

# Connections Redrawn

Reforging relationships through stories

# How might we reconnect the incarcerated to their loved ones through creative cooperation?



# Collaborative Creation

Preliminary research and similar projects

Reconnect Rehabilitate Reaffirm Resolve

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Resolve

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Inmates who receive visitors tend to have better social relationships within prison

The reincarceration rate in 2019 was over 40%

Reincarceration can be prevented by creating safer environments and mindspaces



# Connections Redrawn

**Design Process and Interaction** 

# Design Concept



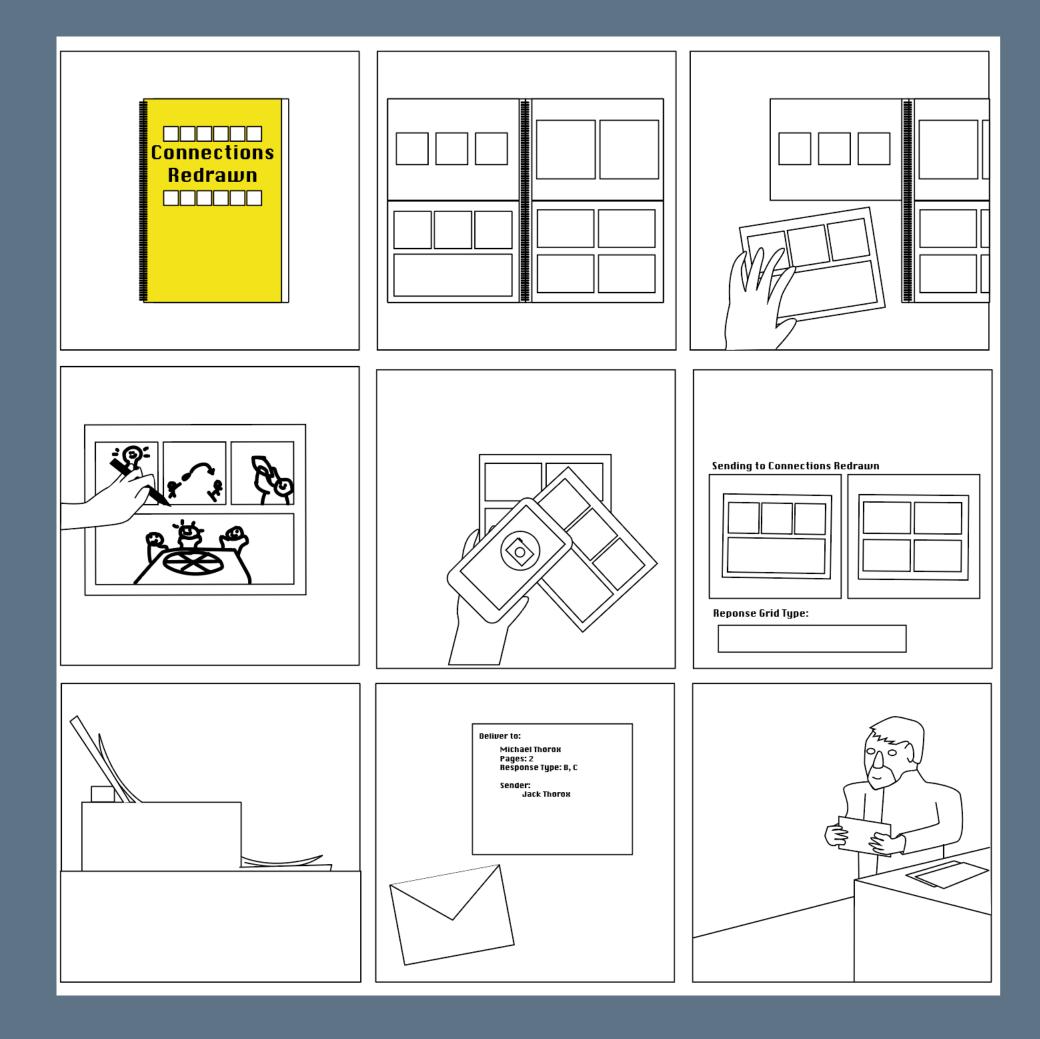
# Design Concept



One copy for an incarcerated parent, one for their child.

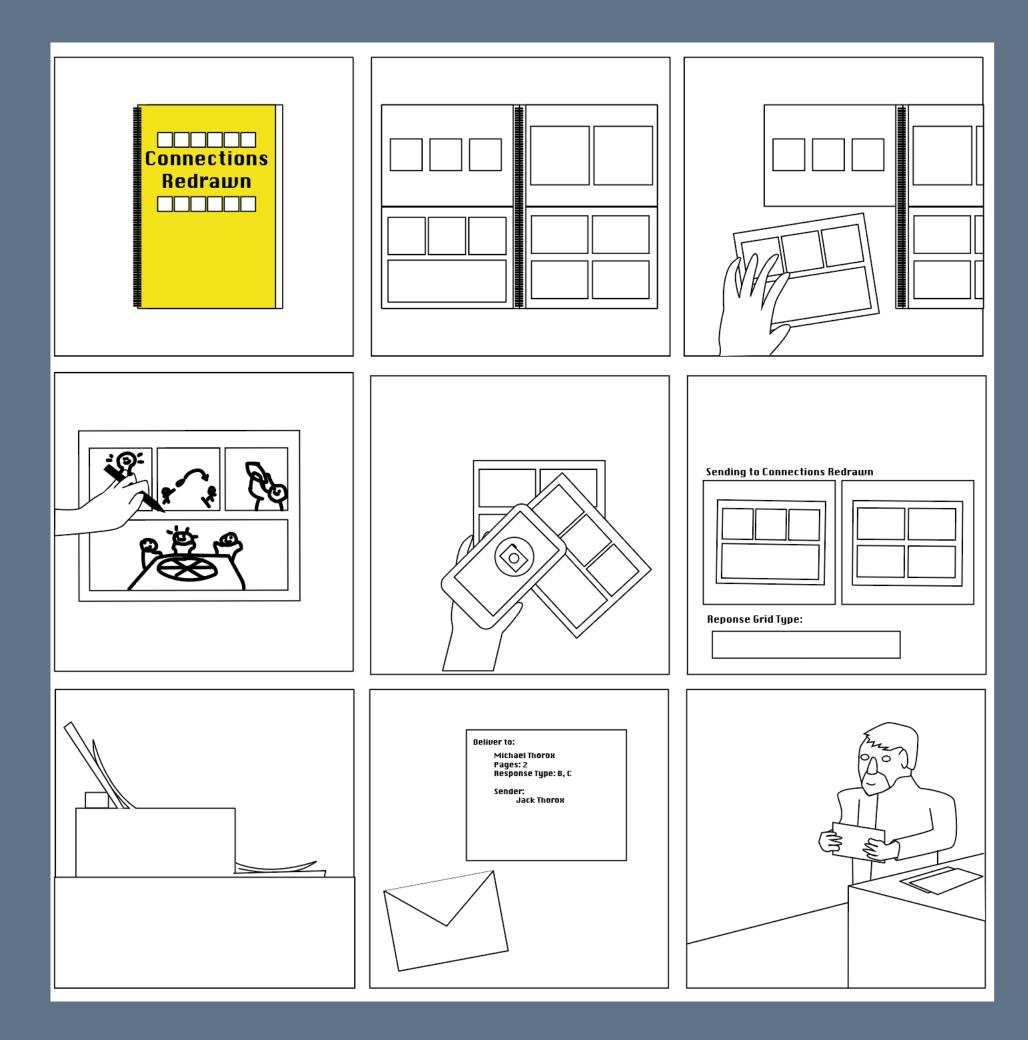
Coupled with an app/ website companion for easy viewing and setup.

#### **Initial Design Concepts**



Early Development used the same concept of a comic uploaded to an app for two parties to see

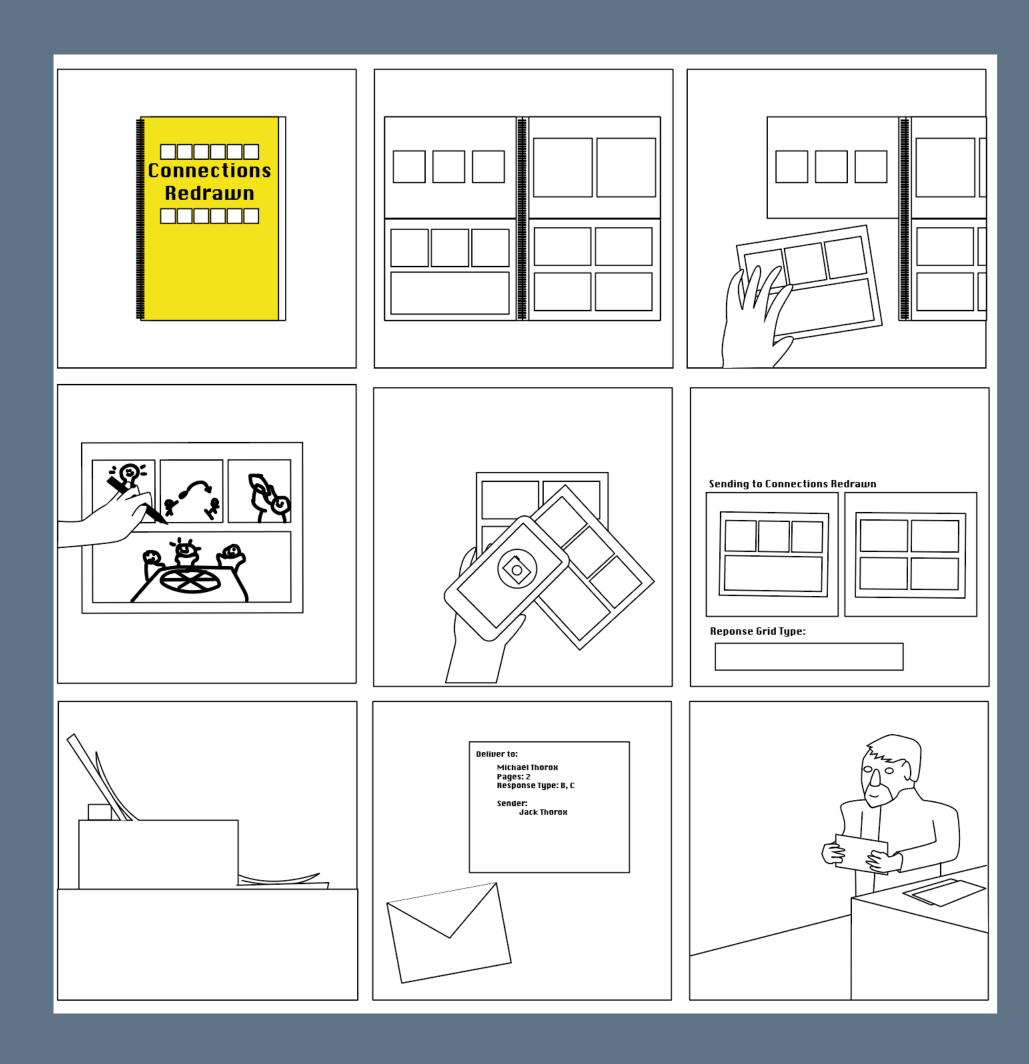
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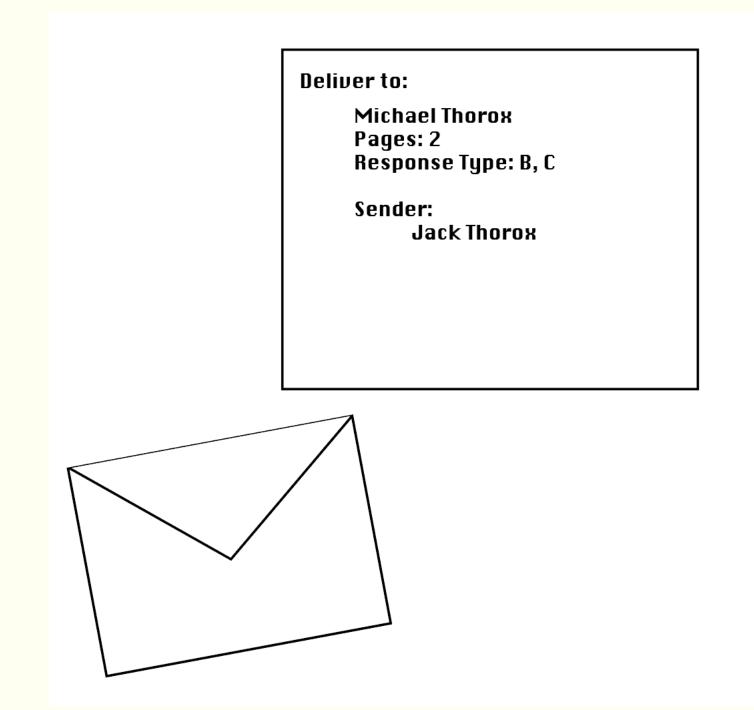
- Customizable, more control placed outside of the prison

#### Initial Design Concepts



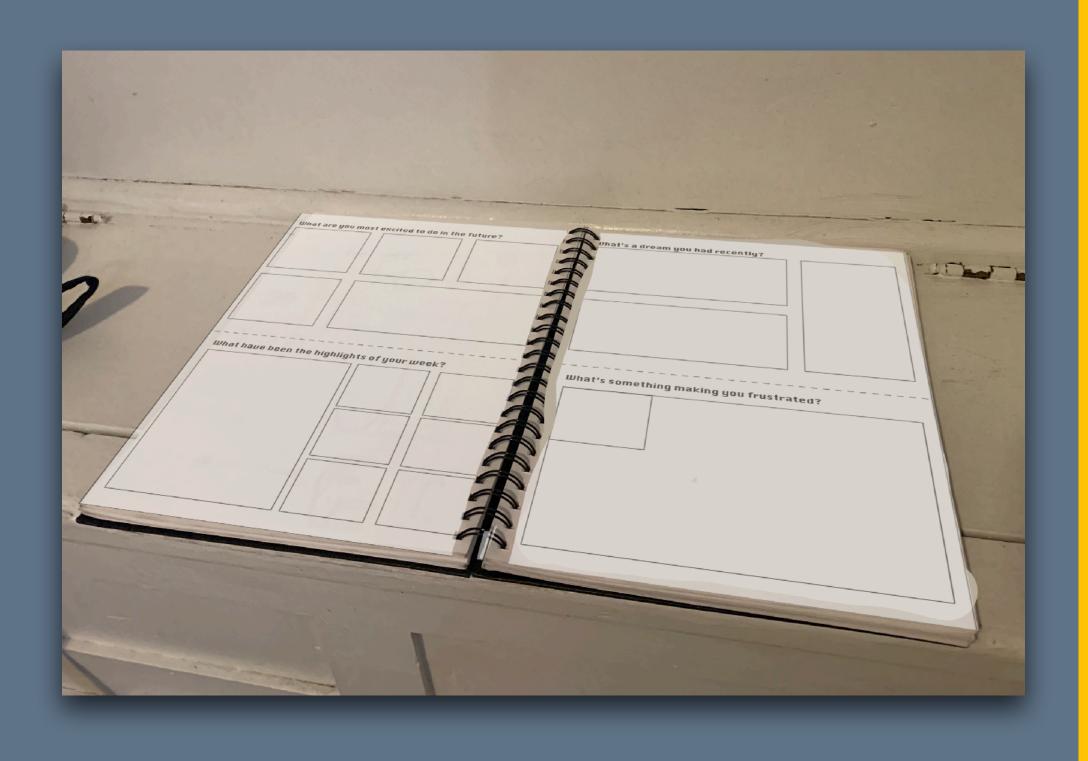
#### Early Development used the same concept of a comic uploaded to an app for two parties to see

- Customizable, more control placed outside of the prison
- Cover and aesthetics chosen



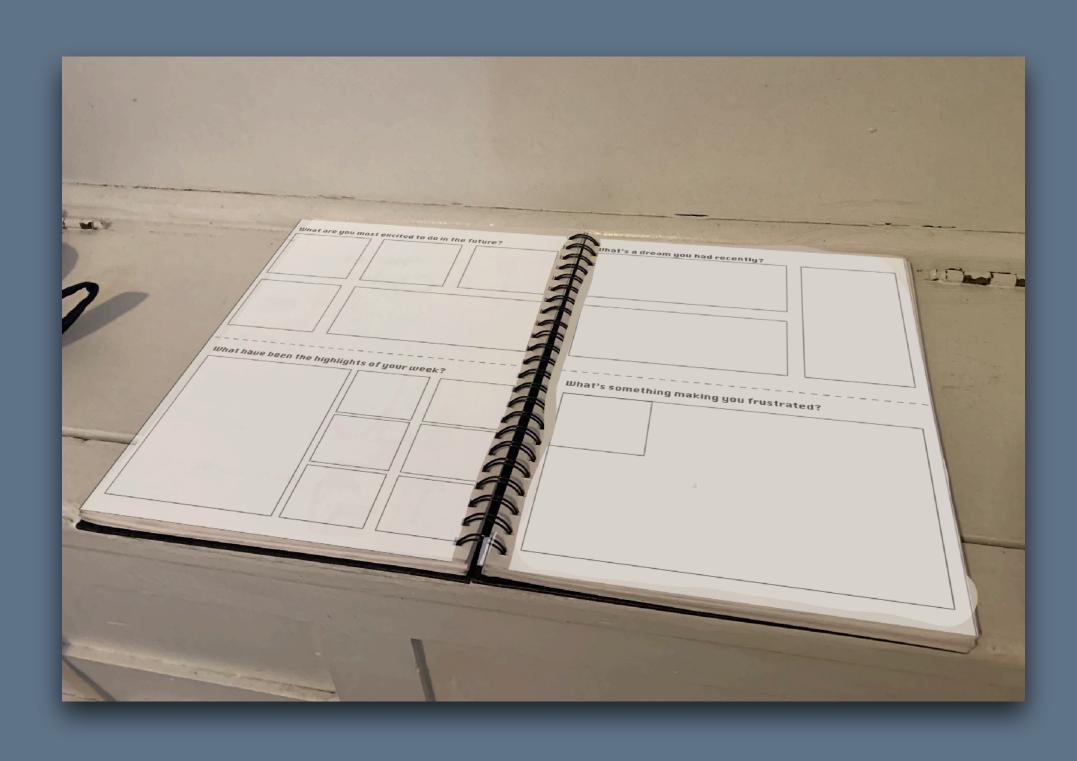


# Iterations Initial Design Concepts



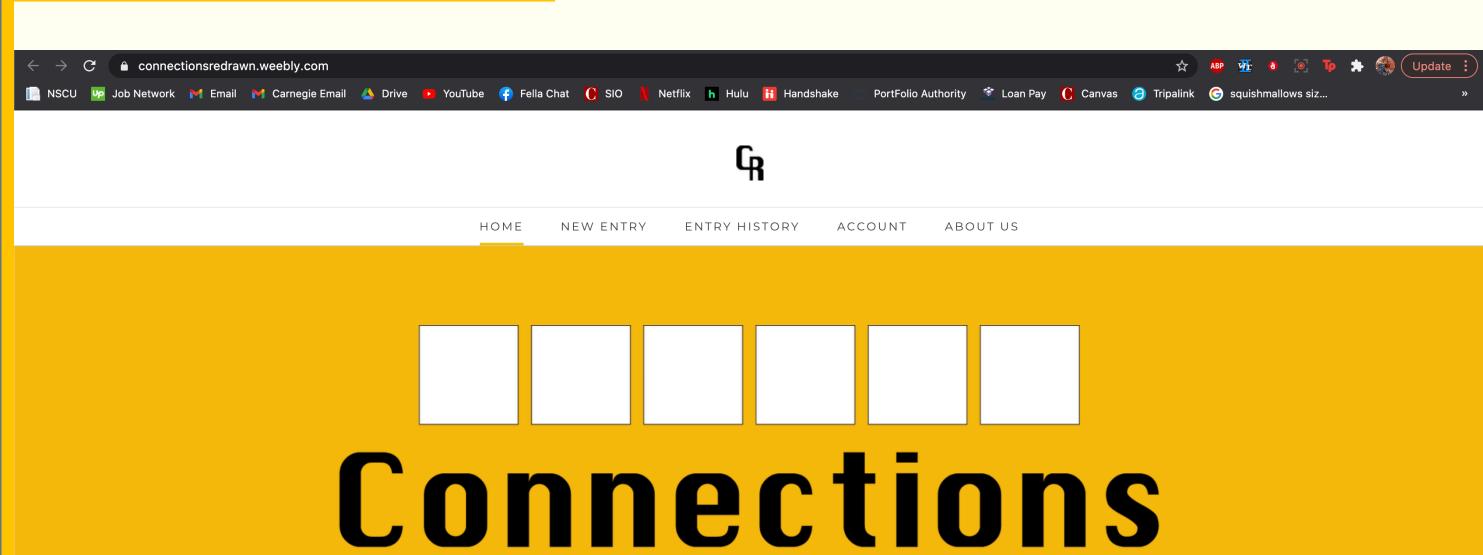
Streamlining the process involved changing the interaction and making the concept more child friendly

# Iterations Initial Design Concepts



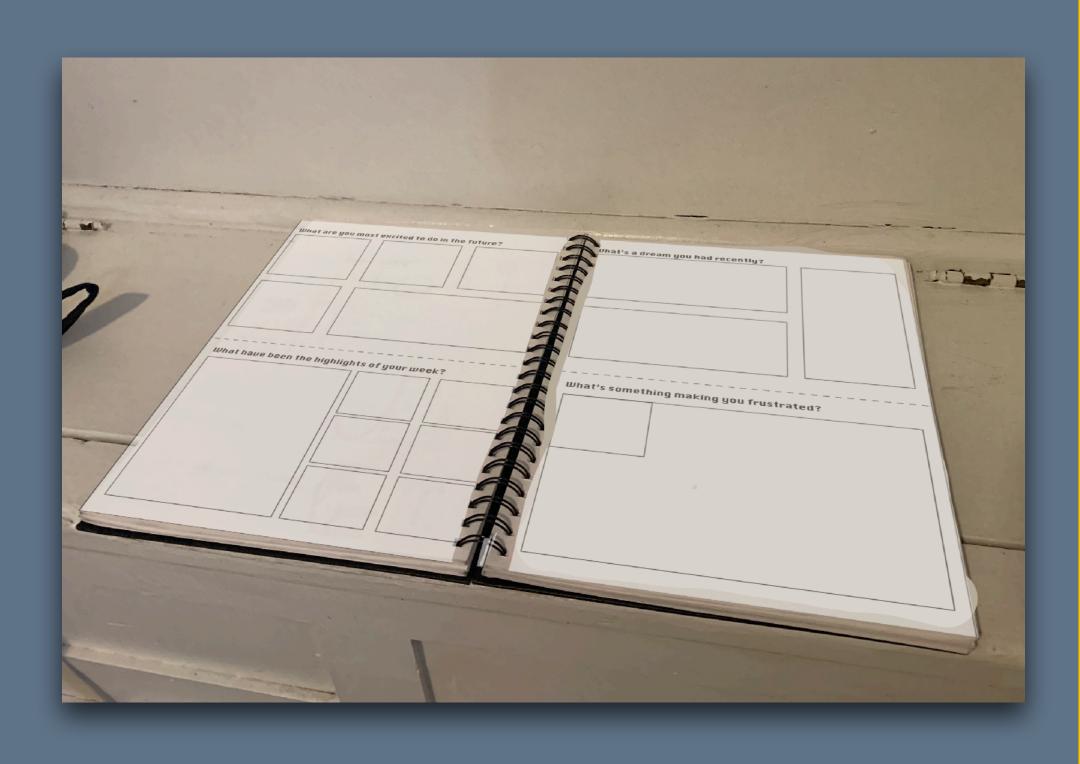
Streamlining the process involved changing the interaction and making the concept more child friendly

- Control put into both parties' hands



Redrawn

#### Initial Design Concepts



Streamlining the process involved changing the interaction and making the concept more child friendly

- Control put into both parties' hands
- Very simple interaction mainly handled remotely

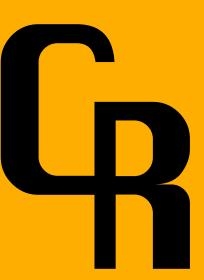


#### Final Iteration



Final iteration was made more accessible and designed with prisons in mind

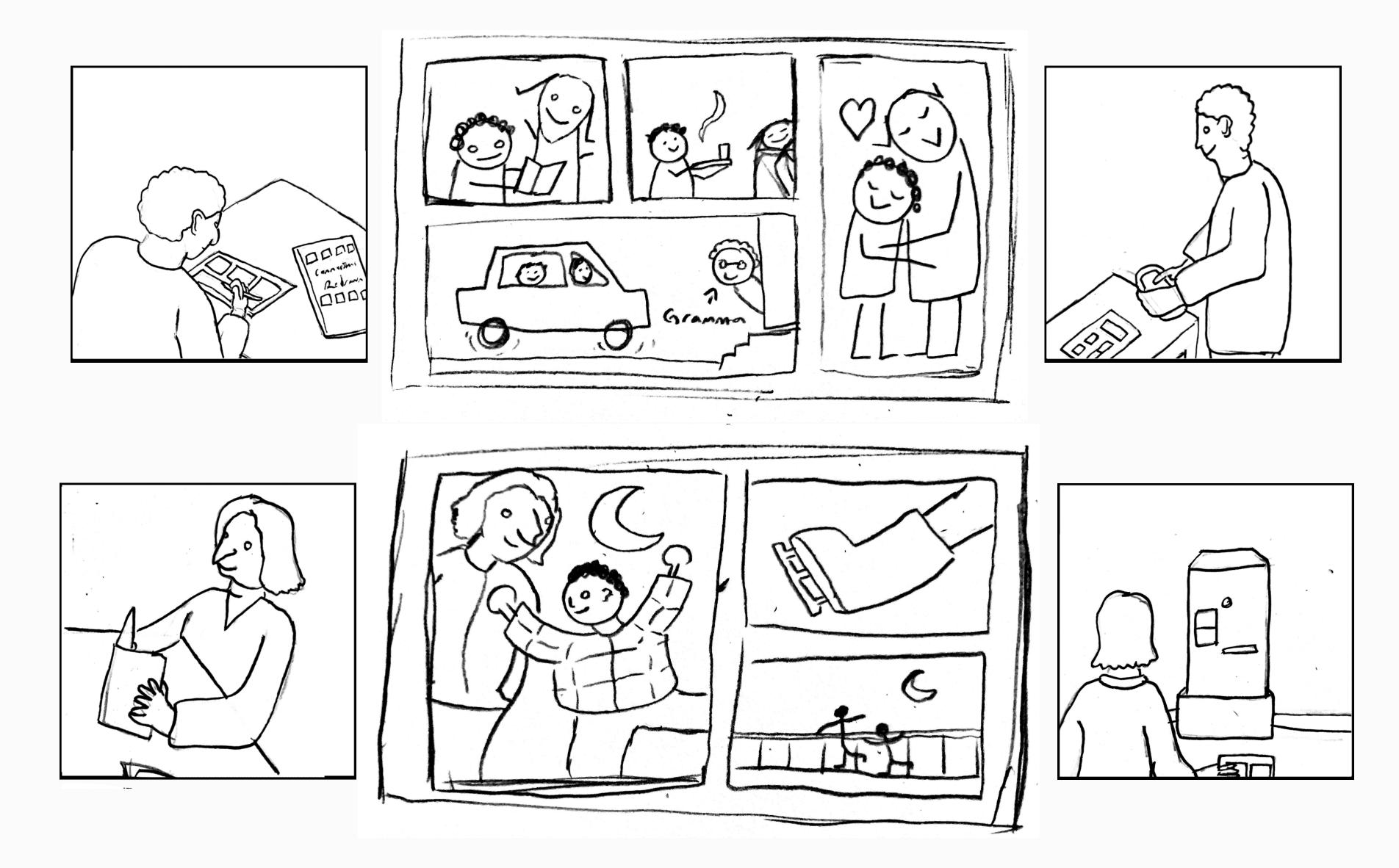
App interaction became less important and more physical



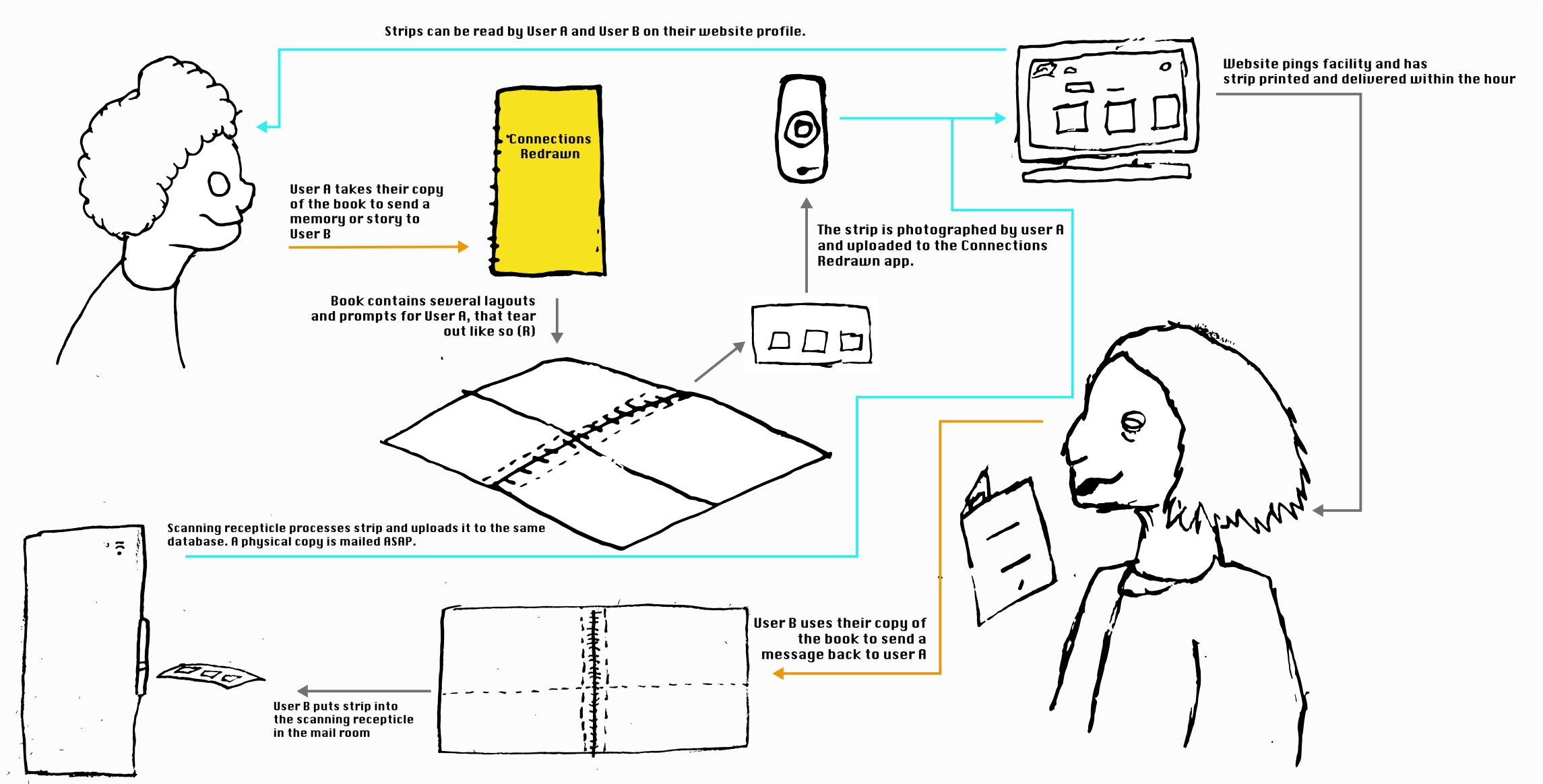
# Connections Redrawn

Interaction Walkthrough

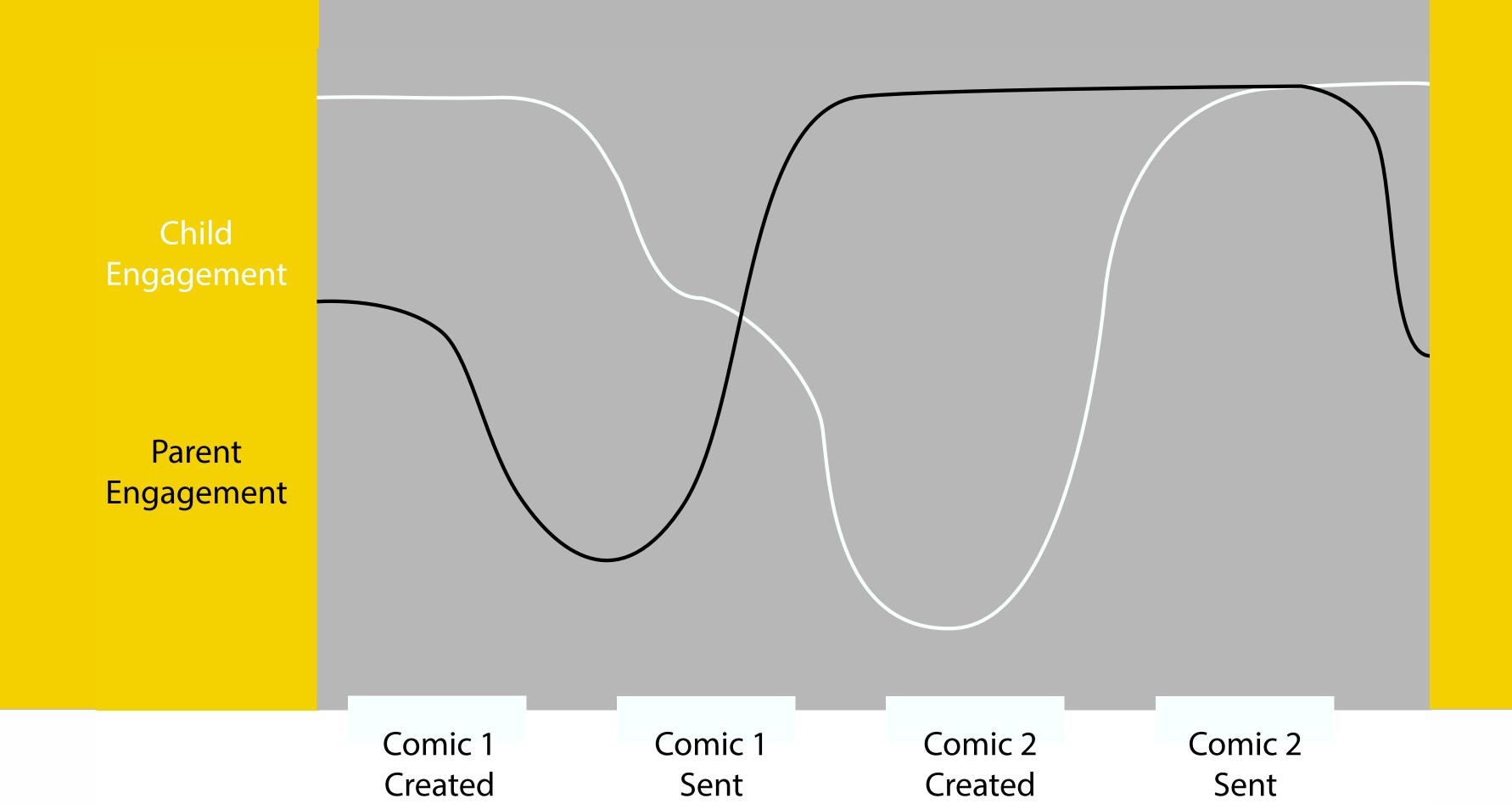
# Storyboard



## System Map



## Journey Map



### Journey Map

#### Goals:

Venting through Creativity

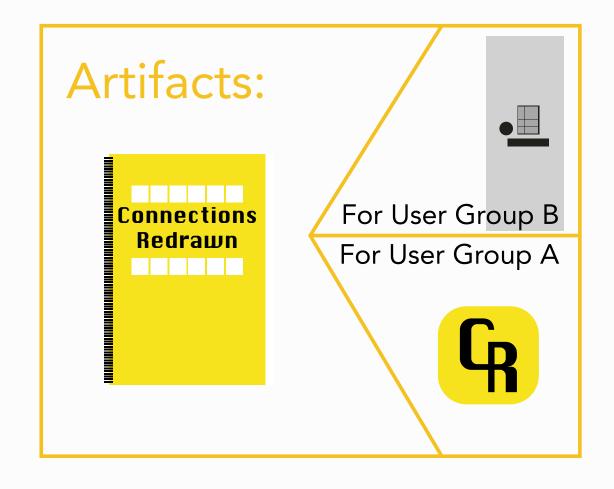
Introspection via role play

#### **Comic Creation**

#### Goals:

Streamlined and quick connection

Adding relevance to communication



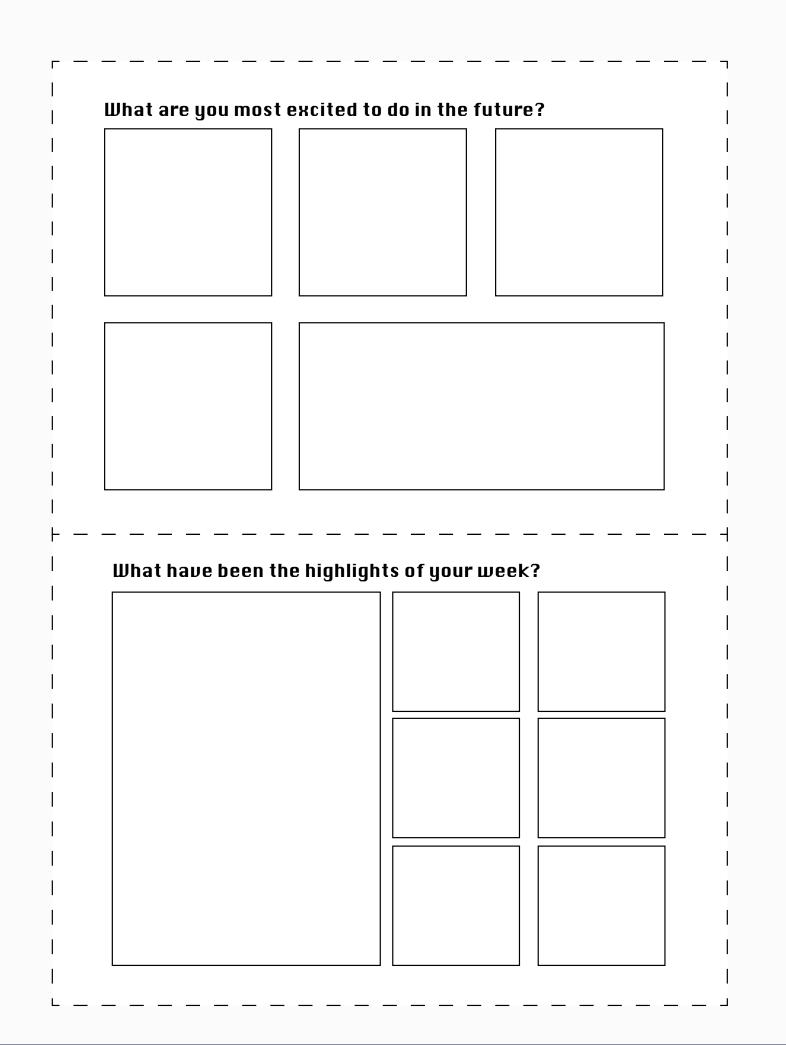


#### **Sending Process**

#### Artifacts:

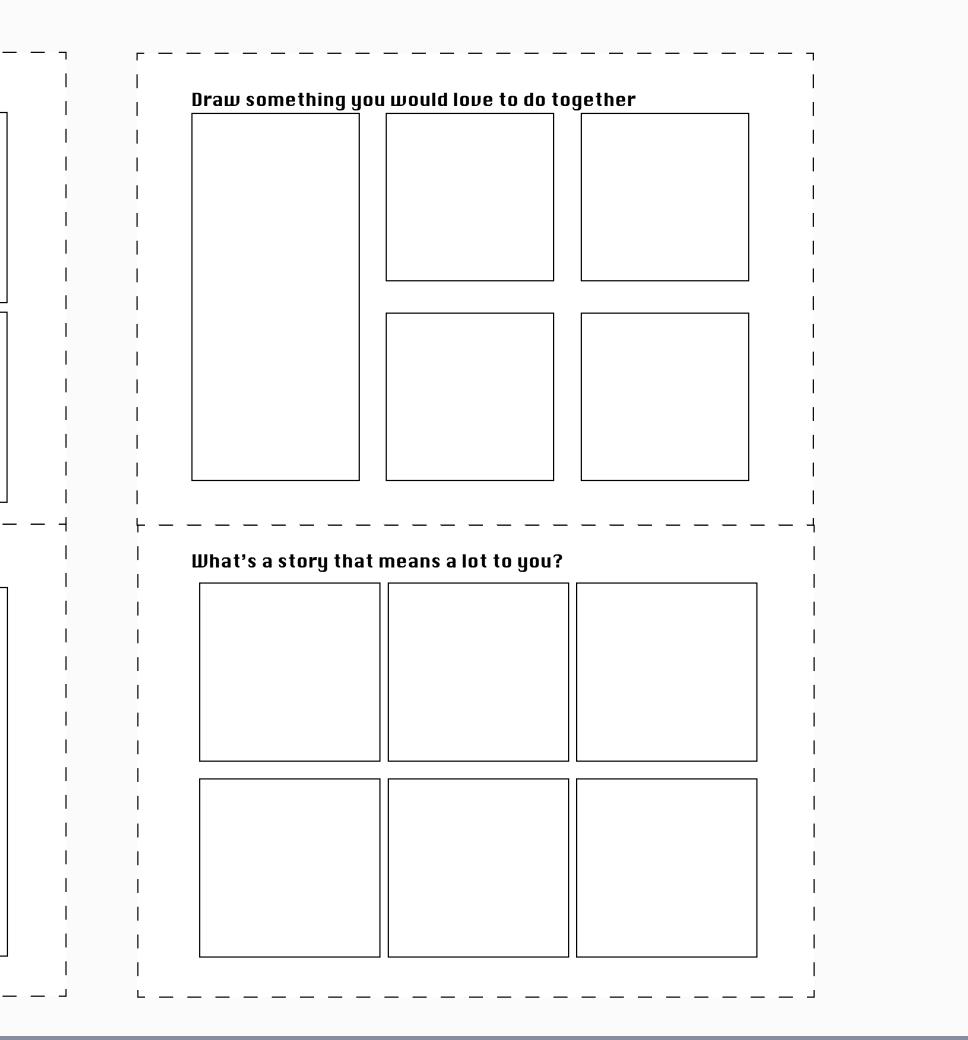


## Templates



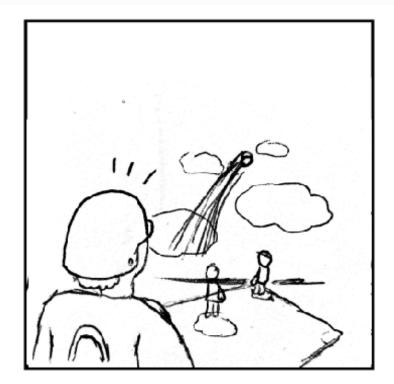
What's a dream	<u> </u>		
What's someth	ing making you	frustrated?	

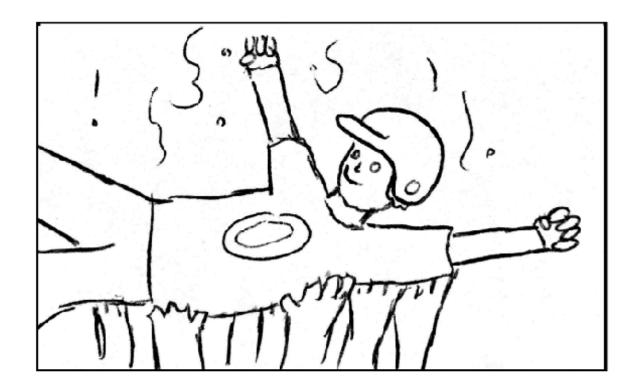
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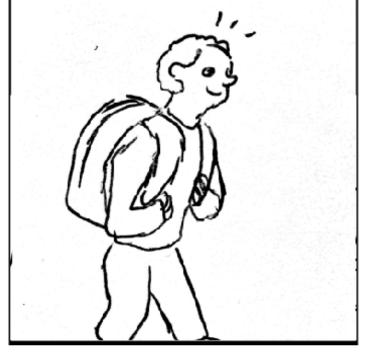


o be in the future?		
	1	$\neg$
you miss doing to	gether?	
		you miss doing together?

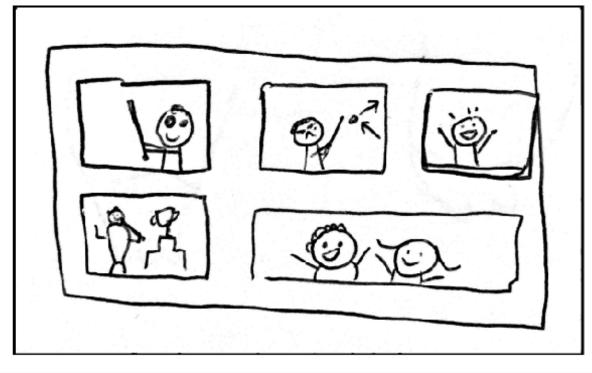








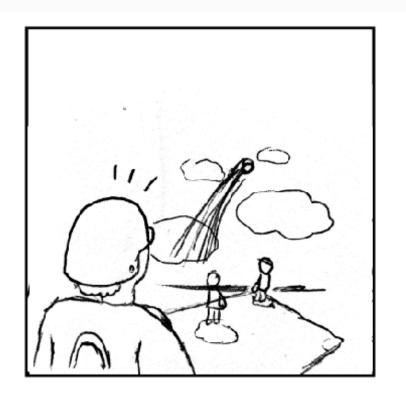


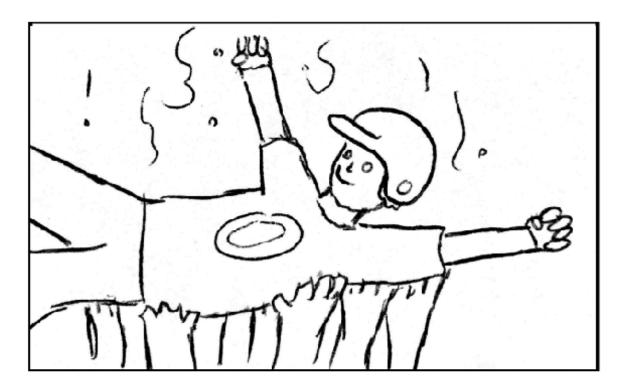


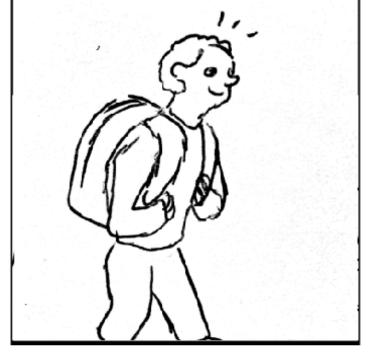
Event or idea occurs that prompts communication



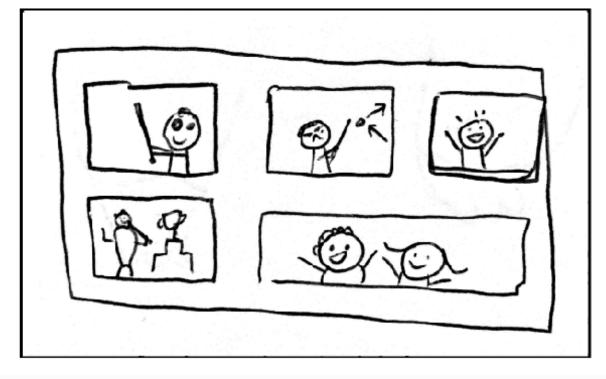










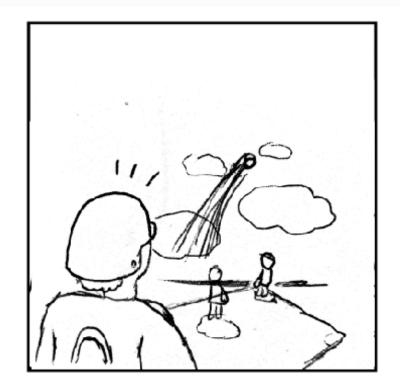


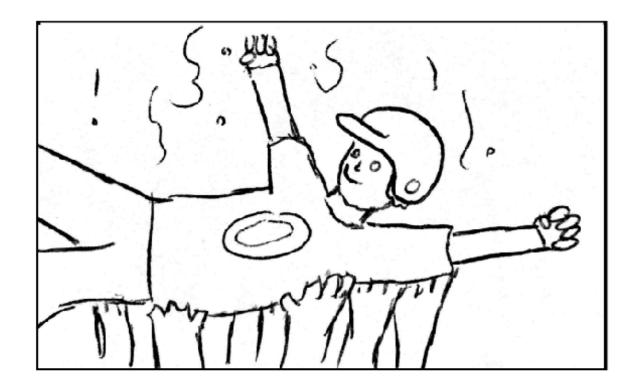
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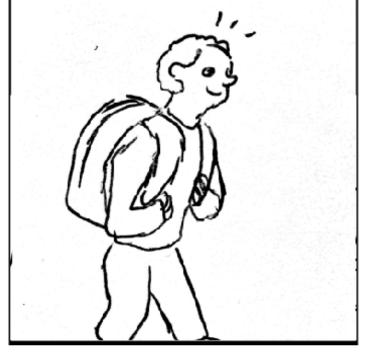
Template/prompt is chosen and comic is created



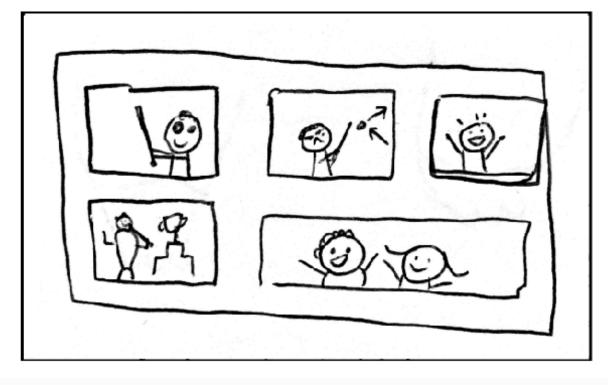












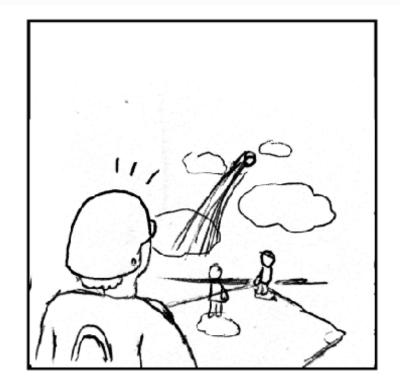
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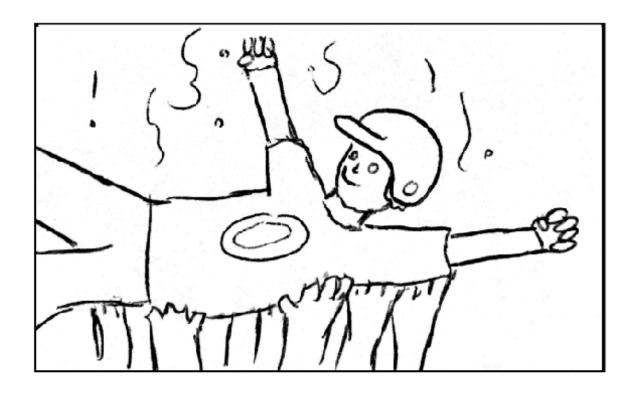
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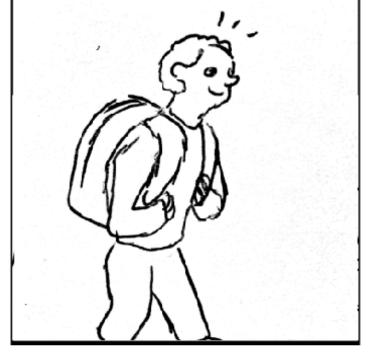
Comic is sent off to other participant



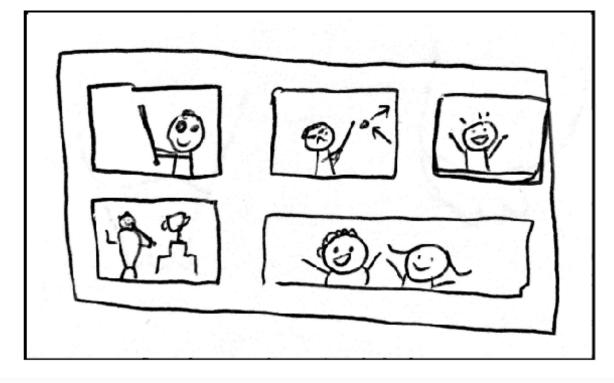








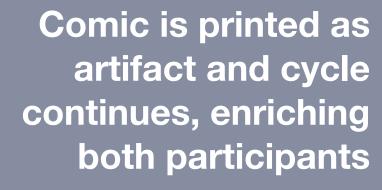




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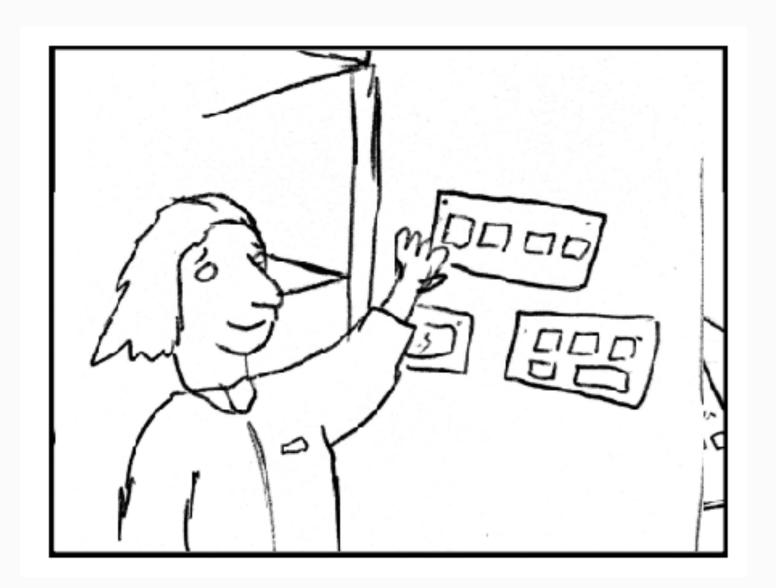
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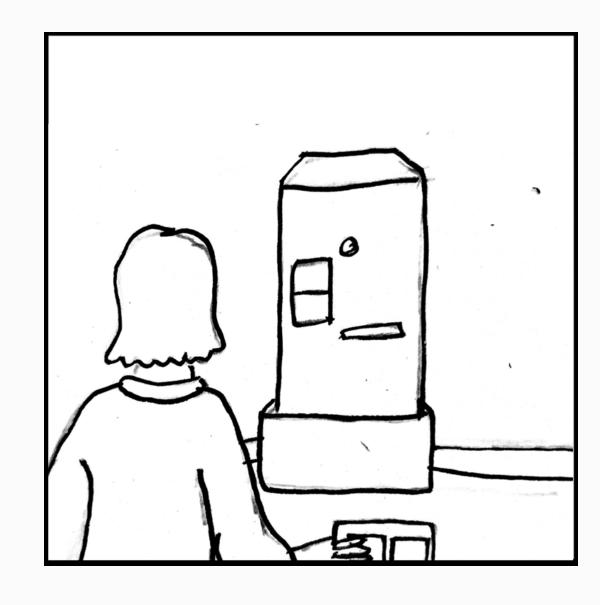


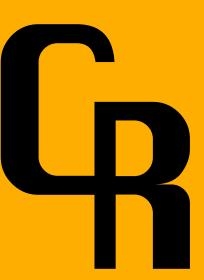












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Reflections

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#### Future Improvements to the Project

 Al intervention to protect the personal nature of the interaction



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Involvement with other programs, even post incarceration



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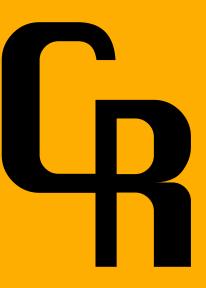
#### Future Improvements to the Project

 Al intervention to protect the personal nature of the interaction

Involvement with other programs, even post incarceration

Fitting multiple communities in the prison system





# Thank You!