

Cutting Crime Impact

DELIVERABLE 1.7

Report on results of DesignLab 4





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Table of Contents

1	Introd	duction	6
2	Aim c	of DesignLab 4	7
3	Ageno	nda for DesignLab 4	8
	3.1	Welcome, Introduction & Ice breaker	
	3.2	DesignLab Overview	
	3.3	LEA presentations	11
	3.4	Feelings of Unsafety Model	11
	3.5	Scenario Development in relation to Feelings of Unsafety Model	11
	3.6	Presentation and voting	12
4	Desig	gnLab 4 – a conceptual approach	13
5		Use Scenarios	
6	The C	Conceptual Model	16
	6.1	Presenting the Model	16
	6.2	Using the Model	16
7	Devel	eloping Design Concepts	17
	7.1	Design Pitches for LKA scenario	17
	7.2	Design Pitches for INT scenarios	19
8	Devel	eloping Concept Directions	22
	8.1	Next steps	22
9	Appe	endices	23
	А.	DesignLab Agenda	23
	В.	Design Concept sheets	23



1 Introduction

Toolkit concepts and innovative tools are being developed by engaging in a creative idea development process within a DesignLab, designed by USAL. DesignLabs facilitate discussion of key issues related to impact, including societal impact of toolkits and commercial exploitation.

DesignLabs are structured around Human-Centred Design and Design Thinking practice in the product, service and experience design sector. DesignLab sessions guide participants in both problem framing (solving the right problem) and solution generation (solving the problem right) and adopt a 'systems thinking' approach that supports synergies with non-LEA stakeholders and networks.

The aim of the CCI DesignLabs is to ensure that development of the four PIM Toolkits is evidencebased and end-user-led, maximising acceptance and successful implementation.

Five DesignLabs are being delivered over the course of the CCI project:

- DesignLab 1 Predictive Policing for PIM Toolkit 1 (WP4)
- DesignLab 2 Community Policing for PIM Toolkit 2 (WP5)
- DesignLab 3 CP-UDP for PIM Toolkit 3 (WP6)
- DesignLab 4 Measuring and mitigating citizens' feelings of insecurity for PIM Toolkit 4 (WP7)
- DesignLab 5 Expanding the European Security Model to include high-impact petty crime (WP9).

This report contains the results from DesignLab 4 on measuring and mitigating citizens' feelings of insecurity



2 Aim of DesignLab 4

DesignLab 4 was held in Barcelona on 27 January 2020. Participating in the DesignLab were the Cutting Crime Impact (CCI) Consortium members, as well as two CCI Advisory Board members. Thirty-three participants in total. The DesignLab was facilitated by two members of the design research team at the University of Salford (USAL).

The aim of DesignLab 4 was to support problem framing and exploration around practical scenarios relevant to the Prevention, Investigation and Mitigating (PIM) toolkit on measuring and mitigating citizens' feelings of insecurity. The DesignLab sessions were designed to guide the Consortium through a structured innovation, ideation and concept generation process, including initial feasibility testing of toolkit ideas.





3 Agenda for DesignLab 4

The agenda for DesignLab 4 was designed by USAL, and was structured as follows:

12.00	Lunch		
13.00	Welcome Introductior & Ice breake		Participants to start working & thinking creatively as a team - Picnic icebreaker ("Yes, but" vs "Yes, and") Andrew Wootton & Professor Caroline Davey
13.15	DesignLab o	verview	Short presentation by Andrew Wootton
13.20	Presentation	ns from LKA ositive acti A	tions – Parallel Sessions A (room A) and INT (room B) summarising specific demographic ivity deterred by feelings of insecurity
13.50	Presentation of Feelings of Unsafety Model Andrew Wootton & Professor Caroline Davey		
14.10	Briefing – Scenario Development in relation to Feelings of Unsafety (FoU) Model Andrew Wootton		
14.15	Insecurity factor development		 Identify increaser and reducer factors Session Overview: Scenario A (15 minutes) Factors that might promote / increase FoU (5 minutes) Factors that might mitigate / decrease FoU (10 minutes)
LKA	Team N	Team O	 Scenario B (15 minutes) Factors that might foster / increase FoU (5 minutes)
INT	Team P	Team Q	 Factors that might mitigate / decrease FoU (10 minutes)
14.45	Briefing – Reviewing and Selection		



	Andrew W	ootton	
14.50	Factor revi grouping a integration	nd	 PART 1 (10 min + 10 min) As a team, discuss, group and organise the factors generated from the model (e.g. group together; draw boundaries around or links between similar categories of concepts) Stakeholder (area of responsibility) Citizen responsibility, etc. For Scenario A and Scenario B
			PART 2 (5 min) The group should then vote on the mitigating factors they like (e.g. find most interesting / creative / whatever).
15.15	Coffee Bred	ak (photogra	aph model sheets produced by each team)
15.30	The teams integrated of the mod	identify gro to form a ho el).	ic intervention ups of (favourite) mitigation factors that might be collated / olistic intervention (i.e. something that addresses multiple part 1 x holistic intervention idea for each scenario
	• Use	/ re-use Pos	t-It notes from the Model sheet generated earlier
16.00	Use , Design Dev and comm	velopment,	t-It notes from the Model sheet generated earlier Based on developed Scenarios [30 minutes] Develop each of the two intervention ideas (Scenario A and Scenario B) into design concept prototypes
	Design Dev	velopment,	 Based on developed Scenarios [30 minutes] Develop each of the two intervention ideas (Scenario A and Scenario B) into design concept prototypes Spend 15 minutes for each Scenario developing content for the concept design communication sheets
LKA	Design Dev and comm	velopment, unication	 Based on developed Scenarios [30 minutes] Develop each of the two intervention ideas (Scenario A and Scenario B) into design concept prototypes Spend 15 minutes for each Scenario developing
16.00 LKA INT 16.45	Design Devaluation and comm Team N Team P	velopment, unication Team O Team Q	 Based on developed Scenarios [30 minutes] Develop each of the two intervention ideas (Scenario A and Scenario B) into design concept prototypes Spend 15 minutes for each Scenario developing content for the concept design communication sheets [10 minutes] Developing a team two-minute 'pitch' for both design concepts [5 minutes] Pinning sheets to the wall, to present to the



		Consortium feedback will ask questions and provide feedback following each <i>Design Pitch</i>
17.50	Voting	 Voting – 10 minutes Following all the design pitches, everyone is given two red dots and two blue dots. Each person has one red and one blue dot vote per LEA. Red dots should be added to 'favourite' design concept idea and blue dots to 'second favourite' design concept idea.
18.00	Close	

3.1 Welcome, Introduction & Ice breaker

The welcome and introduction was followed by an ice breaker session to help participants adopt an open frame of mind supportive of ideation and development. This session also illustrated the key "*rules of engagement*" for the DesignLab:

Build on the ideas of others by being positive and adding to their ideas. Responses should be the open "Yes, and...", rather than the more closed "No, but..."

The Rules of Engagement were briefly explained, and print outs were posted on the wall (Appendix A).

3.2 DesignLab Overview

The purpose and structure of the DesignLab was briefly explained (Appendix B – Agenda, Appendix C Keynote presentation). USAL also explained that participants had been divided into four teams:

- Team November
- Team Oskar
- Team Papa
- Team Quebec



3.3 LEA presentations

The two LEAs focusing on measuring and mitigating feelings of insecurity — INT and LKA — presented their scenarios. In parallel sessions, INT and LKA each presented two use scenarios, identified respectively as:

- Scenario A
- Scenario B

The presentation of use scenarios by each LEA conformed to a PowerPoint template developed for this DesignLab by USAL and LOBA (D7.3).

INT presented to teams November and Oskar — which contained members of INT (acting as the 'client'), as well as other CCI consortium members from LEAs, research organisations and Civil Society Organisations.

The LKA presented to teams Papa and Quebec — which contained members of the LKA (acting as the 'client'), as well as other CCI consortium members from LEAs, research organisations and Civil Society Organisations.

3.4 Feelings of Unsafety Model

The conceptual model developed in task 7.2 and Use Scenarios developed in task 7.3.1 (D7.3) were developed into presentation materials for use at DesignLab 4 (D7.4)—see appendix 3. USAL presented the CCI approach to conceptualising feelings of insecurity as encapsulated in the CCI Feelings of Unsafety Model, explaining each element comprising the model in turn.

3.5 Scenario Development in relation to Feelings of Unsafety Model

Participants at DesignLab 4 were facilitated by USAL in exploring and discussing the use scenarios presented by the LEAs with regard to potential impact on citizens' feelings of insecurity. Using the CCI Feelings of Unsafety Model, participants were tasked with identifying:

- Factors that might promote / increase citizens' feelings of unsafety and;
- Factors that might mitigate / decrease citizens' feelings of unsafety

As a team, the participants were asked to discuss, classify and group together factors they generated using the model (e.g. group together; draw boundaries around coherent sets of factors and draw links between similar categories of concepts). The groups could be based on, for example:

• Stakeholder types (e.g. area of responsibility)



- Citizen responses
- Overarching themes

Facilitated by USAL, collaborative engagement by consortium members at DesignLab 4 with relevant theories, concepts and issues enabled discussion, idea / concept generation and innovative organisation / linking of factors and responses. From this, a number distinct concepts were developed, with two selected by team members for further design development into Toolkit concepts for presentation to the two LEAs.

3.6 Presentation and voting

This stage of the DesignLab enabled consortium evaluation of developed design concepts through their being explained in a short (5 minute) presentation 'pitch' to all DesignLab participants. Following each 'pitch', participants voted for their first and second favourite ideas from each LEA client using coloured stickers.

The results of the voting were collated and fed back to the LEAs to support USAL decision-making on concepts and ideas to take forward for PIM Toolkit development



4 DesignLab 4 – a conceptual approach

DesignLab 4 was designed specifically for focus area 4—and the format was different from DesignLabs 1 to 3 in two main respects: (i) the use of a conceptual model on citizens' feelings of insecurity to support solution generation and development and; (ii) the use of scenarios rather than problem statements to understand LEA requirements and context. The process for DesignLab 4 is summarised in the box below:

CCI method: DesignLab for generating ideas for measuring & mitigating feelings of insecurity

CCI DesignLab 4 was a four-hour workshop to generate ideas based on a conceptual understanding of feelings of insecurity and some insight into LEA context and issues in relation to practical scenarios. Facilitated by USAL, DesignLab 4 helped generate ideas / solution concepts relevant to two LEAs—who acted as the 'client' in the design process. This type of DesignLab works best when the LEA client has identified real scenarios where feelings of insecurity (rather than crime victimisation) are of concern to the LEA and related stakeholders. In its presentation, the LEA client needs to be able to provide in-depth information about context, issues, etc. related to the scenario—ideally supported by evidence / data.

At the start of the DesignLab, rules of engagement to support creativity are communicated to participants (e.g. responding "Yes, and...", rather than "Yes, but..." when discussing each other's ideas) and a warm-up activity used to demonstrate such principles and create the right mind-set.

DesignLab 4 was structured into five stages — each involving practical activities:

Stage one – to enable DesignLab participants to understand the practical problems/ issues facing the LEA and related stakeholders, the two LEA clients gave a short presentation summarising a specific demographic group and positive activity deterred by feelings of insecurity. Each LEA client described:

- Scenario A
- Scenario B



Stage two – to help participants understand feelings of insecurity in a holistic way, the USAL design team presented the CCI Feelings of Unsafety Model developed specifically for the project

Stage three – to help participants frame the issues /problems presented by the client LEAs in a holistic way, participants were facilitated by USAL in exploring and discussing the use scenarios presented by the client LEAs with regard to potential impact on citizens' feelings of insecurity. Using the CCI Feelings of Unsafety Model, participants were tasked with identifying:

- (i) Factors that might promote / increase citizens' feelings of unsafety and;
- (ii) Factors that might mitigate / decrease citizens' feelings of unsafety.

Stage four – to help participants develop an evidence-based, holistic intervention, participants were asked as a team to discuss, classify and group together factors they generated using the model (e.g. group together; draw boundaries around coherent sets of factors and draw links between similar categories of concepts). The groups could be based on, for example:

- Stakeholder types (e.g. area of responsibility)
- Citizen responses
- Overarching themes

Stage five – to support development of a holistic intervention that addresses the various causes of feelings of insecurity. The teams identified groups of (favourite) mitigation factors that might be collated / integrated to form a holistic intervention (i.e. something that addresses multiple parts of the model). A number of distinct concepts were first developed, with two selected by team members for further design development into Toolkit concepts for presentation to the CCI consortium. These concepts are captured on Design Concept Sheets.

Stage six – to support evaluation of the developed design concepts. Each concept is explained in a short presentation— 'pitch'—to all DesignLab participants. Following these pitches, participants vote for their first and second favourite ideas. The results of the voting are collated and fed back to the client LEAs to support decision-making on concepts to take forward for PIM Toolkit development.

Source: CCI D1.7 Report on results of DesignLab 4



5 LEA Use Scenarios

To enable DesignLab participants to understand the practical problems/ issues facing the LEA and related stakeholders, the two LEA clients gave a short presentation summarising a specific demographic group and positive activity deterred by feelings of insecurity. Each LEA client (INT and LKA) described: Scenario A; and Scenario B. The scenarios identified by LKA and INT are summarised in the box below:

Example: LEA use scenarios - citizens' feelings of insecurity

The two LEA 'clients' were asked to focus on specific scenarios within the city as follows:

- LKA Hanover, Lower Saxony, Germany
- INT Barcelona, Catalonia, Spain (INT)

LKA use scenarios

- Scenario A: Older people (over 65 years) are being deterred from using public transport at certain times for example, the final subway stop "Alte Heide" in a suburban area of Hannover
- Scenario B: Young women (16–25 years) are deterred from using the bars / restaurants / cinema in "Raschplatz", Hannover city centre and from walking to and from the area during the evening

INT use scenarios

- Scenario A: Local residents with children deterred from using public spaces in Ravel, Ciutat Vella district of Barcelona – for example, the play areas and public spaces
- Scenario B: Women (16 30 years of age) are deterred from walking home through the Olympic Harbour areas of Barcelona after a night out

Source: D7.3 Potential Use Scenarios for PIM Toolkit 4



6 The Conceptual Model

6.1 Presenting the Model

To help participants understand feelings of insecurity in a holistic way, the USAL design team presented the CCI Feelings of Unsafety Model developed specifically for the project. The Feeling of Unsafety Model aims to better operationalise the different aspects of worry, anxiety, fear, and feelings of insecurity that relate to crime. The Model reserves the term 'fear of crime' for the situation immediately before victimisation, when the person is aware of an immediate threat and feels afraid. The Model seeks to position feelings of insecurity in relation to actual victimisation. It is not assumed that all individuals will experience crime—or even immediate threat. Indeed, feelings of unsafety often arise without any actual victimisation or threat. The CCI Feelings of Unsafety Model conceptualises the experience of insecurity from the perspective of the person's experience: thoughts about a situation in anticipation; experience in a particular situation; experience during and after a threat or victimisation; and longer-term impact. The Model identifies (a) factors that foster and/or mitigate feelings of insecurity; and (b) factors affecting the perceptions of different groups, including young people / older people, women, men and ethnic minorities—see D7.2.

6.2 Using the Model

To help participants frame the issues /problems presented by the client LEAs in a holistic way, participants were facilitated by USAL in exploring and discussing the use scenarios presented by the client LEAs with regard to potential impact on citizens' feelings of insecurity. Using the CCI Feelings of Unsafety Model, participants were tasked with identifying:

- (i) Factors that might promote / increase citizens' feelings of unsafety and;
- (ii) Factors that might mitigate / decrease citizens' feelings of unsafety

Participants were also asked to group ideas based on stakeholder types (e.g. area of responsibility, citizen responses and overarching themes. Participants went on to develop distinct concepts, with two selected by team members for further design development into Toolkit concepts for presentation to the CCI consortium. These concepts were captured on A2 Design Concept Sheets.



7 Developing Design Concepts

To support development of a holistic intervention that addresses the various causes of feelings of insecurity. The teams identified groups of (favourite) mitigation factors that might be collated / integrated to form a holistic intervention (i.e. something that addresses multiple parts of the model). DesignLab 4 applied the conceptual model developed to address the LKA scenarios (A & B), producing four concept solutions pitched to the CCI consortium. These were written up on A2 size sheets and are the results summarised below:

Design pitch 1	
Team name	Рара
Scenario	LKA – Scenario A: Older people (over 65 years) are being deterred from using public transport at certain times – for example, the final subway stop "Alte Heide" in a suburban area of Hannover
Concept name	Security Network for Senior Citizens Feelings of Security
Concept overview	The "Security Network for Senior Citizens Feelings of Security" (SNCF) is a process and network to address the problems identified by the LKA regarding older people being deterred from using the final subway stop "Alte Heide". It works on the principle that in order to develop bespoke solutions for the recipients, specific factors affecting feelings of security of older people need to be analysed. By identifying the factors of insecurity and the specific needs of the target group, a network between relevant stakeholders (police, municipality, housing companies, social services, city planners, citizens) can be established. The solution supports establishment of a short and fluid communication network to every relevant stakeholder for the identified problems and needs of older people. In a collaborative learning circle, measures implemented (e.g. CCTV, Street lights, social engagement activities etc.) can be constantly evaluated within the network, reviewed and adjusted.

7.1 Design Pitches for LKA scenario



Design pitch 2 Team name	Quebec
Team name C	Quebee
	Quebec
statement p	LKA – Scenario A: Older people (over 65 years) are being deterred from using public transport at certain times – for example, the final subway stop "Alte Heide" in a suburban area of Hannover
Concept name	Garden Station
c e w s a t a c a c c	The "Garden Station" aims at re-designing the train station "Alte Heide" for all citizens (commuters, old, young etc.) by creating a safe and attractive environment. The station will be elevated from a simple train station to a place where people can meet and use the public space regardless of their age or social background. The new station is characterised by an open park atmosphere, in which opportunities to relax and interact are created (chess tables, park benches, ice-cream or coffee shop), but also considers security and mobility aspects (lighting, CCTV, access for disabled) in order to get local citizens, especially older people, to use the public transport. This will be achieved by bringing key stakeholders (experts in CP-UPD, construction companies, security advisors, municipalities and citizens) together to work in collaboration, and addressing citizens' needs in the designing process.

Design pitch 3	
Team name	Рара
Scenario	LKA – Scenario B: Young women (16–25 years) are deterred from using the bars / restaurants / cinema in "Raschplatz", Hannover city centre — and from walking to and from the area during the evening.
Concept name	E.P.I.C. (Enforcement, Prevention, Intelligence, Communication)
Concept overview	Young women are deterred from using facilities at Raschplatz. E.P.I.C. (Enforcement, Prevention, Intelligence, Communication) is a process that addresses the different problems and needs at Raschplatz through a holistic multi-agency partnership. The process supports close collaboration between different public and private stakeholders (police, local council, bar owners,



citizens, victims etc.) in order to bring different solution strategies and
perspectives to the table. The identified problems at the Raschplatz are
analysed within the partnership and measures taken and evaluated. The role of
the police is: enforcement of the law; preventing through visibility, education,
design and target hardening; collection of intelligence about offenders, victims
and the location; and open communication with citizens and stakeholders.

Design pitch 4	
Team name	Quebec
Scenario	LKA – Scenario B: Young women (16–25 years) are deterred from using the bars / restaurants / cinema in "Raschplatz", Hannover city centre — and from walking to and from the area during the evening.
Concept name	"Raschplatz Watch"
Concept overview	"Raschplatz Watch" is an initiative that brings social and environmental programs together in order to address problematic public spaces. The initiative comprises an agreement with local authorities and shop owners to take more responsibility for people's behaviour resulting from using their businesses (alcohol abuse, violence, etc.). Such an agreement has the additional benefit of improving the balance between the day- and night- time economy by giving shop owners further business options and making them feel responsible for the public space. The initiative will improve social cohesion between shop owners , citizens and local authorities, who will work together in order to design the space for a diverse and safer community.

7.2 Design Pitches for INT scenarios

Design pitch 5	
Team name	November



Concept name"Community Hub"Concept overviewThere have been protests by local residents concerned about the existence of empty apartments owned by banks that are being occupied by narcotic dealers that sell drugs in the neighborhood. According to local residents, this causes incivilities and a certain degree of violence in the neighbourhood (although there is no police evidence of violent crime). The presence of drug consumers on the street results in local residents not feeling comfortable there and children being prevented from using public spaces by their parents. The design concept is a "Community Hub" with a wide public intervention remit. The principle is that the municipality should buy the empty buildings from the banks and transform them into Community Hubs offering different public services (educational, cultural, health) and social housing. The main idea is to transform empty buildings into public facilities— rather than them being a source of problems.	Scenario	INT – Scenario A: Local residents with children deterred from using public spaces in Ravel, Ciutat Vella district of Barcelona – for example, the play areas and public spaces.
empty apartments owned by banks that are being occupied by narcotic dealers that sell drugs in the neighborhood. According to local residents, this causes incivilities and a certain degree of violence in the neighbourhood (although there is no police evidence of violent crime). The presence of drug consumers on the street results in local residents not feeling comfortable there and children being prevented from using public spaces by their parents. The design concept is a "Community Hub" with a wide public intervention remit. The principle is that the municipality should buy the empty buildings from the banks and transform them into Community Hubs offering different public services (educational, cultural, health) and social housing. The main idea is to transform empty buildings into public facilities— rather than them being a source of	Concept name	"Community Hub"
	Concept overview	empty apartments owned by banks that are being occupied by narcotic dealers that sell drugs in the neighborhood. According to local residents, this causes incivilities and a certain degree of violence in the neighbourhood (although there is no police evidence of violent crime). The presence of drug consumers on the street results in local residents not feeling comfortable there and children being prevented from using public spaces by their parents. The design concept is a "Community Hub" with a wide public intervention remit. The principle is that the municipality should buy the empty buildings from the banks and transform them into Community Hubs offering different public services (educational, cultural, health) and social housing. The main idea is to transform empty buildings into public facilities— rather than them being a source of

Design pitch 6	
Team name	Oskar
Scenario	INT – Scenario A: Local residents with children deterred from using public spaces in Ravel, Ciutat Vella district of Barcelona – for example, the play areas and public spaces.
Concept name	Revolution
Concept overview	"Revolution" advocates the total transformation of the public space. The transformation of an urban area also requires the improvement of its prestige. Good news from that renewed location should be generated to regain its good reputation—a good reputation is vital to citizens' feelings of security.



Design pitch 7		
Team name	November	
Scenario	INT – Scenario B: Women (16 – 30 years of age) are deterred from walking home through the Olympic Harbour areas of Barcelona after a night out.	
Concept name	Green Path	
Concept overview	Green path involves transforming the olympic harbour in Barcelona. The area has become a large entertainment area that is especially visited in late evenings from Thursday to Saturdays. Women between 18-30 years old are deterred from using it due (it is thought) to fears of becoming a victim of sexual assault (although crime figures don't evidence that assaults occur). The neighbourhood some distance from the city centre, surrounded by a large motorway and spaces that are empty of people in the early hours of the morning when bars and discos close. Team November introduced different responses (short, medium and long-term responses) to make the way back home easier and nicer for women—and, consequently, feel safer from a subjective point of view. The immediate response included ad hoc buses or police patrols. The longer-term response, more structural measures such as more activities in the area, a better transport network, space transformation (e.g. less hidden corners, green spaces, etc.).	

Design pitch 8		
Team name	Oskar	
Scenario	INT – Scenario B: Women (16 – 30 years of age) are deterred from walking home through the Olympic Harbour areas of Barcelona after a night out.	
Concept name	Connect	
Concept overview	"Connect" is based on a win-win philosophy that involves bar and disco owners in the transformation of the area with the idea that a nicer and easier access and exit to/from Olympic harbour fosters more safety feelings, but also more business for the premises within the area. For this reason, entertainment firms operating in the Olympic Harbour area should cooperate.	



8 Developing Concept Directions

After the DesignLab, the results were critically reviewed by USAL. The solutions ranged from: regeneration; through the design of better services and rethinking public spaces affected by the high levels of insecurity; to organising a bus service for those returning from a night out. USAL noted that many interventions involved wholescale regeneration of the area using CP-UDP—rather than offering a more targeted approach.

USAL suggested that the client LEAs might: a) develop a toolkit to help them better target interventions; b) adopt a human-centred approach that aims to better understand particular demographic groups and supports them in using public space, transport, etc. and (iii) draws on literature from business / marketing (e.g. Segmentation, Marketing and Positioning) to understand and improve use of facilities by specific groups.

In discussion with the LKA, the decision was taken to focus on older people using the railway station and to use focus groups as a methodology to better understand the perceptions, feelings and needs of older people.

INT decided to focus on measuring feelings of insecurity in small areas in the city with drug problems. INT identified the need for a toolkit to understand and address specific outbreaks of feelings of insecurity, rather than a toolkit for the design of general security policies—which had been the thinking initially.

8.1 Next steps

LKA and INT are currently developing the LEA Toolkit Specification—to be completed July to August 2020. Iterative design and prototyping of the LKA Tool will follow a structured development process, as in PIM Tool development for the three focus areas.



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- 9 Appendices
- A. DesignLab Agenda
- B. Design Concept sheets









Ceneration no country 3 VICES Interventio Increase-3 fuetout. Restruc Sectar To STIAULATE THE Pizoce Anne 6 Up old & create new opportunity communit Team: November to use Spores for the]; (Harpy) +> hids playing 4 CCI I CUTING CRIME









CCI Team: November A **Storyboard of use** Municipality buys appartments municipality daycar requalifies Bamily Ł A9. buildings and 9. public space people create / give to community s project has neceived funding fro on Horizon 2020 research and in gramme under grant agreement












CCi Team: NºV&MB&R (B)Key features / aspects 1 BETTER SAFGR DESIGN WALKS PUBLIC SPACE ÷ MORE DIVERSE COMMUNITY BUILDING USE RETTER MODERN PUBLIC INFRASTRUCTURE TRANSPORT This project has received funding from the Eur Union Horizon 2020 research and innovation programme under grant agreement no. 78710





CCCi Team: OSCAR A. Concept background			
Design concept name? REVOLNTION.			
What is it? COLLECTIVE NEIGHBOURHOOD ACTION. GOVERNMENT SUPPORT - FINANCE HOUSING POLICY MESSAGES GOOD NEWS GUARDIANS. COMMUNITY OWNERSHIP	Who is it for / who uses it? · COMMUNITY RESIDENTS · BUSINESSES · GOVERNMENT · POLICE / SECURITY.		
What does it do? SUPPORT RESIDENTS TO INVENT CHANGE. INCREASES COMMUNITY OWINERSHIP DEVELOPS POLITICAL CHANGE.	How is it used / how does it work? GOVERNMENT SNPPORT COMMINITY OWNERSHIP BETTER EYES' MORE PEOPLE		
What change will it create? • STRONGER NEIGHBONCHOODS. • ENPOWERED RESIDENTS. • REPAIR THE BROKEN WINDOWS	What is needed to enable the concept? POLITICAL PRESSARE. STRONG + VOCAL RESIDENTS. EDCOMMANITY COHESION.		

This project has received hunding from the European Union Horizon 2020 research and innovation programme under grant agreement no. 787100













SCENANO . A - Societa Concer D.	
CCI Team: PAPA Intervention Concept Generation	tion
SCENADIN A BUILDINGS HIDINS MIGH HAVE DEPENDING ALE NOT PLACES (Polarizature) DETUDEN CCTU MELLANNE (Polarizature) DETUDEN CCTU MELLANNE (Polarizature)	
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CCI Team: アダアチ Intervention Concept Generation	COMMUNITION BETTER COMMUNITION BETTER COMMUNICATION	Media Straton	Marken Tolky)	
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CCi Team: PAPA **Concept background** CUTTING CRI Design concept name? ENVIRONMENTAL NETWORK FOR SENIOR SECURITY METWORK FOR SENIOR CITIZENS CITIZENS FEELING OF HE What is it? Who is it for / who uses it? SECULIT SUSTAINABLE TOOLLID POLICE MULPICIPACITY BJECT+SOBJECT EEDUCE CEIME | FEAR OF CHIME HOUSING COMPANIES PUBLIC TRANSPORT -BUILD A PARTICI PATION CONSENT - URBAN ALANNINS + DESIGN - HE GET INFORMATION ADOUT CLEANING CITY SERVICE THE SPECIFIC PEEDS - SOCIAL SERVICES CITIZENS What does it do? How is it used / how does it work? EARNING CYCLE CREATE SOLUTION FOR MAKING BETTER / SARER FUALATION ANALYSE ENVIRONMENT REFLECTION TO HAKE PEOPLE FEEL SAFE TELDERLY REOPLE TO OSE PARTCIPATION ACTION THE PUBLIC TEANSPORT BRING BETTER INFORMATION What is needed to enable the concept? What change will it create? - FLUIDE COMMUNICATION PLOCESS BETWEEN STAKE . HOWER + EWERLY AEORLE - BETTER FEELING + USING INFORMATION SYSTEM MORE HEARTE FINANCIAL BENEFIT FOR PT This project has received funding from the Eur Union Horizon 2020 research and innovation programme under grant agreement no. 787100

CCCi Team: PAPA **Key features / aspects** Security Network for senior Citizen, Feeling of Sound Multi-Sector Implication. to Understanding Elderly citizens find solutions safely needs FRAT.... 100 Improving Station/adapted to Seniors citizens 0000 N MAR AN is project has received funding from the Er ion Horizon 2020 research and innovation ogramme under grant agreement no. 7871





Intervention Concept Generation - MNOMONA Factor Dation Da 2 SLEEPING PCACE POL HONELESS CCI Team: PAPA SCENARIOP qu mollat. Prt/ · 1 · homeless re-housing SEBUIL & CP.C.

('on rid Intervention Concept Generation Inci deute Lack of social media 3 Mprelound Support Kelpone trodens Victous PROTET Stay n1944 SPECIFIC+ 2 Hin · More Anon-Mare 17/W 20 X "Paper \$ PLOFESSION PEOTECTION ABOUT VICTIA HEALD 1 44VE



Intervention Concept Generation ×. Heventer Megne themes 5-1 Vare. 1. revention T00/1041 Scend CCI Team: PAPA This project has received funding Union Horizon 2020 research and programme under ormet



B CCi Team: PAPA **Concept background** Design concept name? EP.I.C (ENFORCMENT, PREVENTION, INTELLIGENCE,) What is it? Who is it for / who uses it? MULTIPLE HOLISTIC MULTI ACENCY STAKEHOLDERS PARTNERSHIP APPROACH TO PROBLEM » POLICE * LOCAL COUNCIL SOLVING Y LOCAL RUSINESSES * LITIZENS - TEMPLATE * VICTIMS * HEDIA ETC ... What does it do? How is it used / how does it work? - IT BRINGS TOLETHER IMPORTANT BY FILLING IN THE STAKEHOLDERS TO SOLVE PROBLEMS TEPLATE, IN HULT' - DIRECTION - HELPS TO SOLVE PROBLEMS TO SOLVE LOHPLEX IN DIFFEREN LEVEL PROBLEMS What change will it create? What is needed to enable the concept? - MAP OUT PARTNERS - BRINGS TOLETHER ALENCIES TO LOOPERATE WITH THAT NORMALLY WOULDN'T WORK TOGETHER - ESTABLISH A LEADERSHIP STRUCTURE - IT HELPS TO TEST CONNITHENT FROM DIPTERENT/HULTIPLE SOLUTIONS STAKEHOLDERS ect has received funding from the Euro rizon 2020 research and innovation ne under grant agreement no. 787100







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CCI Team: QUEBEC (A) Environment	Environmen ne No Tunners Veresuance G DIFFBRANT Environmen ne NARRAU + Communa. (11)
NO DARK - NOUL	Reday one one of the reacht of the rate of the reacht of the reacht of the rate of the rat
Si light we lighting	
- CREATE CONDITIONS FOR BETTER SPONTANEOUS SURVEILLANCE . ADD EXTRA FUNCTIONS - INCREASE SOCIAL MIX . ADD EXTRA FUNCTIONS - INCREASE SOCIAL MIX . ADD EXTRA FUNCTIONS - INCREASE SOCIAL MIX	SPONTANEOUS SURVEILLANCE LEASE SOCIAL MIX ENVIRONMENT (STATION
AND SURNOUNDING HOUSES	APPEALING/ BEAUTH FUL
	LANDSCAPE
The project has received function from the European Union Medican Stoch reasonal and internation programme worker gamt agreement (no. 187100	







COLOR Team: DUEBEC (A) Concept background		
Design concept name? GARDEN STATION 88			
What is it?	Who is it for / who uses it?		
RE-DESIGNING APPROACH OF THE STATION	FOR COMMUTERS AND LOCALS (YOUNG & OLDS) - ALL AGES - ALL BACKEROUNDS		
	- EVERYONE		
What does it do? How is it used / how does it work?			
- CREATES THE FEELING - PEOPLE CAN 60			
OF A SAFER ENVIRONMENT	THERE FREELY, NOT ONLY COMMUTERS BUT ALSO LOCALS		
	- CHESS TABLES - ROUND & STOOLS - SHOP (ICE-CREAMS, COFFE) - LIGHT + CCTV - RATIP FOR SWIREICHCIK		
What change will it create?	What is needed to enable the concept?		
- MAKE PEOPLE MORE MOBILE	- CP- UDP approach & experts		
- HAKE TRAVELLING HORE	- construction company		
PLEASANT CE & SAFE - MIXES REOPLE THAT USE PUBLIC TRANSPORTATION & THE ONES THAT DON'T	- CLOSE COLLABORATION BETWEEN SECURITY ADVISES & CITY PLANNERS & INVOLVE HENT & ENGA- GEMENT OF USERS		
This project has received funding from the European Union Horizon 2020 research and Innovation programme under grant agreement to: 787100			






Intervention Concept Generation THE NIGHT OUT KAPAR CLASS WITH THE POLICE NOTEN'S ONCY CCI Team: DUEBEC TRAINIWL Scenario B KAMPTE

Service and son Intervention Concept Generation PATROL PERSON AL DALL CCI Team: OUEBEC SUND 出る SCONARIO B puice POLIC POLICE WITH PLESENCE SUNI SUNI FROM PULK 2 FRIENDS NOR SURVER presence PROVIDE CONSANT POUCE





















Consortium meeting, DesignLab & Advisory Board

Wednesday 29 - Friday 31 January 2020

Departament d'Interior, Carrer de la Diputació 355, 08009 Barcelona, Spain

Programme

Day 1: Wednesday 29 January 2020

09.30	Registration

- 10.00 Meeting introduction Professor Caroline L. Davey, USAL
- 10.05 Welcome address Angels Vila Head of the Cabinet of Security – Direction General of Security Administration, INT
- 10.15 1.0 Welcome & apologies
 - 2.0 Review of minutes from previous meeting and matters arising
 - 3.0 Project management
 - 3.1 Trello
 - 3.2 Advisory Board
 - 3.3 Ethics Review
 - 3.4 Mid-term Project Review 14 May 2020 (tbc)
 - 3.5 Next Consortium Meeting
- 11.00 Refreshment break
- 11.15 **4.0** Financial administration
 - 5.0 Current deliverables & deadlines
 - 5.1 Design & prototyping plans for LEAs
 - 5.2 Current deliverables & deadlines
 - 6.0 Communication & dissemination
 - 6.1 Activities undertaken to date LOBA
 - 6.2 Upcoming communication and dissemination opportunities

- 7.0 Innovation management
- 8.0 Any other business (AOB)

12.00 Lunch

- 13.00 DesignLab 4 Measuring & mitigating citizen's feelings of insecurity
- 15.15 Refreshment break
- 15.30 DesignLab 4 (continued) Design concept development
- 16.50 Design team presentations
- 17.50 Consortium voting
- 18.00 DesignLab 4 close
- 20.00 Consortium dinner (restaurant to be confirmed)

Day 2: Thursday 30 January 2020

9.00	Registration
9.30	Welcome address Eduard Sallent, Chief Commissioner of the Police of Catalonia – Mossos d'Esquadra, INT
9.40	Advisory Board Meeting — Welcome & overview
Predicti	ive Policing – LEA toolkit concept review
10.10	LKA toolkit concept presentation Maximilian Querbach, LKA
10.30	Discussion & feedback on LKA toolkit concept
11.00	Refreshment break
11.20	NPN toolkit concept presentation Marian Krom, NPN
11.40	Discussion & feedback on NPN toolkit concept
Commu	inity Policing – LEA toolkit concept review
12.10	GMP toolkit concept presentation Roberta Signori, GMP
12.30	Discussion & feedback on GMP toolkit concept
13.00	Lunch
14.00	CML toolkit concept presentation Mónica Diniz & Elsa Calado, CML
14.20	Discussion & feedback on CML toolkit concept
CP-UDP	Policing – LEA toolkit concept review
14.50	GMP toolkit concept presentation Julia Hall & David Maher, Design for Security, GMP
15.10	Discussion & feedback on GMP toolkit concept
15.40	Comfort break
15.55	PJP toolkit concept presentation Dorel Hiir, PJP
16.15	Discussion & feedback on PJP toolkit concept
16.45	Closing remarks
17.00	Advisory Board close

Day 3: Friday 31 January 2020

- 9.00 Registration & refreshments
- 9.15 Welcome & introduction Francesc Guillén, INT
- 9.20 Guest presentation & discussion "Multilevel indicators and perception of security in neighbourhood's level" Marta Murrià Sangenís Institut d'Estudis Regionals i Metropolitans de Barcelona

10.00 CCI Meeting introduction

10.10 Research plan

- Research focus / scope
- Relation to CCI Focus Areas
- Time & resourcing
- Next steps
- 12.30 Meeting close

Contact numbers

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