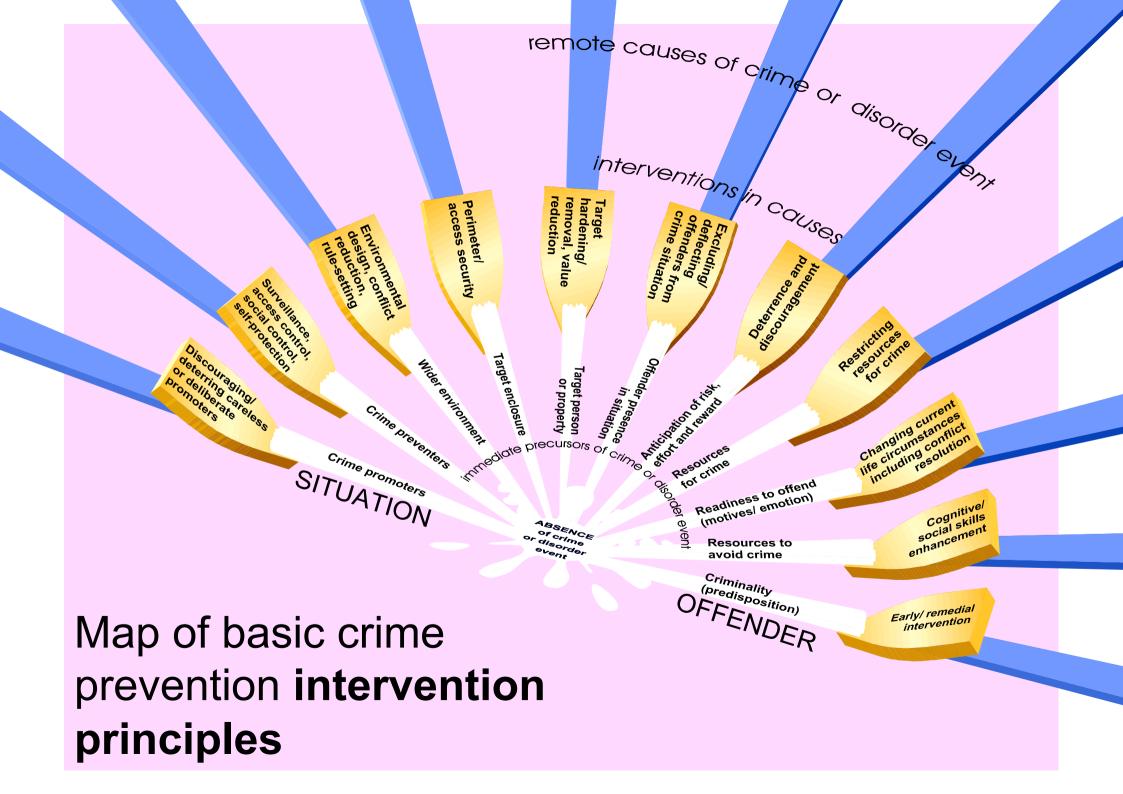
- ➤ Causes
 - >Intervention principles
 - >Intervention practice

Can use Crime Triangle

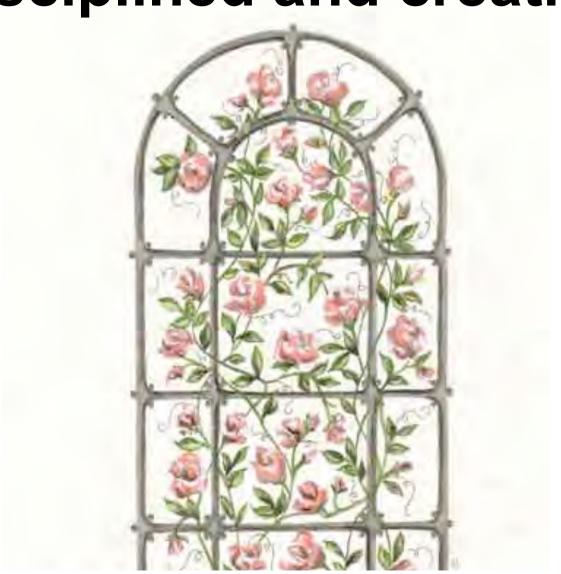


But I prefer...





But... designers must be both disciplined and creative



Capturing dynamics – Scripts

- In situations which people repeatedly encounter eg parking/storing bike they learn which actions work best
- Result of this learning is a script structured sequence of things to attend to, and things to do/avoid, in achieving some purpose or goal/s
- Scripts may be flexible and branching (plan A, plan B)
- Scripts may be associated with particular roles with crime, these are offenders, preventers, promoters
- User/preventer script:

Find bike stand, park and lock bike, go to destination, return, find bike, unlock, exit, use

Abuser/offender script:

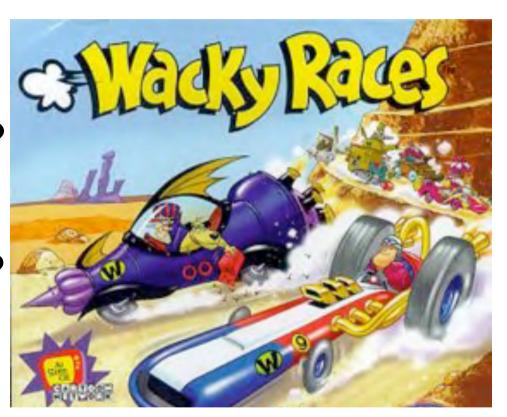
Seek bike parking site, see, gain entry, release bike, take bike, escape, sell

Script clashes

- User and abuser have conflicting goals, causing script clashes:
 - Surveill v conceal
 - Exclude v permit entry
 - Wield force v resist it
 - Challenge suspect v give plausible response
 - Surprise/ambush v warning
 - Pursue v escape...
- Designers' task is to arrange the situation to favour the user over the abuser in each of these clashes in terms of the shifting dynamics of risk of harm, effort, reward
 - so the story ends with the bad guy losing!

The Anticipation dimension: Every design is a bet on the future

- Can product be made?
- Will it work?
- Will it last or fall to bits?
- Will it sell at a profit –
 what's the competition?
- Will people use it as intended?
- Will it be involved in crime?

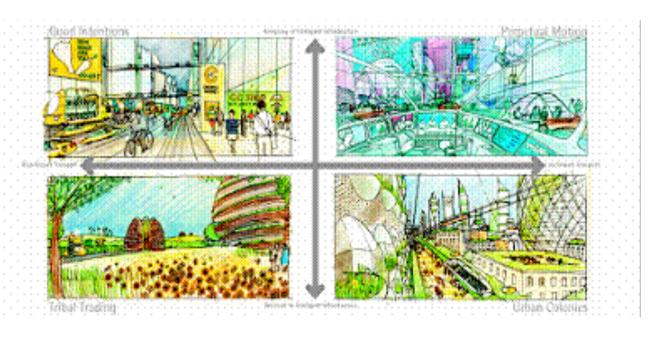


The Anticipation dimension

- Crime Risk Assessment specific incoming threats from elsewhere affecting one's own activity
- Crime Impact Assessment specific exported threats from own activity
- Crime proofing of designs/products
- Horizon Scanning
 - All-encompassing approach over a range of timescales eg 5-50yrs
 - needs wider knowledge of trends and forecasting of events over 'PESTLES' dimensions (political, economic, social, technological, legal, environmental, scientific) and their interactions
 - Makes plausible forecasts backed by evidence, theory and logic –
 inexact but not wild guesses or fringe ideas
 - Helps manage a range of risks and opportunities 'futures thinking', not 'predicting a specific future' policy and practice designed to be robust across this range

Crime and design - futures

- Changing crime new tools, new targets
- Changing priorities
 - Sustainability
 - Low energy
 - Resilience to climate shift, terrorism

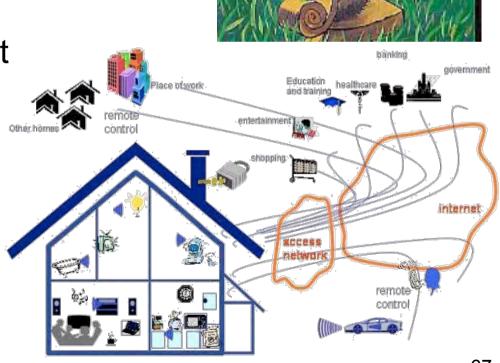


Privacy/freedom v security

Crime and design - futures

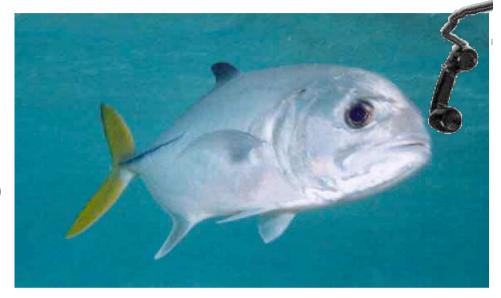
Changing context on all scales – crime threats and CP opportunities

- New land uses
- Blur between products, places, systems
- Intelligent homes/products linked to internet
- Automobiles v public transport
- Cameraphones changing nature of 'eyes on street'
- Intelligent CCTV, multimodal alarm systems
- New materials sensitive, resilient, anti-graffiti?



How to Anticipate — Building on knowledge of correlations & causes

- Empirical approaches
 - Projection of linear trends
 - Statistical modelling of cycles etc
 - eg time series techniques
 - Risk and protective factors CRAVED
 - But nonlinearities
- Theory and logic
 - In each case we can use CCO (as an integrated map of crime theories) to systematically ask 'Will the forecast changes affect this cause of crime, beneficially or harmfully? The potency and implementability of this preventive intervention?' Can home in further by additionally using types of crime threat or of crime problem
 - Major issue with all theory is that many causes interact CP theory has limited knowledge of such interactions
- Simulation software agent-based modeling may be able to explore emergent processes from these interactions



Misdeeds & Security Framework – for anticipating types of crime threat & crime prevention opportunity from scientific & technological innovations

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Misdeeds (Ms) Security (Ss)

Misappropriated - stolen Secured against theft

Mistreated – damaged Safeguarded against damage

Misused – tool/weapon for crime Shielded Supporting

against justice/ crime

misuse reduction/

community safety

Mishandled – fraud, counterfeit Scam-proofed

Misbehaved with – disorder/ASB 'Sivilised'

Mistaken – false alarm Slip-proofed

Mistrusted/ Misunderstood 'Sertain' to report/ understand

Misaligned – adverse side effects Straightening adverse side-effects

Risk factors for Misappropriation Hot Products

- Concealable
- Removable
- Available
- Valuable
- Enjoyable
- Disposable



The Perils of Forecasting



Gearing up against crime – A dynamic strategy for arms races

- Encourage variety
- Design to performance standards/ generic principles
- Study offender resources current and future
- Exploit new technology for prevention eg wearable tech?
- Avoid rigidity remember Tyrannosaurus
- Future proofing
- Pipelines
- Learn from other evolutionary struggles

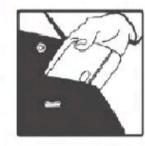
Learning about MOs

Perpetrator Techniques: Dip Lift

modus operandi







Removal of articles from a bag without the owner's awareness









Removal of the bag and contents without the owner's awareness

Lift

Learning from other struggles

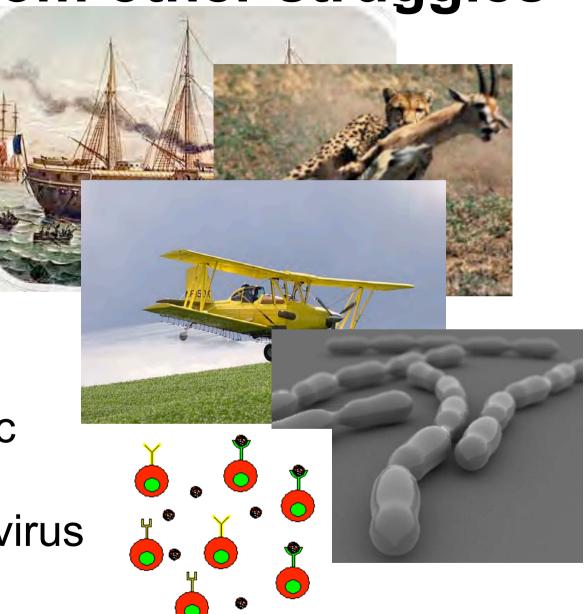
Military

Predator-prey

Pest-farmer

Bacteria-antibiotic

Immune system-virus



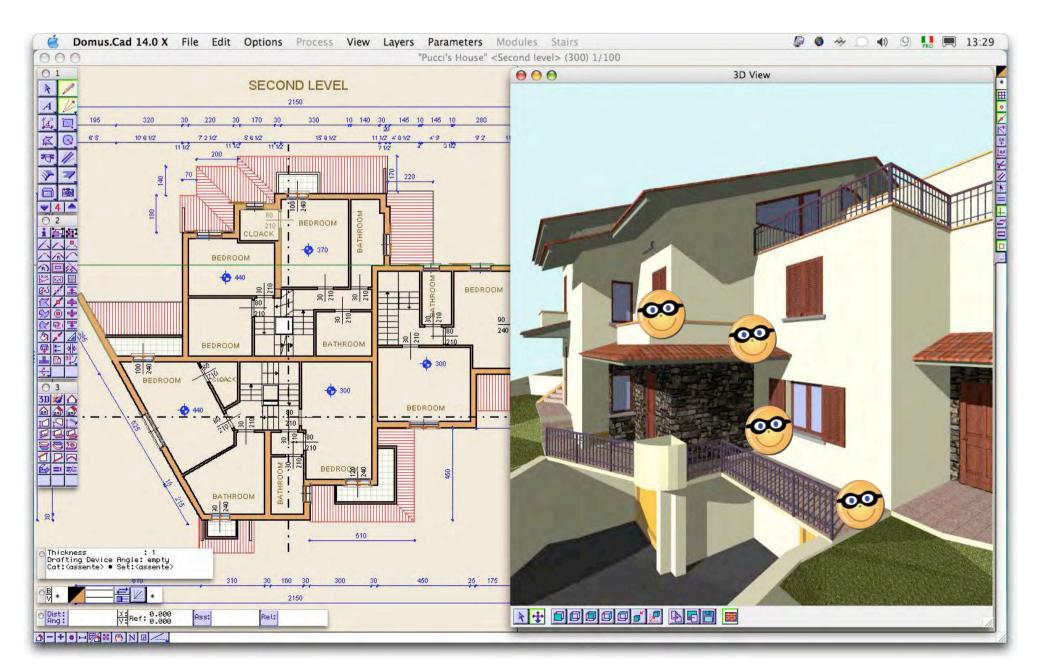
Boosting inventiveness to cut crime whilst respecting the tradeoffs

- TRIZ a theory of inventive principles
- Based on analysis of oodles of patents
- 40 generic Inventive Principles
 - Including the comb-over?
- 39 Contradiction Principles the sharper-expressed the contradiction, the easier the problem to solve…link to troublesome tradeoffs and the fundamental contradiction at the heart of crime prevention (user-friendly, abuser-unfriendly)
- Lookup tables what inventive principles solved what contradictions in past?
- Analysis of evolutionary trends of invention (solid > segmented > flexible > field) look for what's likely to be next to limit search for next solution



Technology of design visualisation – Helping designers, clients and users with virtual reality design aids

Computer aided design



Virtual Reality for lighting design

- Enables designers to visualise lighting before implementation
- Provides a means of communicating design ideas to different interest groups







Criminogenic products – Who is responsible? Are designers complicit in crime?

- Loss/ replacement benefits industry...and owner too
- Designed-in obsolescence
- Fashion must get new model, new style
- Leading architect: 'crime is not the fault of the design, but of the people'
- Crime is a hidden cost or tax but should polluter always pay?

Mobilising designers and design decisionmakers

- <u>C</u>larify crime prevention roles/ tasks to achieve
- <u>L</u>ocate appropriate preventive agents
- Alert them
- Inform them
- Motivate them
- Empower them increase capacity
- **D**irect them objectives, standards



Contact us at

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www.designagainstcrime.com/web/crimeframeworks





