

8th European CAF Users' Event "Leading Quality into the Future"
12 April 2018, Sofia, Bulgaria

Designing Prisons as Learning Environments for a Life without Crime

Client:

The Criminal Sanctions Agency

Public sector partner:

Senate Properties

Private sector partners:

Workspace Oy, Delfoi Oy, Melkior Oy, Kopla Helsinki Oy



Outline

- 1. Background and context**
- 2. Process/dynamics**
- 3. Results/outcome**
- 4. Lessons learned & key recommendations**

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1. Background and context

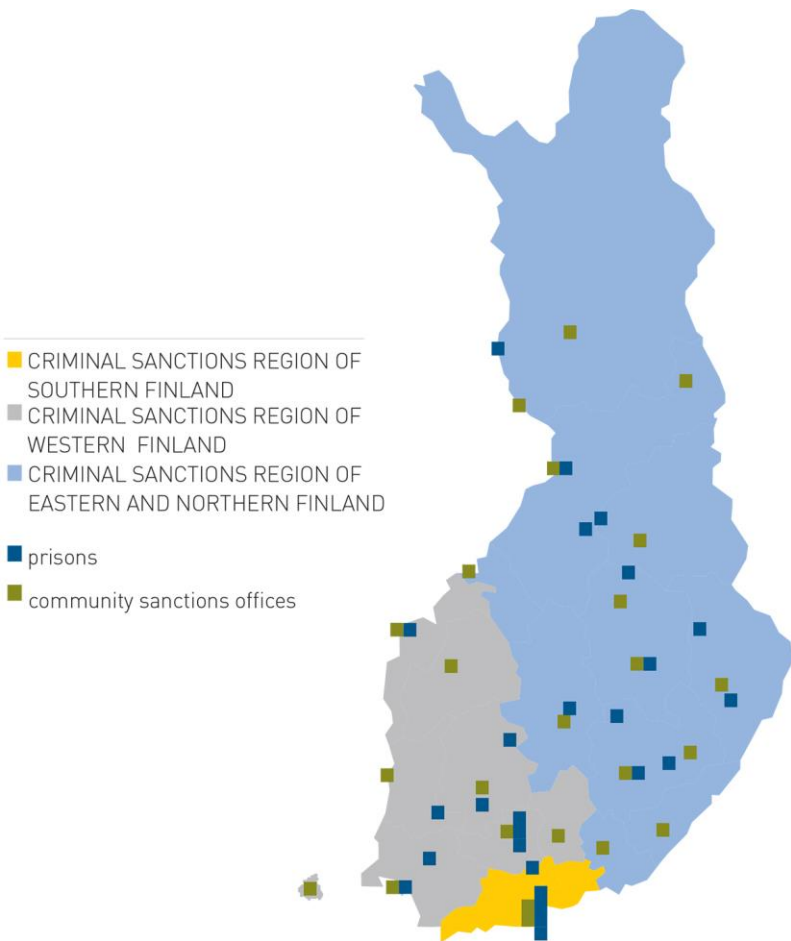
2. Process/dynamics

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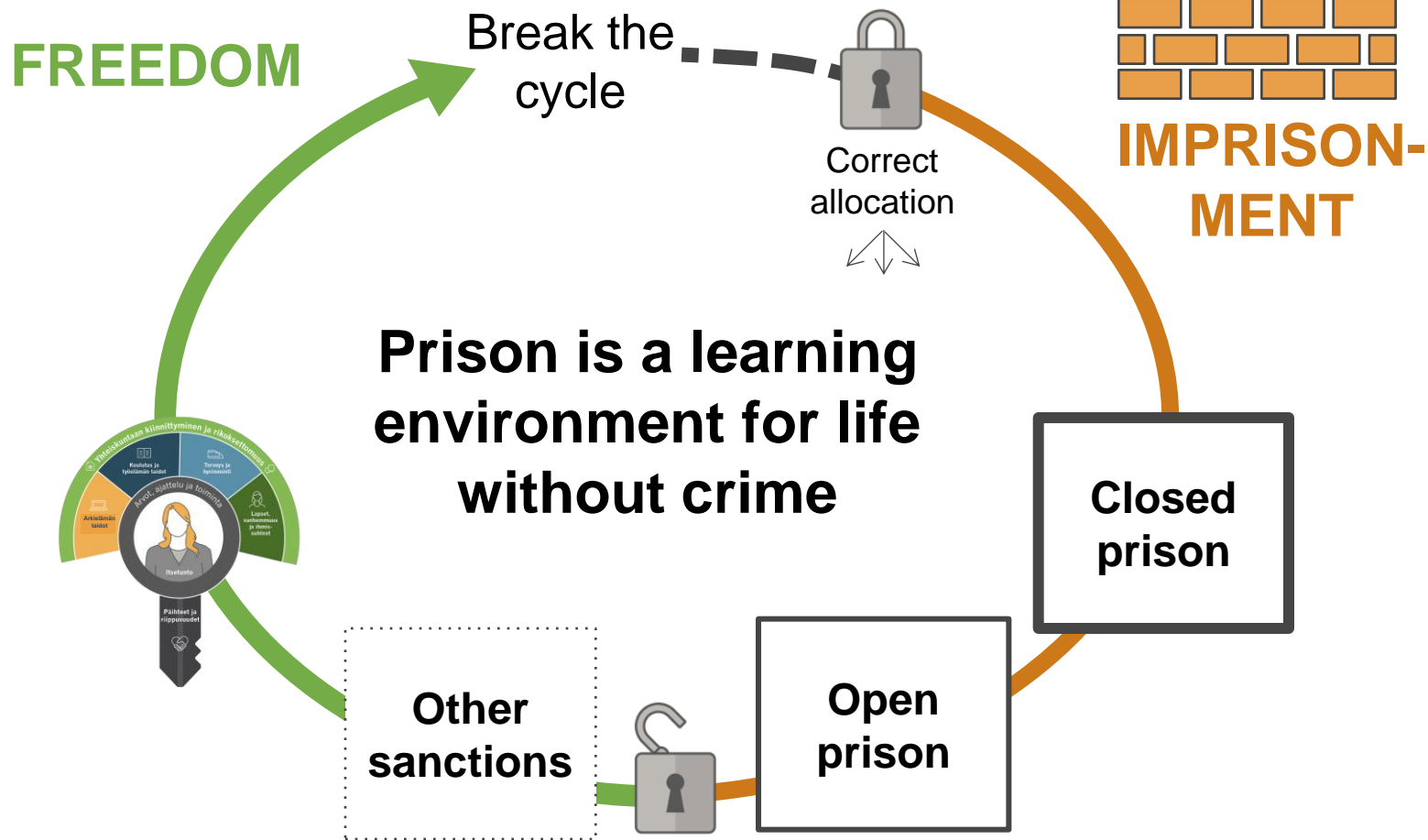
The Criminal Sanctions Agency in Finland

Key figures



- One of the lowest prison populations in Europe, 57 prisoners per 100,000 of national population. (USA: 666/100,000).
- Prison terms are exceptionally short in the international context. The average length of actualized prison term is about 11 months and about half of the prison terms are less than 3 months.
- Average daily number of prisoners 3 120 (8% women)
- Average daily number of community sanction clients 3 061
- The Criminal Sanctions Agency employs approx. 2700 officials
- The most common principal offence is violent offence among sentenced prisoners (38%) and aggravated drunken driving among community sanctions clients
- The overall costs of the criminal sanctions field were about 245,4 million USD
 - Costs per prisoner per year about 72 000 USD
 - Cost of one prison day 235 USD in closed prisons, 136 USD in open prisons

It's all about breaking the cycle



Where do we need to go to reach this?



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The aspects of development

Development viewpoints

- ① Future requirements
- ② Arguments based on research
- ③ Prisoners perspective
- ④ Personnel perspective

EFFECTIVENESS

What do we aim for?



SERVICES

How does it show for the prisoners?

PROCESSES

What needs to be done to make it all work?

The process (Dec 2016 – Jan 2018)



WHY: effective areas



HOW: process descriptions



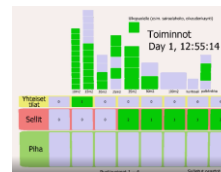
WHAT: service map



HOW: Customer journey



FOR WHOM: customer segments



HOW: Simulation of operations



WHERE: Testing layouts via simulation



WHY: Economical benefits & argumentation

Holistic view on development



FUTURE

The key to participation and a life without crime

Framework for effectiveness



Need-based segments

What are the needs?
Matching services to convicts' needs



Map of services

What services do we offer?

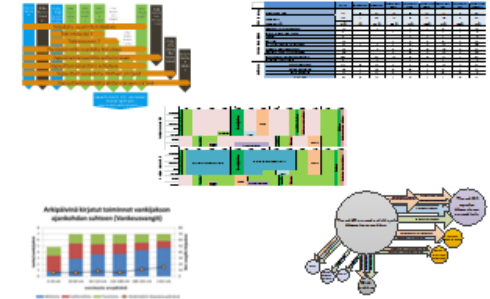


PROCESSES AND RESOURCES



Processes and factors of production

How does the prison function now? What will change?
What do the new services and functions require?



Pilot: prison for women in Hämeenlinna

What kind of spaces support our activities?



Effectiveness & needs

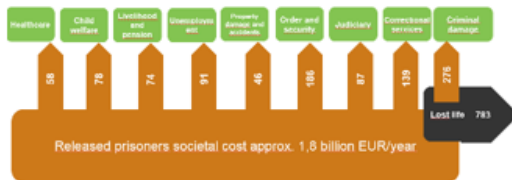
What should we focus on?
What does research say?



Benefit assessment

Why should we develop?

Opportunities to save and make a difference



Partners in design & development

”Together we can reach higher”

- **Client:**



- **Public partner in design & development:**

Senaatti

- **Private partners in design & development:**



Workspace

DELFOI



<http://www.rikosseuraamus.fi/en/index.html>

<https://www.senaatti.fi/en/>

<http://www.workspace.fi/>

https://www.delfoi.com/web/solutions/Tuotanto/en_GB/lean_1/

www.melkior.fi/english/

<http://www.kopla.fi/en>

Criminal sanctions agency's expertise was central in the development

Functional planning workshop 1/2017



Workshop with Hämeenlinna personnel

2/2017



Workshop with Hämeenlinna inmates

2/2017



3D-modeling is a cheap way to time travel: *this is how it could look*



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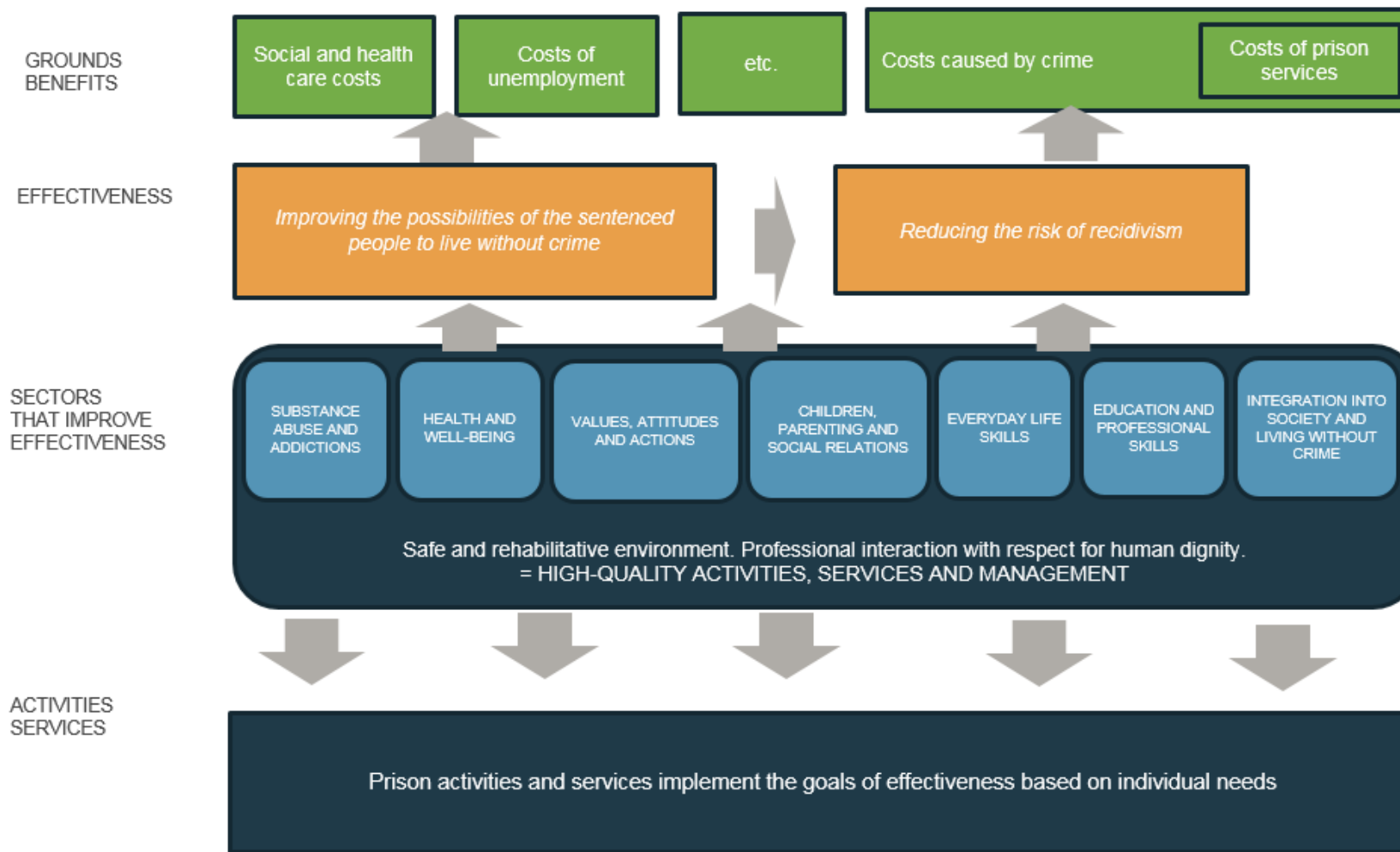
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Framework for effectiveness




Ex-inmates annual cost to society 1 Billion €



**Social &
Healthcare
300 M€**



**Damages & tax
losses 320 M€**



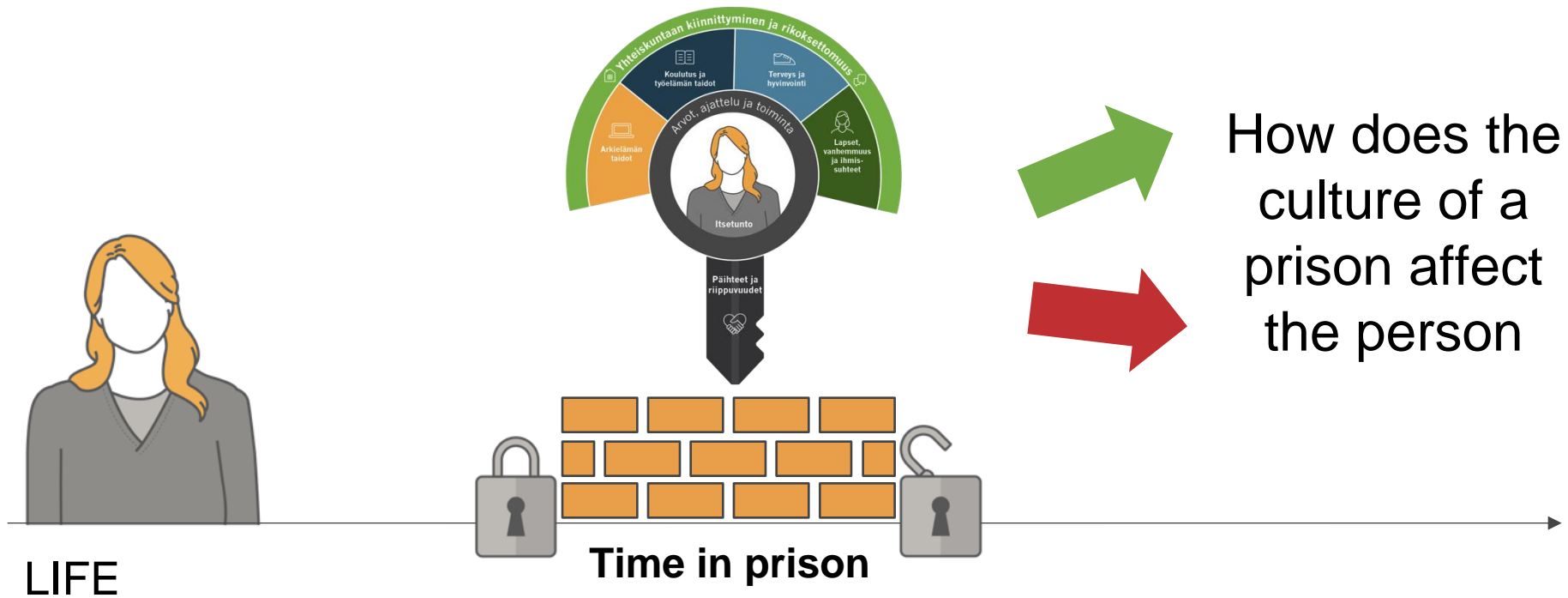
**Cost of upkeeping
safety and justice
270 M€**



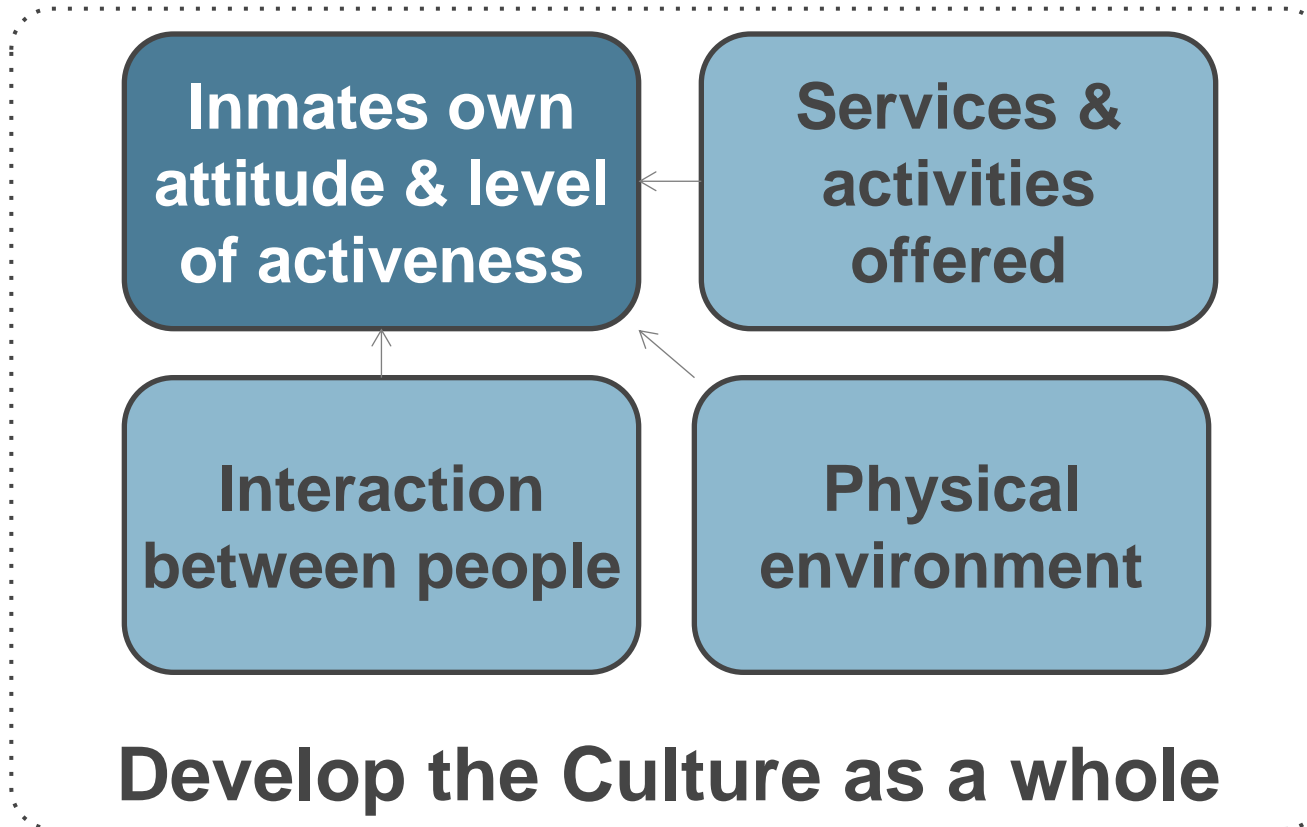
**Cost of Re-
offending 140 M€**

→ Payback time
of the new prison
estimated based
on effectiveness

Time in prison is just one period in a persons life...



...so how do we affect the direction of ones life?



The Rehabilitative Prison Concept in a Nutshell



Customer journey

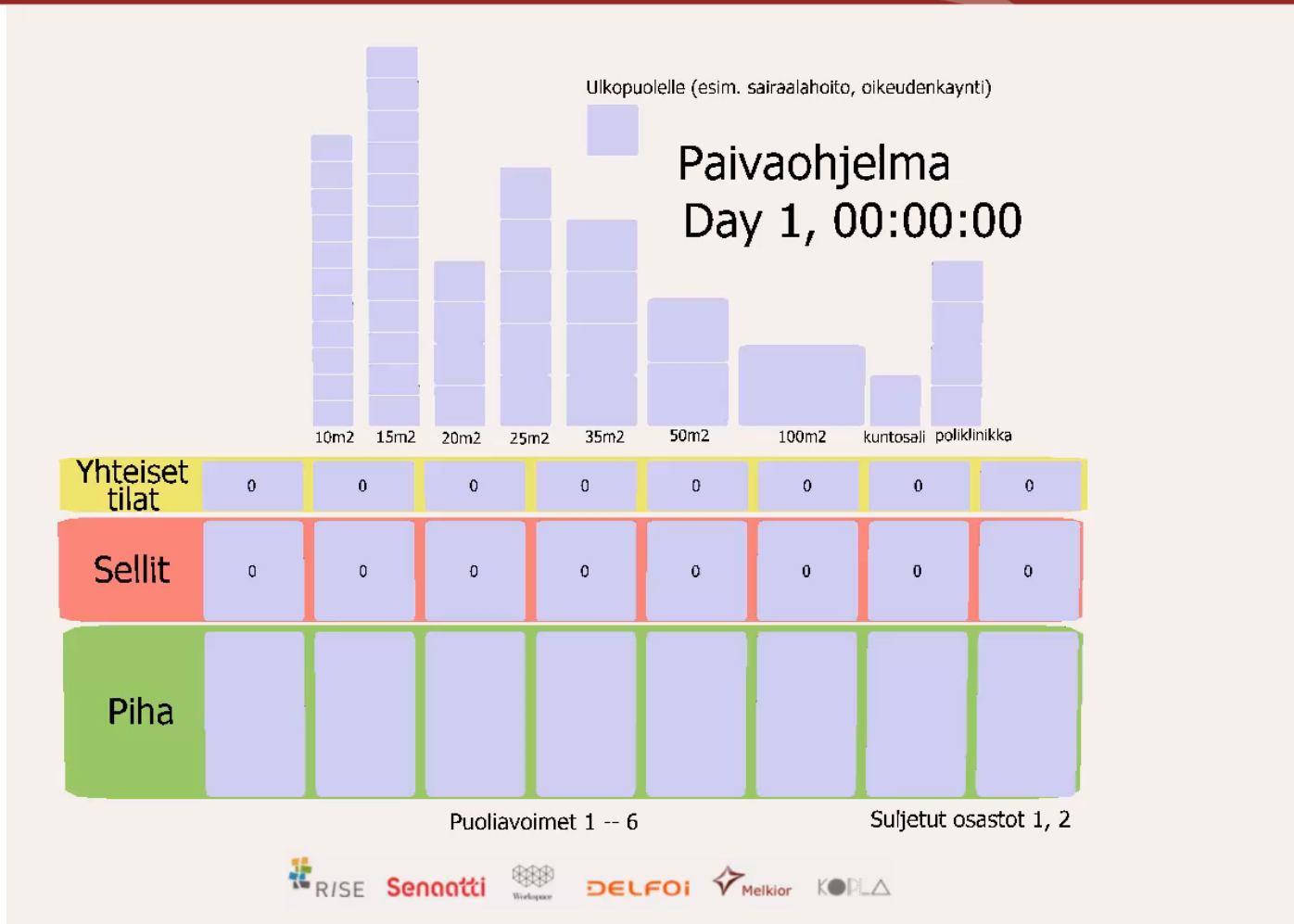


Orientation material incl. ward rules and practices, the daily routine, how to go about when one needs something, whom to ask for advice and what to do/what not to do.



**Orientation, discussions about rules and practices.
A tutor-inmate, who is committed to guiding new ones, a trustworthy source of information.**

Simulating operations helped ensure right amount of resources



Testing the layouts via simulation provided fact based evaluation on different options



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Lessons learned

- **Holistic development of culture is the key**
- **Use visual tools to imagine the future**
- **Use hard work and data to evaluate true effects**
- **Get the all the right people involved**

Questions



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