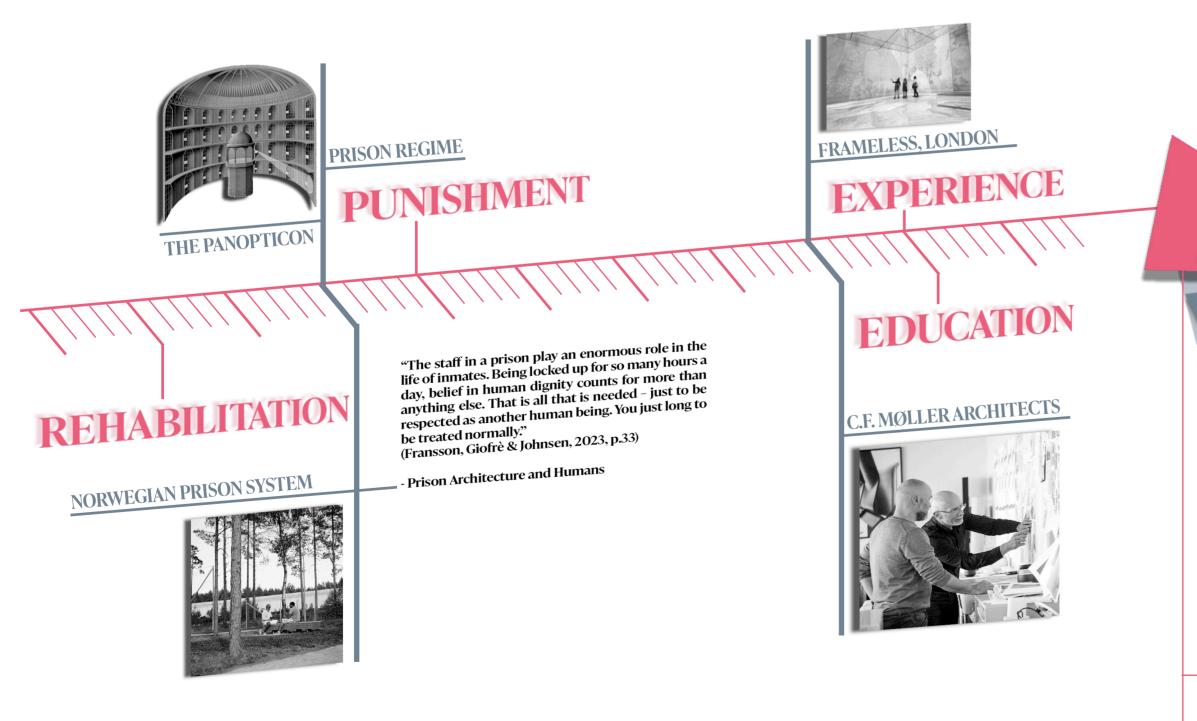


"Sir Keir Starmer says he was "truly shocked" by the state of the prison system "inherited" from the previous government. The prime minister says prisoners in England and Wales will have to be released early to avoid "an absolute crisis" in prisons." (BBC News, 2024)



Re:Form Rethink. Reflect. Rebuild.

Re:Form is an experiential intervention that immerses users in the stark contrast between punitive and rehabilitative prison environments. Rooted in extensive research on the psychological and behavioural impacts of lighting, the project explores how thoughtful architectural elements can become active tools for meaningful justice reform.

Re:Form invites visitors to experience and reflect on alternative prison models by combining immersive storytelling, sensory design, and data-led insights. The intervention creates a platform for dialogue, empowering advocates for social change, policymakers, and professionals to reimagine the future of rehabilitation.

Through emotionally engaging and spatially driven experiences, Re:Form aims to challenge existing perceptions, provoke meaningful conversations, and inspire collaborative action towards a more humane and effective criminal justice system.

1. Overcrowding

As of September 2024, UK prisons held 88,521 inmates out of a maximum capacity of 89,619, prompting the government to implement an Early Release Scheme to reduce overcrowding.

2. Violence

Overcrowded UK prisons fuel gang violence and smuggling, with constant surveillance lighting increasing inmate stress and aggression as many isolate in their cells for safety.

3. Surveillance

Surveillance is vital in high-security prisons to prevent violence and contraband, but constant lighting - while reducing blind spots - can heighten aggression and reinforce a punitive atmosphere.

4. Health Implications

Constant surveillance and poor rehabilitation conditions, like 20+ hours of cell confinement and lack of natural light, disrupt circadian rhythms, increasing depression, anxiety, and aggression in both inmates and staff.

5. Early Release & Re-offending

Over 3,100 prisoners have been released early since September 2024, now eligible after 40% (not 50%) of their sentence meant to ease overcrowding but increasing reoffending and public safety concerns due to limited rehabilitation time.

USERS: Stakeholders and Workshops



KEY USER:

The prime users are dedicated advocates for social change, actively engaged in community service, charity, and policy reform. With a strong, influential presence, they strive to improve the justice system for both individuals and society.

WHAT is the Aim of the Workshops?

Empathy through engagement. To break the cycle through shared experience, empathy and collaboration. Workshops empower users and stakeholders to co-create solutions that respond directly to the systematic issues they face.

HOW do they operate?

Immersion - Roleplay brings stories to life - participants experience the system from multiple perspectives Collaboration - Users and stakeholders co-design spatial, policy-based, and social. Reflection - Participants reflect on changing views and track personal insight.

WHY are these workshops incorporated into Re:Form? Architecture alone cannot fix broken systems, but it can host transformation. Re:Form's spaces invite emotional engagement, allowing the public and policymakers to step into the shoes of those impacted. Roleplay deepens empa-thy, while design-led dialogue enables real change.

IMPACT Re:Form is a permanent intervention which will forever be changing as prisons evolve. The aim for ten years time is that the Cycle of Wicked problems will change and adapt accordingly to relevant, topical issues, meaning that workshops will change too in order to educate users and stakeholders.

Surveillance

Understanding surveillance. Are methods of surveillance from totalitarian history still used in the modern prison? If so, is it deemed successful and/or safe?





Violence

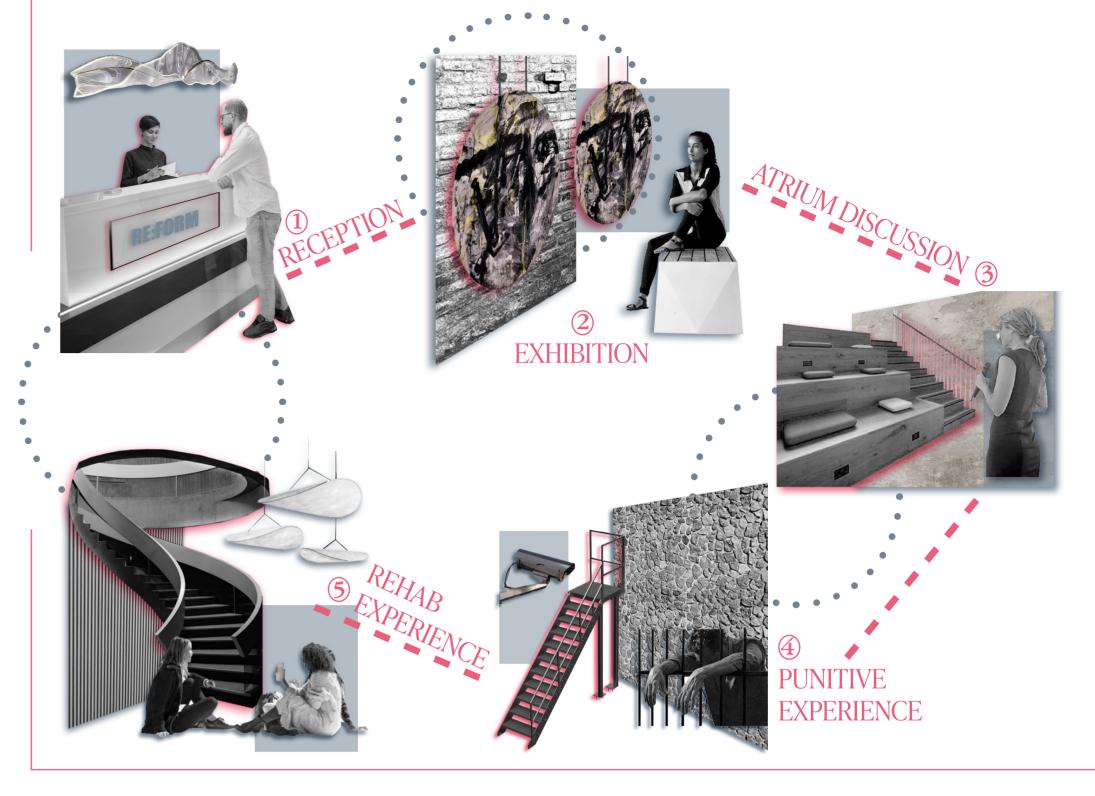
Depicted through roleplay acting, this problem explores the implications that architectural design elements have on inmates, educating on how they lead to a higher increase in violence.



Overcrowding & Early Release Scheme

The cycle of overcrowding and the government early release scheme. Does this link to recidivism? Are architectural design elements and the prison regime partly to blame?





Long-Term Health Primarily educating users and stakeholders on the current methods of surveillance and the Implications prison regime and how, in turn, that results in long-term health implications on inmates and guards. How can this change?

Punishment VS Rehabilitation •

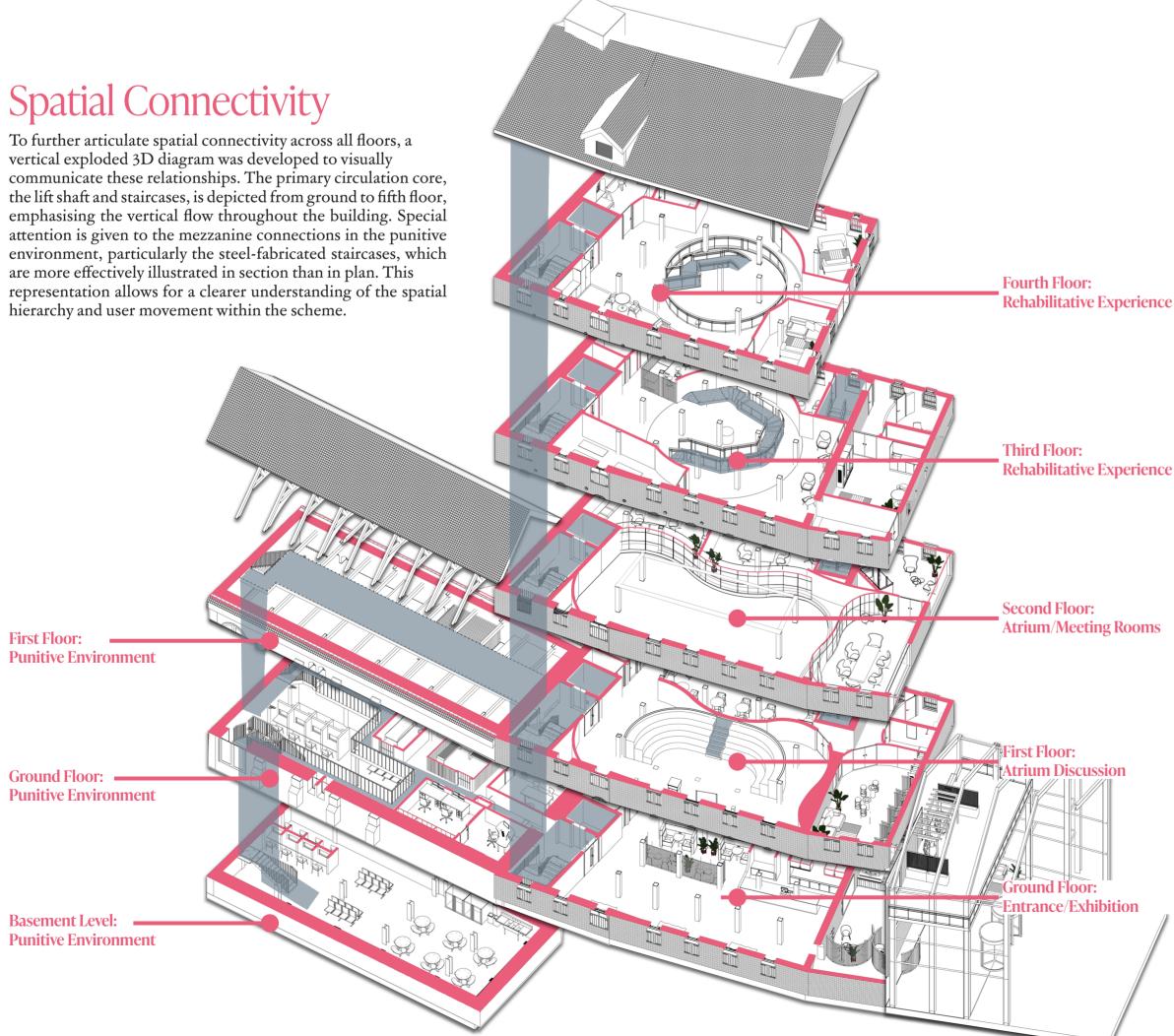
The punitive and rehabilitative environments present UK and Norwegian prison models, enabling users and stakeholders to compare which elements, like guard conduct and humane treatment, are more effective.



Development: Materiality, Lighting & Spatial Connectivity

Lighting

Lighting, a key focus of the dissertation, was identified as a crucial design strategy for rehabilitation. Full-spectrum lighting replaces standard LEDs to better support circadian rhythms and mental health. The rehabilitative space, located on the fourth floor, benefits from abundant natural light and minimal artificial supplementation, enhancing rest and reducing violence. In contrast, the punitive cellar level lacks natural light, reinforcing health neglect and hindering rehabilitation outcomes.



Discussion Atrium - for Education

A business-educational space where warm materials like wood panelling, vinyl flooring, and biophilia support focus, while full-spectrum lighting and acoustics enhance communication. Aluminium chains and teapoint tiles add refined texture.

Rehabilitative Environment

- Experience Design

Maintaining a similar colour scheme to the Discussion Atrium, however applied in different ways, creating a warm and welcoming environment for healing. Aluminium chains are displayed in the final experiental environment, where they will encompass a spiral staircase (see below for material).

Tiles for Teapoint Full Spectrum Lighting Biophilia Wood Panelling Acoustics Vinyl Herringbone

Punitive Environment

- Experience Design

Utilising mostly existing materials, the cold and oppressive environment will be contrasted by white-painted steel beams supporting the mezzanine, assisting wayfinding and reinforcing a contemporary aesthetic.

Aluminium Chains Stone Timber Beams **Steel Fabrication Beams** LED Surveillance Light Surveillance Camera



Proposed: Sections and Plans





Detail Area: Punitive Environment

Plywood — Rigid Insulation — Gypsum Board —

Structural Beams

HAMELE	
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Fascia Board 16mm

1019

PART L REGULATIONS:

Conservation of fuel and power is addressed in the detailed area primarily through solar panels designed to resemble traditional roof tiles. Their size and materiality allow them to blend seamlessly with the existing structure, while also serving as a sustainable energy source for Re:Form. This energy is utilised for lighting and security within the punitive environment, where LEDS will illuminate blind spots and cells to maintain and demonstrate to users high security measures used against inmates.

253

2433

The solar panels are wired to an inverter that converts DC (direct current) to AC (Alternating Current) power, which is then routed to the plant room, integrated within the security office, where it supplies electricity to the building's main systems.

250

20.00

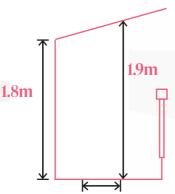
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PART K REGULATIONS:

Given the Grade II listed status of the old cellar, user head height has been carefully considered in accordance with Part K of the building regulations, particularly around the ceiling beams above the staircase and mezzanine walkway. A reduced headroom of 1.995m (just over the acceptable minimum) was achieved where the full 2m clearance was not possible due to structural oak roof beams.



Where there is not enough space to achieve 2m headroom reduced headroom as shown will be satisfactory

Half Width of Stair

