



E2i Student Design Challenge 2024/5

BRIEF 2

How might we increase safety and security in public spaces at night-time?

Design a novel solution or intervention to increase levels of safety and security of citizens in public spaces during evenings and at night-time.

This brief requires you to design and conceptualise a creative method, product, service, event, campaign or environment that will improve citizen safety and security in public spaces during evenings and at night-time.

Challenge Background

There is a growing demand and need for positive and practical action to improve citizen safety and security for all. Whether working, travelling or enjoying social venues in the evening and at night-time, it is important for individuals to feel safe, to relax and to enjoy themselves without fear of being attacked or coming to harm.

The most recent official statistics on crime in England and Wales found that the vast majority of incidents that occurred over the weekend (62%), at night (61%), especially between the hours of 10pm and 6am, were alcohol-related.

Security issues especially during night times and evenings include harassment, violence, assaults, theft, spiking and more.

For example, the [Office for National Statistics](#) reported in 2023 that 1 in 10 people aged 16 years and over experienced at least one form of harassment that made them feel upset, distressed or threatened in the previous 12 months. The likelihood of experiencing sexual harassment was highest among younger age groups. This was particularly the case for women, with 23% of those aged 16 to 24 and 16% of those aged 25 to 34 experiencing some form of sexual harassment in the previous year compared with 5% of those aged 35 and over.

How to approach the challenge

In responding to this brief, designers should consider:

- What **location** or **environment** does your design solution focus on?



- What particular aspect of crime or insecurity will you attempt to address?
 - You may choose to focus on a particular activity area — such as nightlife; evening travel; or social events. Alternatively, you may wish to focus on a particular safety or security area — such as knife-crime; drug dealing; or sexual harassment.
- Who are the various **end-users** and **stakeholders** within your chosen solution context?
 - What are their particular needs, vulnerabilities and desires in the contexts relevant to your solution?
 - What specific **security problems** do these citizens face in public, city centre spaces, particularly in the evenings?
- How might you gain a **rich understanding** of the needs, behaviours, and experiences of end-users and stakeholders relevant to the operational context of your design proposal?
 - What is the everyday lived experience and needs of people in your chosen context?
- What can be done to boost citizen confidence at night-time in public spaces?
 - Focus on understanding the causes of crime and insecurity — and on preventing or mitigating its occurrence
- How you will **prototype**, refine and validate your design concept with relevant end-users and stakeholders

Your idea could conceptualise a new design intervention for any area of safety in the night-time economy in public spaces, but must demonstrate **relevance**, **stakeholder engagement** and **impact potential**.

While interdisciplinary collaboration can bring diverse perspectives, we encourage all innovative ideas, whether you're working as an individual, part of a team, or collaborating across multiple fields.

Your submission should...

- Explain the relevance of your idea with regard to this Challenge Brief
- Demonstrate rigorous research and end-user / stakeholder consultation
 - Show the quality and quantity of engagement with relevant people based on the 'quadruple innovation helix'



- Convey and validate the design claim clearly
- Explain the socio-cultural and ecosystem impact
- Consider human accessibility
- Showcase the quality of your design, innovation and creativity
- Consider the idea of up-scaling and future impact potential.

Submission guidance

A single, four-page landscape-oriented PDF document at 300dpi.

Page 1 Title and 'hero' image — Make this your 'hero page'. We recommend using one striking image that represents your design. Include the title for your entry and one impactful sentence or 'strapline' as an initial description.

Page 2 Design overview — Outline your design proposal using images and text (500 words max). Ensure your response addresses all elements of the judging criteria and that your visuals are well-chosen

Pages 3 & 4 Use & operational details — A text and visual description of the process of use / usage scenario relating to your design. How does your design relate to its operational environment? Demonstrate the design details that distinguish your design solution. Visually communicate / map the network of stakeholders and end users from whom you have received insight, feedback and advice. Don't forget to detail the impact potential of your design.

All entries must be submitted through the **E2i Student Design Challenge** online entry system at <https://www.engage2innovate.eu/>.

The competition will open for entry submission in **February 2025**. The final deadline for entries is **11:59 GMT on 30 April 2025**.



Terms and conditions

The terms and conditions of entry to the E2i Student Design Challenge are as follows:

- Any content you submit to the E2i Student Design Challenge must be your own original work and must not infringe the copyright of others
- We welcome intelligent and challenging debate, but avoid any pieces that involve personal attacks, are libellous, or offensive.
- The decisions of the judges are final, and no correspondence or discussion shall be entered into.
- The E2i Student Design Challenge team reserves the right to refuse any entry at its sole discretion. No entry may contain unlawful or potentially libellous, defamatory or disparaging material.
- This is an international competition, open to current college / university students and recent graduates within twelve months of graduation.
- We welcome submissions from anywhere in the world, but all entries must be in English.
- By entering the E2i Student Design Challenge, entrants agree that the E2i consortium and our sponsoring partners may: (i) showcase their work on their website and the E2i YouTube and social media channel, as well as any other media in connection with the E2i Student Design Challenge.
- By entering the E2i Student Design Challenge, entrants agree to the use of their names, likenesses, photographs and/or biographical information, for advertising, publicity and promotional purposes without additional compensation. The intellectual property rights of all entries submitted to the E2i Student Design Challenge shall remain with the entrant.
- The entrant agrees that the E2i consortium shall not be liable for any claims, costs, liabilities, damages, expenses and losses arising out of:
 - (i) the publicity and display of their work;
 - (ii) the entrant's participation in the competition;
 - (iii) technical failures of any kind including but not limited to problems or delays arising from software or equipment malfunctions or computer viruses;
 - (iv) any events outside the E2i consortium's reasonable control.