



Toonion Street Racer

Anti Vandalism PC Game & Bus Project

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It was agreed to establish a steering group to look at developing an initiative that could proactively tackle the many vandalism issues faced by different organisations within the Aberdeen area.

It was decided that a mobile classroom which included an 'educational type' computer game could be utilised by a variety of organisations across the city and surrounding areas to combat youth related vandalism.

The Problem:

Difficulties with engaging and educating young people about the effects of crime and vandalism.

Crime, vandalism and anti-social behaviour on buses within Aberdeen and Aberdeenshire is an ongoing problem.

Recent statistics in Aberdeen indicate the following:

- £700 a week spent replacing damaged and vandalised seats. This totals £36,400 per annum.
- Approximately 200 windows a year are smashed at a total cost of £72,000.
- On average, vandalism costs First in Aberdeen between £75,000 and £100,000 per annum.
- Violence against staff and passengers is also an increasing problem.

Objectives:

- To reach a key audience of children and young people from age 5 to 16.
- To educate children and young people about the dangers and consequences of crime and vandalism.
- To identify key target areas where vandalism is a particular problem and focus on reducing crime and vandalism in these key areas.
- To provide a flexible resource to allow a range of agencies to deliver a message about vandals, vandalism and the consequences of vandalism.
- Implement a procedure for the accurate and ongoing recording of vandalism statistics and set a target figure for reduction.
- Prepare a package to be utilised by all organisations on the bus to deliver the same key message to all target audiences
- To provide a resource that will be available to the geographic areas of Aberdeen city and Aberdeenshire.

Method/tools/techniques:

The game concepts were developed through the use of creative design processes which involved lengthy discussion and group based activities including brain storming and mind mapping. We could then focus on visualization and the model for the game environment which involved the adaptation of local street plans kindly supplied by local authority architects.

Gameplay and animated sequences were considered and effectively resolved using storyboards and 3D modeling software. Two main characters for the game were modelled and completed within the early stages of the project after positive feedback from local school children whilst environment mapping and surface texturing continued.

Periods in the project were identified to focus in on four highly sophisticated animation sequences which would be crucial to the success of the game.

The latter programming elements required real resolve whilst sound effects and a sound track were added towards the end.



Outcome & impact:

The Toonion Street Racer Computer Game demonstrates that design can offer creative solutions to seemingly complex problems such as vandalism and antisocial behaviour.

Innovation:

By using the bus and computer game as communication/educational tools young people can channel their energies in a structured manner promoting learning and a responsible lifestyle.

Professor Mike Press, Head of Gray's School of Art said, 'Cracking crime calls for creative solutions, and increasingly design is seen as playing a key role in crime prevention. This project shows the value of harnessing the creative talents of designers as a means of tackling crime problems head on. Gray's School of Art has been leading the way in the Design Against Crime initiative, and our research in this field has been showcased the world over.

Additional comments:

We could offer visitors the opportunity to play the game.

In addition to this we have taken on the extra task of creating the external bus design.

Not many people think of designers as crime fighters – but they have just the right creative problem solving skills to take on seemingly complex problems such as crime and antisocial behaviour.

We have worked with the UK's Design Council on this issue, and this project shows how we are focusing our expertise on problems that are faced by our local communities. Design against crime works, and we look forward to seeing the benefits from this new and exciting project.'









