

Prisons of the Future

- Carceral Concepts of Architecture and Design

(working title)

Introduction

The way we plan and build is united with our culture. But can we read a culture's mentality directly from a physical structure? "Prisons of the Future" is a film surrounding three establishments in the world, where we meet different people who draw, build and establish prisons based on extremely different principles.

Goal

Architecture generates behavior, and prison construction is one of the most obvious examples. Here, it can be measured whether architecture directly contributes to a change in the behavior of the users.

Many of the features that are built into a modern prison employs consideration to the inmates' rehabilitation, because when a person is incarcerated in the same room for years even the smallest details become of great importance.

Our purpose is to examine what thoughts architects and builders have in designing the buildings and how those who later will be staying in them experience these buildings.

To clarify this, we contrast three culture's designs against each other so that the behavior-generating elements stand out more clearly.

In this way, we further tell an overarching story of how differently we choose to deal with society's least privileged, and thus each other.

Method

We focus on three ongoing prison buildings: one on Greenland, and two others that are yet to be found. They will all be prestige buildings of various scales.

The film follows three prison buildings built simultaneously. We depict the expectations that are within and outside the walls, and later on whether they are met.

We hear, for example, the architect's dream and see his visions. We hear the inmate talk about his expectations for the 'new'. We meet the management's requirements, and talk to the psychologist about what the design of the rooms mean when you are forced to stay here for many years.

We focus on the architecture, the decor, functionality and aesthetics in prison, through which we portray the established rule of law and the surrounding culture. How is architecture experienced, and does it have the intended effects?

We are going to ask the same question to people both inside and outside the walls. Just as we intend to portray the different cultures, but seen from the same perspective.

In this way, parallels and contradictions are most evident.

We are not interested in becoming judges and finding the best or worst system, but simply observe the differences. And through the buildings, visualize the nuances.