# Prisons Technology: into the future

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# Prisons of the future

European Project aiming at achieving :

- Impression of a **future landscape** of prisons
- Common framework for analyzing and assessing **alternatives** to regular imprisonment
- Comprehensive **policy frame** that combines **retribution, rehabilitation** and **restoration**
- Toolkit of **innovative prison options** and possibilities of application

# Assessment of Technology in the future prison project

- Project "Prisons of the Future" started 1 April 2014
- Participation of Sweden, Denmark, Finland, Belgium, Netherlands, CEP (European probation organization) and Europris
- Outside-in thinking by professionals and scientists
- Pro's and Con's of technology for the prisoner, prison staff and effects on 'pains of imprisonment', social network, citizen/society
- In terms of respect, 'fairness', retribution, rehabilitation, normalisation, restoration
- What makes technology 'work'?

# Technology of the Past

"Will I be issued a hands-free device?"

# Assignment

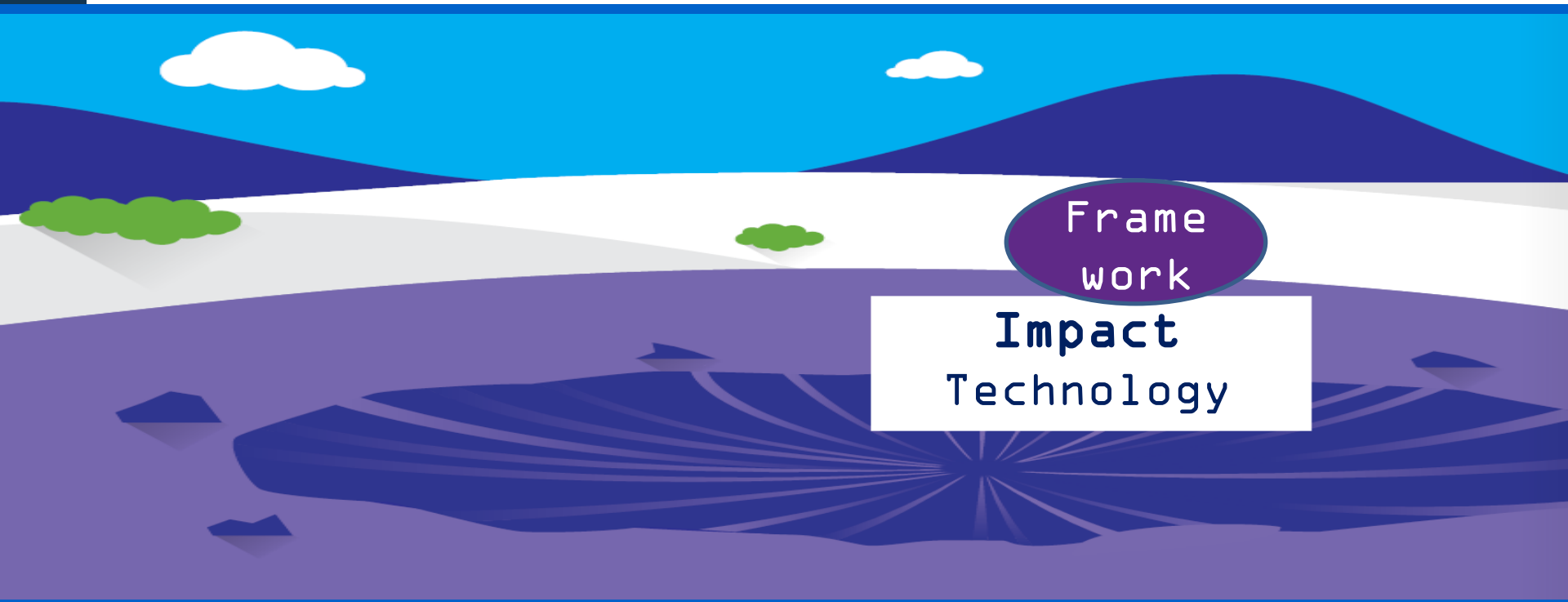
- Which forms of technology are **ready to be implemented** in the short term?
- Make an inventory of technologies likely to be on hand **by 2025**

*"Provided that technologies render the execution of penalties more **efficient** and enhance the **quality**"*

# The objectives

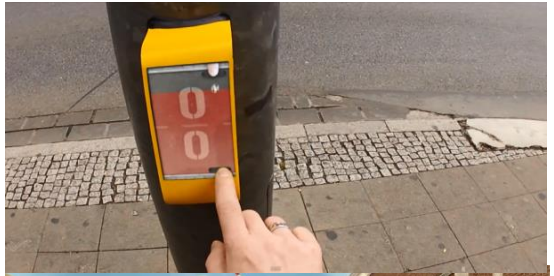
- Innovative technologies should:
  1. Improve responsibility and **selfreliance** of prisoner
  2. Improve and speed up perspective for good **rehabilitation** into society
  3. Prevent **alianation** during imprisonment
  4. Contribute to a **safe and stable prison environment** without incidents
  5. Contribute to a structured, social, healthy and motivating **social climate**
  6. Contribute to **lower and more flexible cost** in the overall Corrections spending

# Trendwatch technology
## - Impact in the short term -



# Gamification (I)

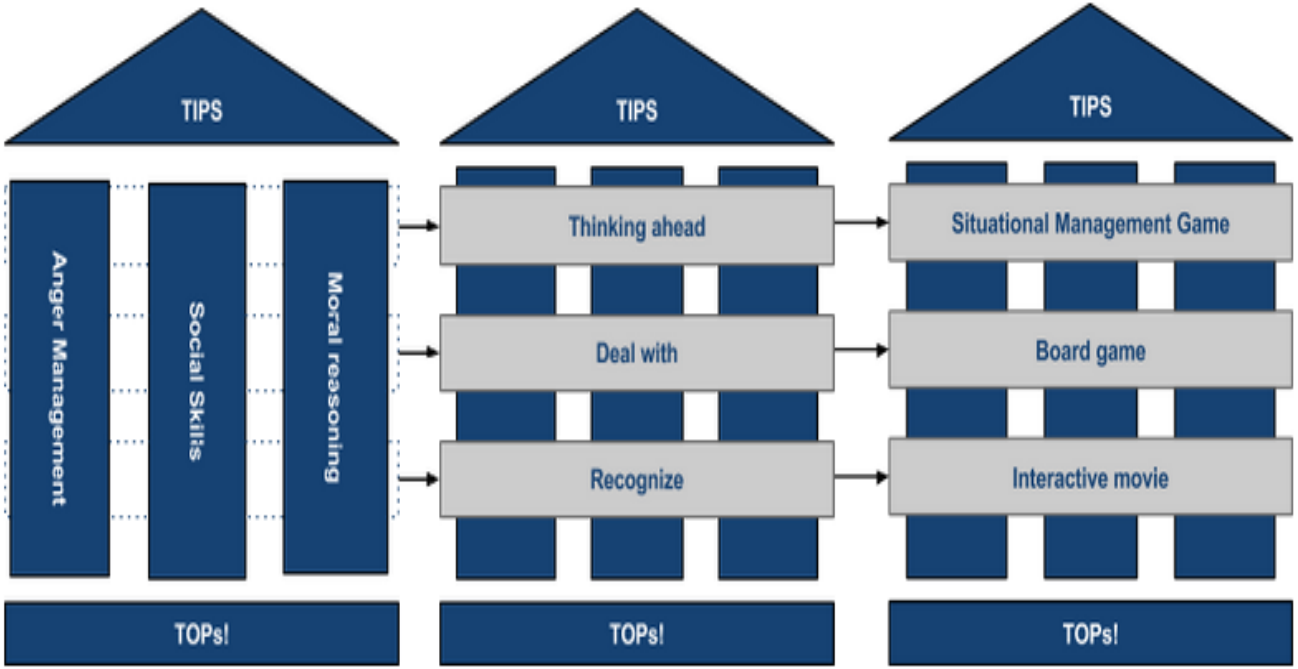
In order to learn, practise, educate and stimulate right modes of behaviour



# Gamification (II)

- Practising social skills
- Practising behaviour during leave
- House rules game
- Reflection on own behaviour
- Getting promoted or downgraded
- Handling financial affairs
- Practising reaction to calamities

# Gamification (III)

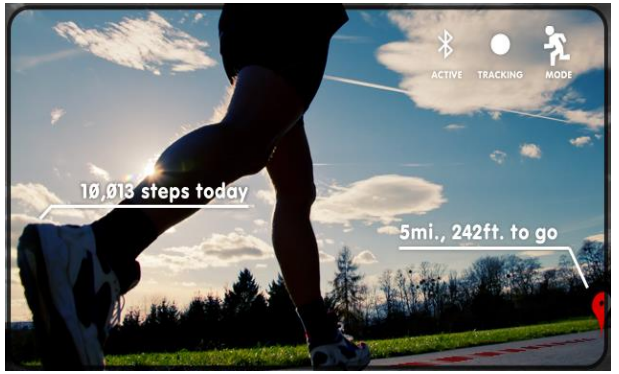


# Quantified Self (I)

Heart Rate - Location - Sweat Temperature - Blood Pressure - Respiration - Muscle Tension

feedback on health

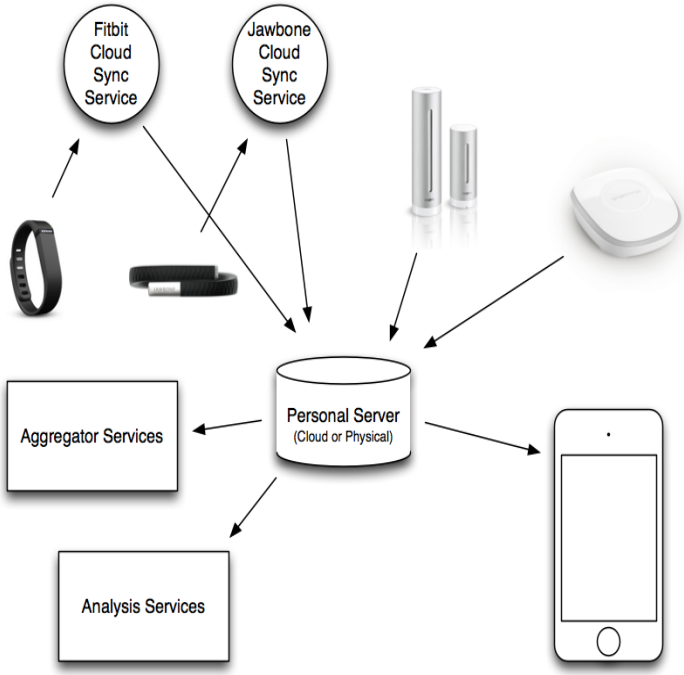
feedback on state of mind



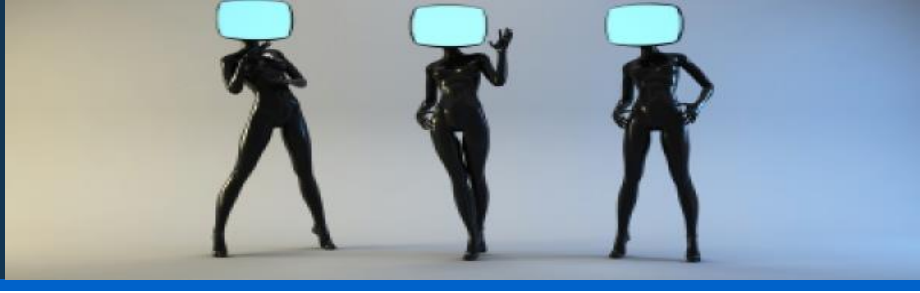

feedback on performance

# Quantified Self (II)

- Better insight into detainees' reaction to stimuli in forensic psychiatry treatment
- Better insight into concentration, relaxation and stress
- Monitoring of convicts' vital bodily functions with physical complaints or in solitary confinement
- Better insight into level of agression, physical and mental state
- Predicting bad and good behaviour



# Digitalisation of communication



- Information films on diet, medication, hygiene, house rules
- Virtual leave or excursions
- Tele-visit family (especially children)
- Visiting doctors and therapists through video link
- Digital blog or diary for detainees
- Chat apps for contact with counsellors
- In case of calamities: police can watch in realtime
- Reading aloud DVD

# Peer-to-peer Sharing

Focused on return in community

Common educational interests

Dedicated to exchanging, lending and sharing

Peergroup for support

Dedicated to sharing knowledge

Peergroup as social safety net

# Mobile Society

Medical acts

Blood

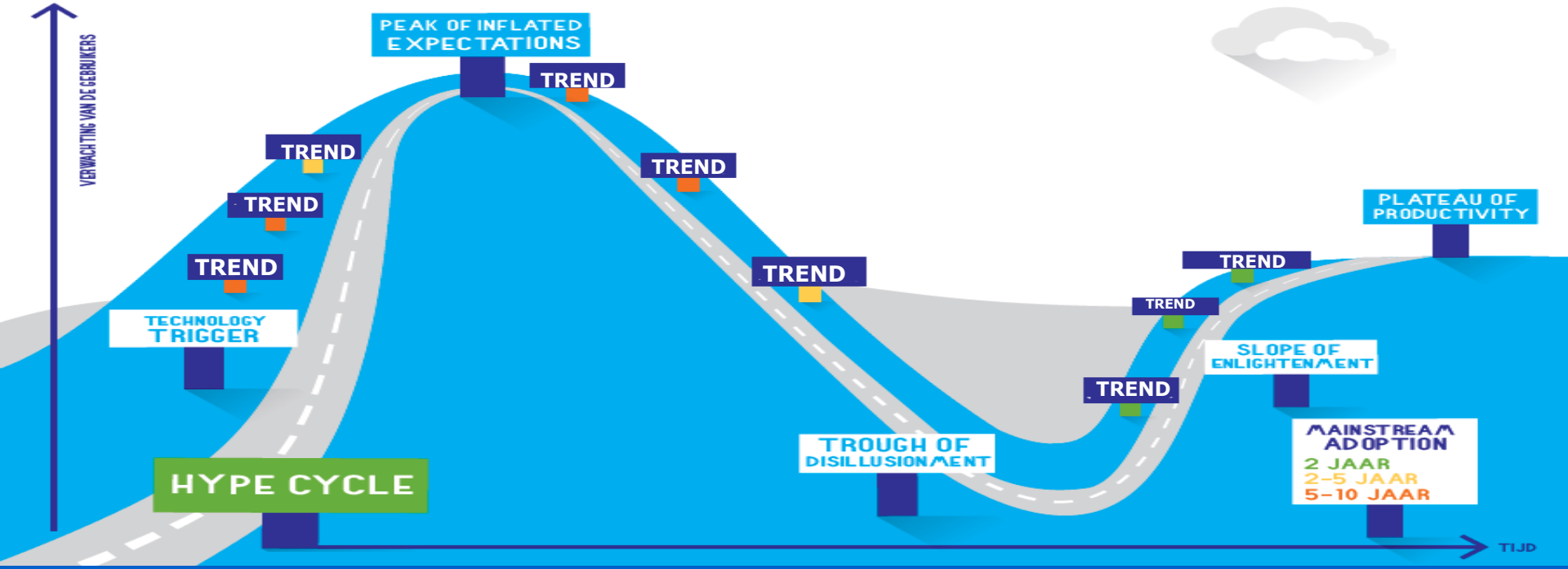
Urine

Security

Smartcard reader
RFID reader

Wearable and mobile devices for convicts

# Expectation technological trends
# -Long term impact -



# Expectation technological trends -Long term impact -

## Internet of Everything

## Rise of the Robots

## Transreality

# Dilemmas

- A lot is possible. But why do it and for whom? Acceptance by Employees
- Does it help in the staff-prisoners relationship, or does it lead to less contact?
- Ethical balance between control and privacy
- How far can we pilot within the given legal context?
- Can we justify it as it is also normal in society, or is it luxury than other citizens hardly can afford? Public Opinion and Political Perception
- Does it really help, or are it 'gadgets' for promotion only?

# Follow Up

- Think out of the box!
- Execute Pilots (Quantified Self, Gamification)
- Cooperation with universities ("e.g. Strictly4Business" contest)
- Identify Quick Wins
- Evaluation of Pilots
- Broad implementation (based on Business Case)