JUVENILE JUSTICE SYSTEM

The Juvenile Justice System is the primary system that aims to reform youth who are convicted of criminal offenses. The main aim of the system is to reduce juvenile crime through reform and understanding of the fact that a child committing a crime is not isolated from the problems of society. The system presumes that no child is mentally capable of wanting to commit a crime, and thus must be reformed and sent back to the society within 3 years. Thus the reform procedure in the juvenile system must be fool proof, to ensure that the system is not sending hardened criminals back into society.

SYSTEMIC INQUIRY

If the system does not reform all the crimes and neither does it eliminate them, then what does it do?
Can designers even affect crime?
Is social isolation ethical or merely efficient?
Does everybody have a common moral compass?
Can a 'criminal' ever truly change?
Are all criminals bad people?
Should crime be punished or reformed?

STATISTICS

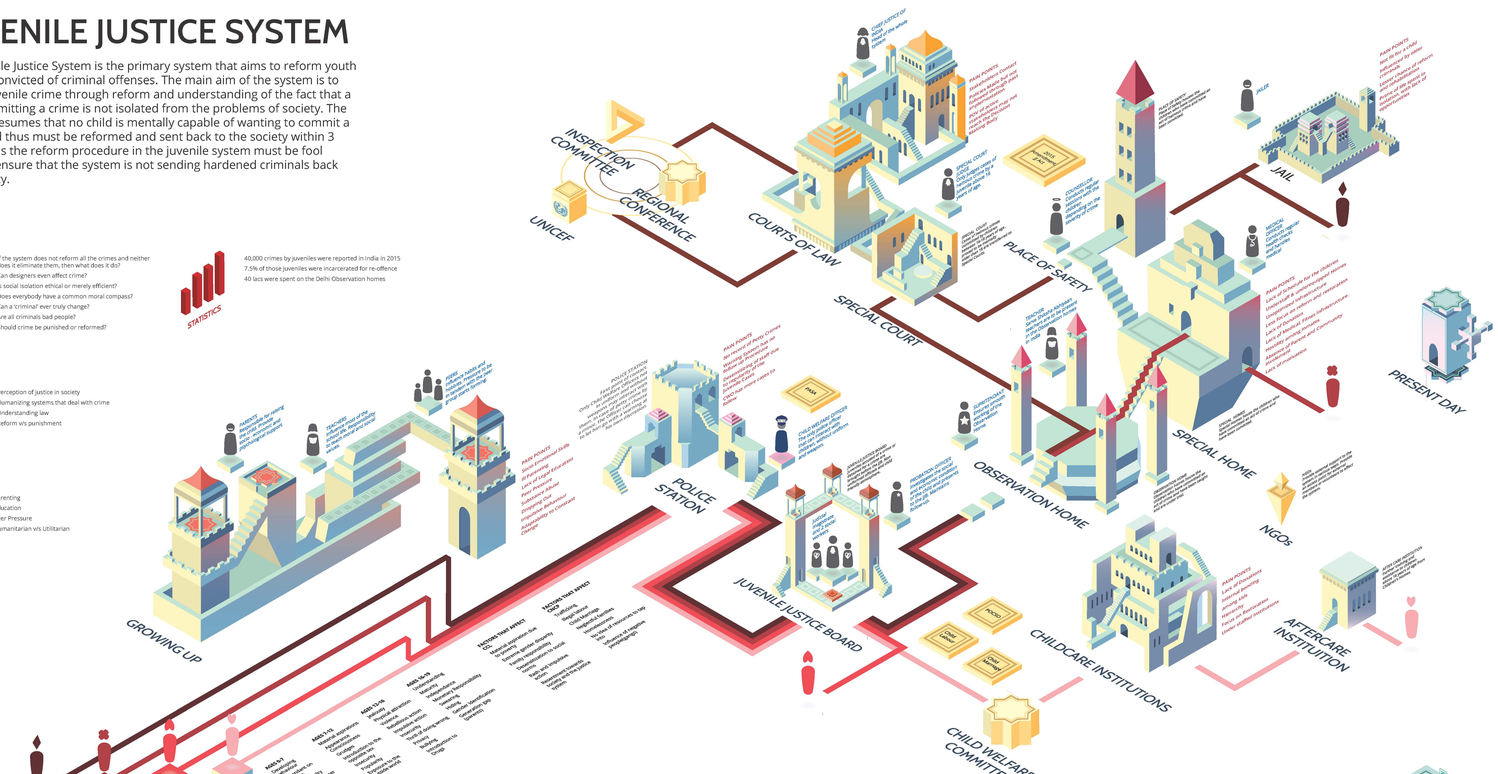
40,000 crimes by juveniles were reported in India in 2015
7.5% of those juvenles were incarcerated for re-offence
40 lacs were spent on the Delhi Observation homes

TRIGGERS

Perception of justice in society
Humanizing systems that deal with crime
Understanding law
Reform v/s punishment

META-THEMES

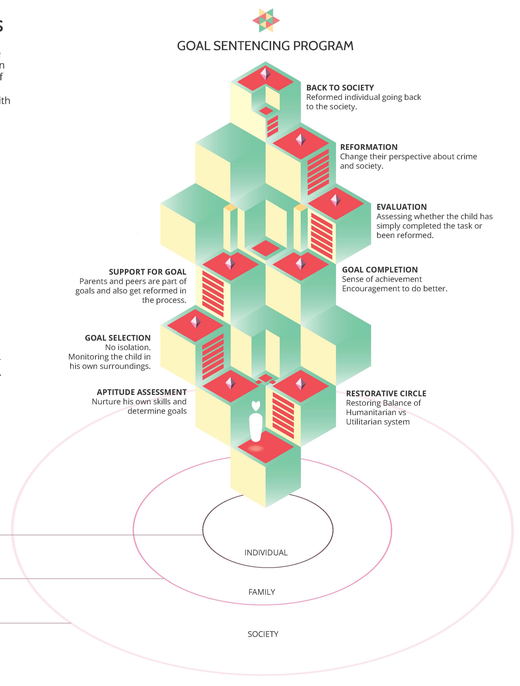
Parenting
Education
Peer Pressure
Humanitarian v/s Utilitarian



OPEN OBSERVATION HOMES

As a speculative exercise, we debated on the requirement of Observation Homes. Isolation severely affects a child's mind in the prime of his childhood. The presented model gives a concept of dealing with juvenile offenders with goal sentencing rather than incarceration.





IDEAS

GROWING UP
- High Risk Zones Identification
- Socio Emotional Training
- Legal Education
- Building resilience among children for highs and lows
- Community Involvement in Child's Life.
- Buddy Project
- Risk Factor Game
- Introducing children to change and unavoidable topics early on.
- On par interests and academic Education

POLICE STATION
- Better Staff Sensitization
- Digital entry/record

JUVENILE JUSTICE BOARD
- Design Sprint
- Regular Sensitization of stakeholders of the system.
- VR experience to understand other stakeholders PDV

OBSERVATION HOME
- Legal Aid
- Education and Skill Development Counselling
- Meditation/ Therapy
- Food Shelter Clothing
- Identity Proof Assistance.
- Art and Skill Exhibit

SPECIAL HOME
- Restorative Circle Game
- Peer Learning
- Makers in Homes
- Role Model Workshops
- Legal Aid
- Education and Skill Development
- Counselling Meditation/ Therapy
- Parent and Peer Involvement
- Buddy System with Schools
- Art and Skill Exhibit



Toolkit for Design Sprint

Design Research. Future Implementation



ResQ : A restorative board game

Restoration. Facilitator



India Penal Comics : Illustrated IPC

Education. Deterrence

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