

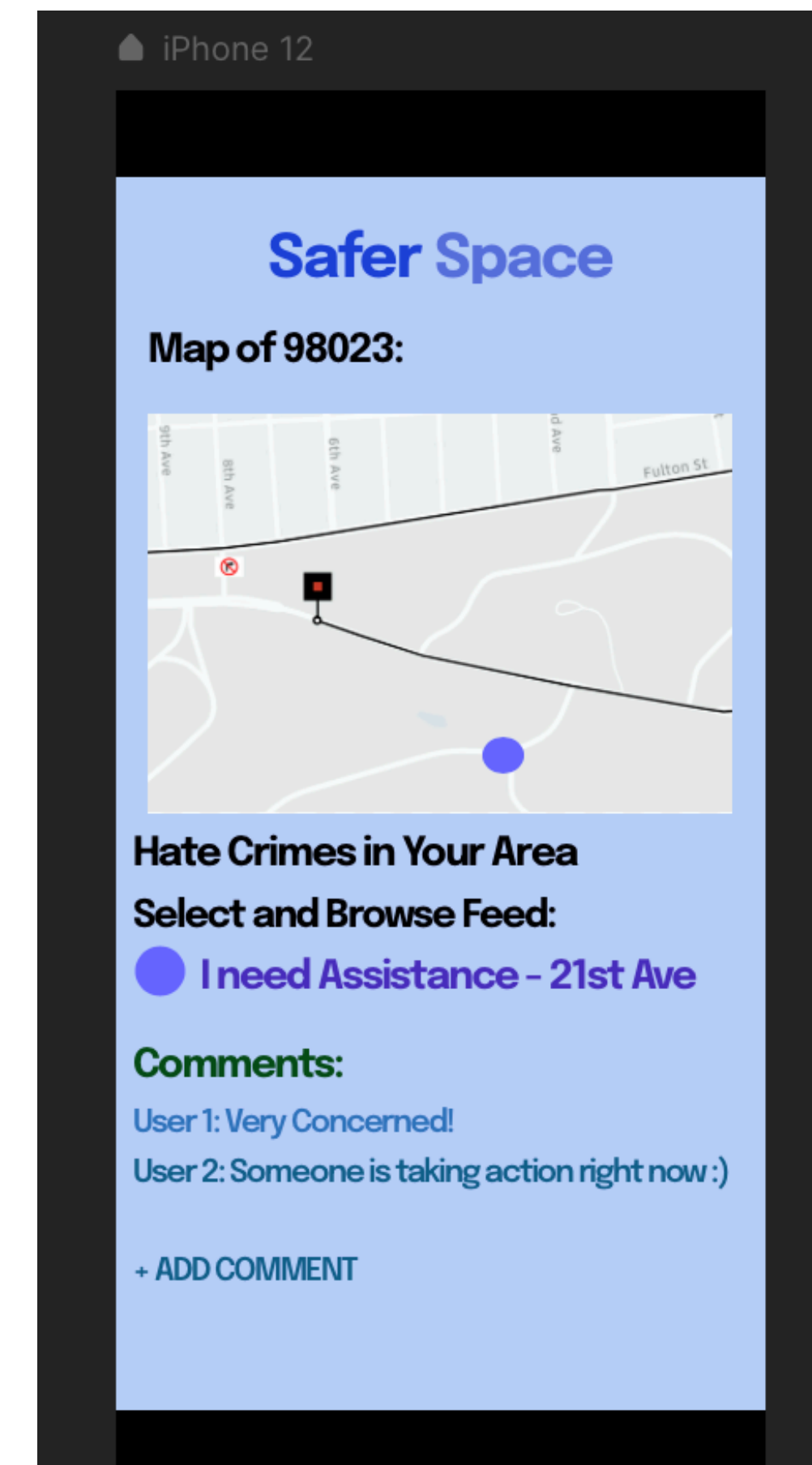
ABSTRACT

The Safer Space Hate Crime Security App is a mobile application that creates united communities and promotes awareness. The mobile application will help to protect community members that are more likely to suffer from hate crimes when they feel endangered or threatened in public spaces and even within their communities. The application would allow people to feel safe in places that they frequent, like grocery stores and markets but at the same time it would be used to protect neighborhoods. The application aims to target anyone who feels vulnerable or threatened in these community spaces as the app would send out an alert to citizens calling for assistance.

INTRODUCTION AND PURPOSE

TARGET: This app will target the specific issue of neighborhood security measures and correlation between security action and citizen alerts within the market spaces. The app would help bring social cohesion to a community and it would allow them to do good together, maybe then they may feel more comfortable and interact and communicate with each other. Nonetheless, this would create safer spaces by informing one another.

APP - Safer Space: Here for you Day and Night - Hate Crime Security App. The Safer Space App is a mobile application that creates united communities and promotes awareness. Pretend that you have found yourself in a scary situation while walking to your house at night, you can then fill out the trip log - this would allow the user to state where they are and where they are going, allowing their phones to track their trip. The app focuses on creating safer and aware communities.



User Interface

PROPOSED SOLUTION/RECOMMENDATIONS

The Safer Space App looks to create a safer atmosphere for communities by creating universal awareness of concerning issues that surround them. This may be used by anyone who feels vulnerable or threatened in these community spaces as the app could see where they are and eventually send out an alert to citizens as they can assist the person who is sending the message/alert and even take action by calling the police if necessary. If the person in danger cannot call anyone themselves, nearby security shall also be alerted. The app would require a sign in where the individual would state their location and select the zip code in which they are in. They would then send a code of the type of hate crime situation that they are in, and could be assisted by the concerned citizens that may be browsing the feed.

CONCLUSIONS

The Safer Space Security App will create social cohesion within communities as mobile devices will be used to promote a sort of alert function so that citizens can be assisted. The app focuses on the correlation and awareness within communities and individual citizens where they are able to discuss public spaces that need to be made safer. This app will collect data that is useful to both communities and law enforcement in regards to hate crime rates as they will be able to see what areas are most crime filled and what hours are most concerning in these particular areas. The goal and idea of this app is to create overall security for people and to provide a space for these citizens to talk about their concerns and take action. The focus is to engage in hate crime security to create a united community and promote awareness.

REFERENCES

Akama & Light. (2015). [Towards Mindfulness: Between a Detour and a Portal](#).

Harmon & Mazmanian. (2013). *Everyday practice with smartphones: Stories of smartphones in everyday discourse*.

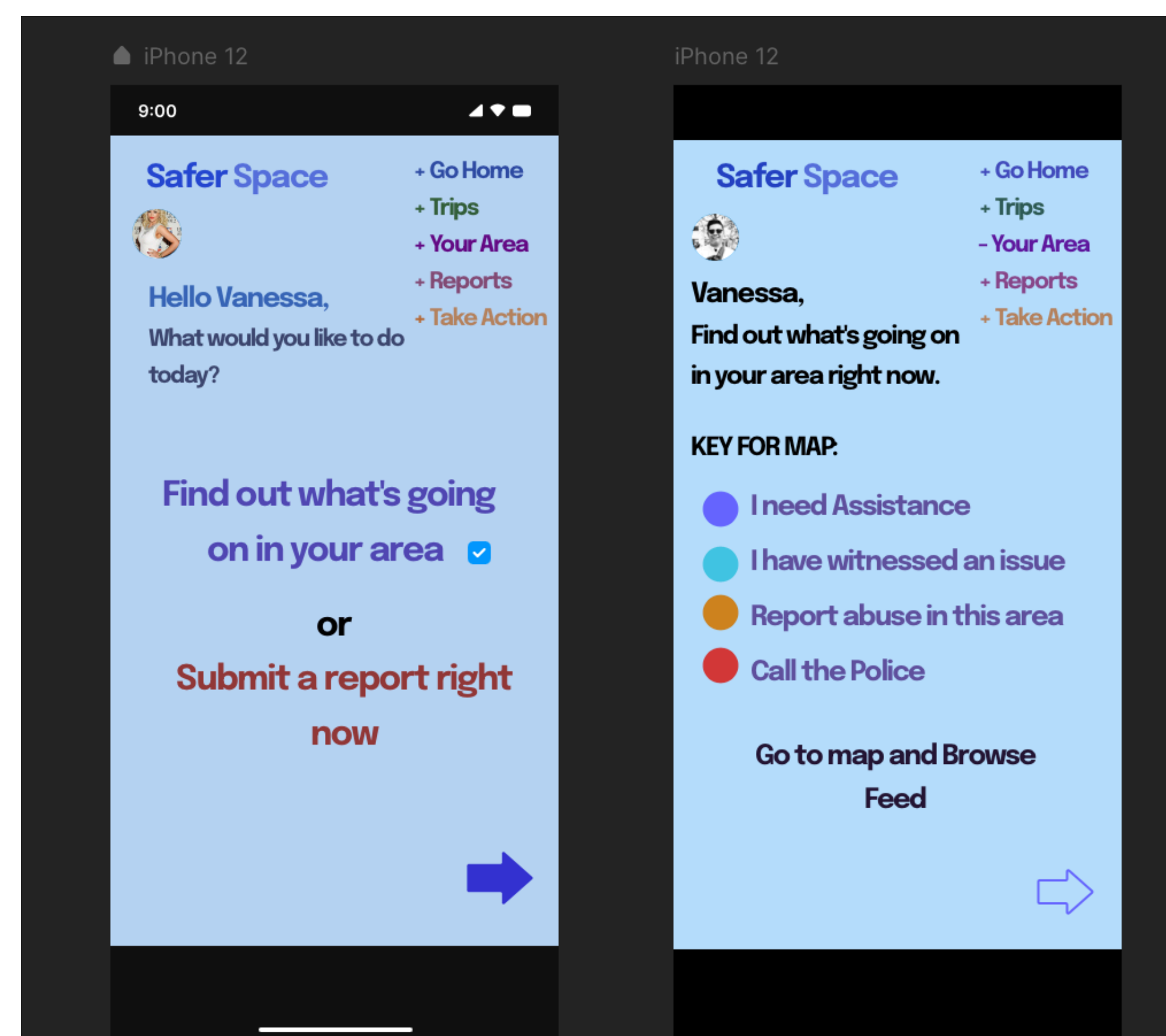
Meng, L., Kong, X., & Taniguchi, D. (2017). Dangerous situation detection for elderly persons in restrooms using center of gravity and ellipse detection. *Journal of Robotics and Mechatronics*, 29(6), 1057-1064. [Dangerous Situation Detection for Elderly Persons in Restrooms Using Center of Gravity and Ellipse Detection \(fujipress.jp\)](#). doi: 10.20965/jrm.2017.p1057.

DESIGN RESEARCH

Social Cohesion: This idea is taken from the article Everyday practice with smartphones Harmon & Mazmanian (2013). [Stories of smartphones in everyday discourse](#). In this article they discuss how the smartphone is multiply constituted and multiply experienced which we can see in the Ling article for example, that smartphones at times are solely used for the use of the media and to communicate and socialize but they can be used for much more; security. This app would create social cohesion within these communities and it would allow the people to communicate on another platform, creating safer spaces where they are lacking.

Digital Mobilities: This idea is taken from the article by Akama & Light (2015). "[Towards Mindfulness: Between a Detour and a Portal](#)". They explain how mobile devices impact us, that is, how we can understand their roles in our everyday lives. Like they say, "Digital devices are now almost everywhere, embedded in our daily lives" (Akama & Light, 2015, p.633). Our technologies shape us and we can see this by the way that we all interact with each other and our mobile devices in public spaces. This app will be strategically designed to fit this criteria, it will be designed in a way that is convenient to today's society and their uses of mobile devices. The app identifies zones and areas where there may be more crime or issues.

Supporting Research: This idea is supported by research that has been conducted in which mobile devices can function as a sort of alert system to assist and help citizens. Specifically this article by Meng, L., Kong, X., & Taniguchi, D. (2017). *Dangerous situation detection for elderly persons in restrooms using center of gravity and ellipse detection* explains how "our restroom danger detection system helps to protect elderly people when they are in a restroom by detecting falls in real time and sending an alert to a family member, hospital staff, etc." (Meng, Kong & Taniguchi, 2017, p.1063). They use devices to serve as a security form for the elderly in public spaces such as restrooms; spaces where they may need assistance.



Prototype