

# Team Incarcerated Populations

## (1) Target user: Youth Affected by the Incarceration (13-19yr)

- We talked to POPS the club non-profit partners Arielle Harris and Jen Cole and we learned about the effects incarceration has on youth
- Relevant statistics:
  - [In 2016, nearly half of state prisoners \(47%\) and more than half of federal prisoners \(58%\) were parents to at least one minor.](#)
  - [On any given day, over 48,000 youth in the United States are confined in facilities away from home as a result of juvenile justice or criminal justice involvement.](#)

## (2) Problem space: Prevention of Community

- We talked to non-profit partner POPs the Club, and we learned about building safe spaces
  - Clubs, self-expression,
- Relevant statistics:
  - Served ~500 students
  - 1.9 million people are incarcerated in the united states
- What we found surprising:
  - Restorative work is taunted to non-profits instead of the federal government providing solution and services.
- The problem we want to tackle in one sentence:

- working through trauma
- visitation experience - trauma

People not affected

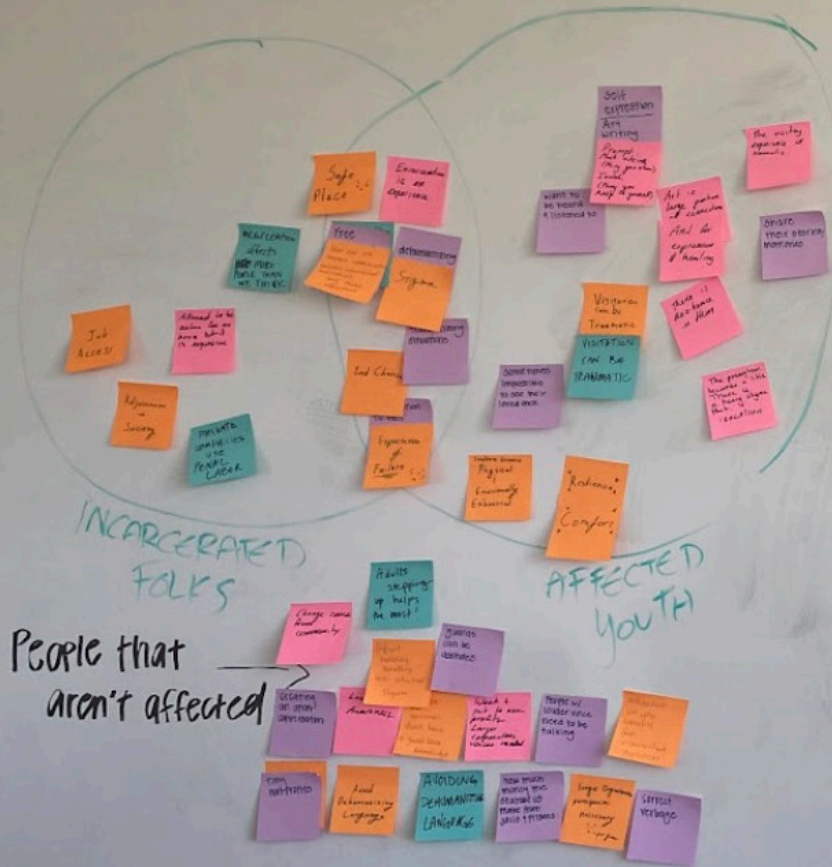
- education
- volunteer
- activism
- tiny non-profits

Problems:

- providing the affected youth w/ an easier, less traumatic way to visit loved ones.
- breaking stigma (organ donor)
- Self-expression
  - ID, sharing feelings, mood board

## ★ Affected Youth

- Safe space (solution)
- Community (shared experience) (solution)
- Self-expression - platform to share (solution)
- Lack of communication w/ loved ones (problem)
- Open conversation (solution)
- Class/environmental (problem)
- Breaking the cycle (solution)
- Deal w/ their own stigma (problem)
- Free resources
  - clubs, money, food security (solution)



## **Team Incarcerated Population**

### **We met...**

Arielle and Jen from Pops the Clubs, a nonprofit organization that creates school clubs for youth impacted by incarceration.

### **We were surprised that...**

Most the work of helping these young people is thrown to small and unfunded non-profits, limiting their access to resources.

### **We thought this could mean...**

We can leverage Snapchat's wide reach to provide those resources.

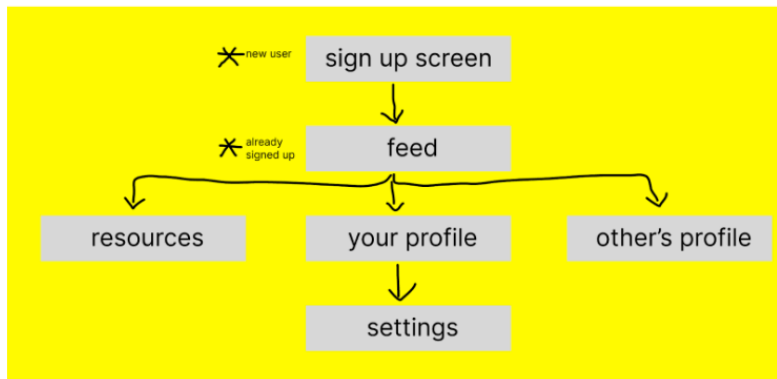
## **We asked...**

How might we help youth affected by incarceration build a community to create avenues for self-expression to help them overcome trauma?

## **It would be game changing to...**

Create a platform for students to find free local resources and connect with each other.

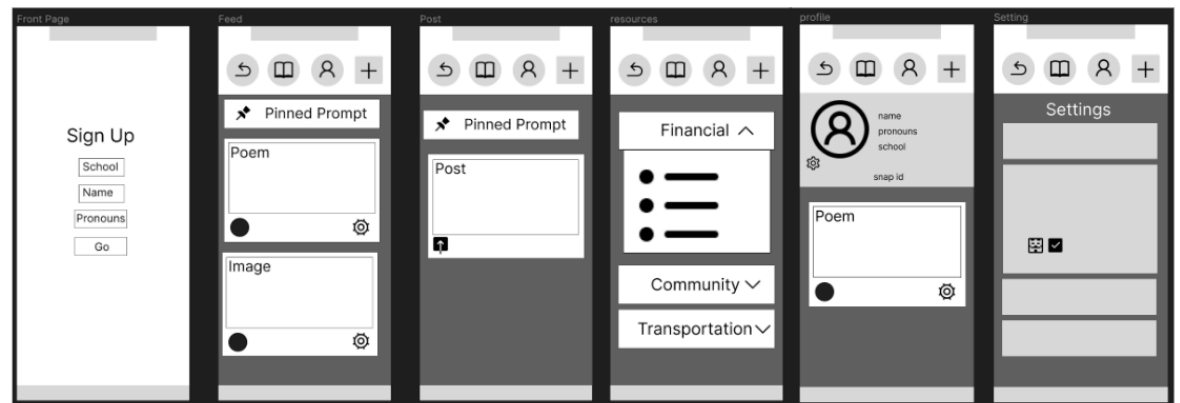
## Team Incarcerated Populations



Sitemap and Wireframe Sketches

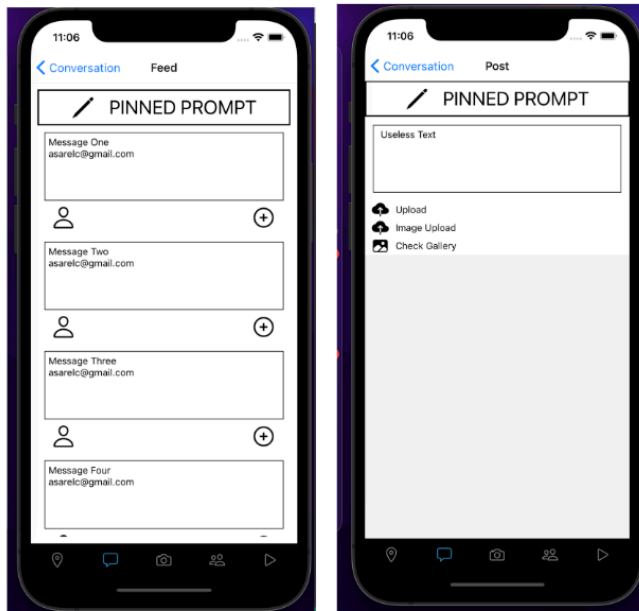
## Target Persona

Our Target Persona are youth (13-19yr olds) affected by incarceration, whether that be of themselves or of a loved one. Because of the negative stigmatization of incarceration, they feel shame and fear towards speaking about their traumatic experiences around incarceration. This fear makes it difficult to find a community that sees them as a person rather than a problem. Their shame makes it difficult to express themselves whether that be vocally or through artist expressions.

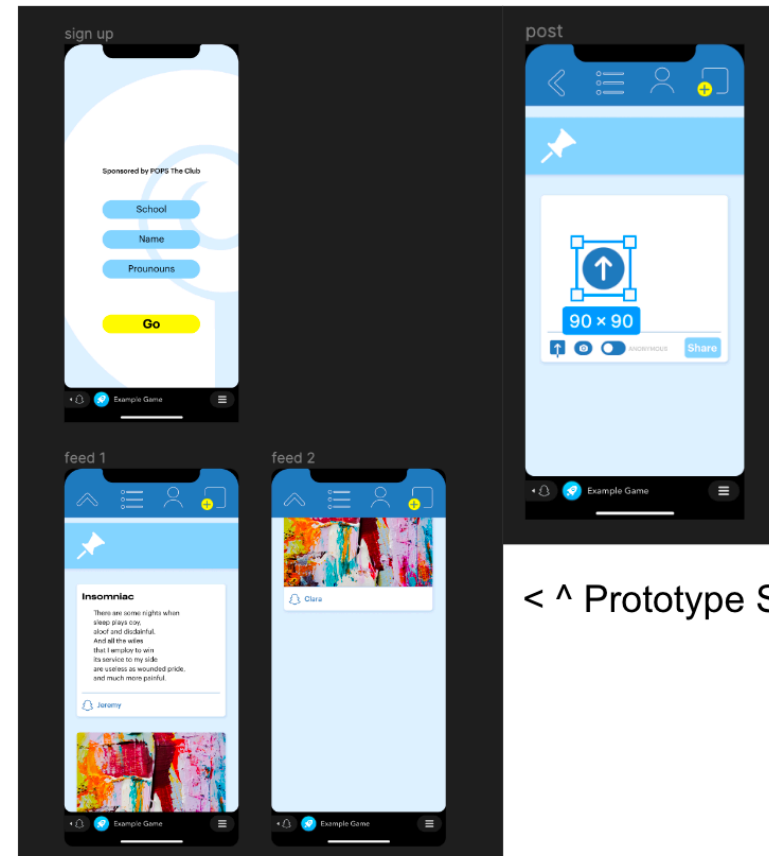


Figma Wireframe

# Incarcerated Population



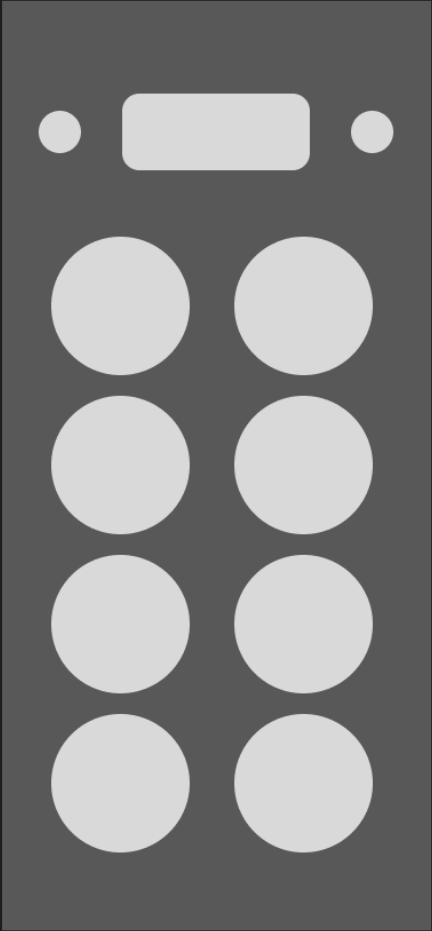
React Native Code Stuff^



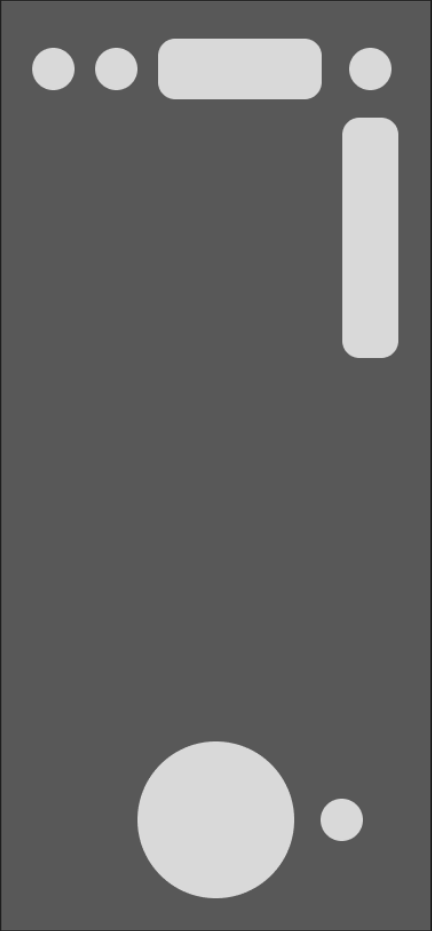
< ^ Prototype Screens

Marketing Plan: TBA... >.>

Front Page



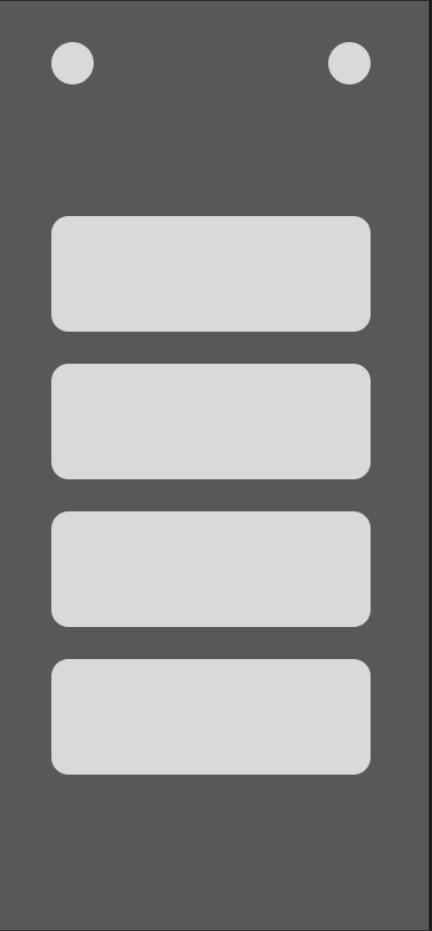
Camera with Prompt



Picture



Archived Page



# BLOCKTALK

## Typography

Graphik Medium  
Graphik Bold  
Graphik Condensed

## Icons



Anonymous



Nicole

BT



# BT

## Color Palette



0EADFF



C2D0E3



18191A



FFFFFF



Gradient



## Text Box

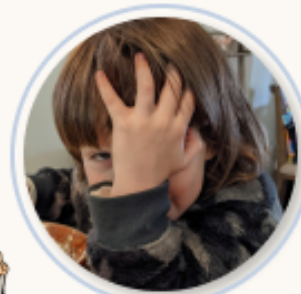
### Prompt of the Week:

What misconceptions does society have about you?

What  
misconceptions  
does society have  
about you?



## Stories



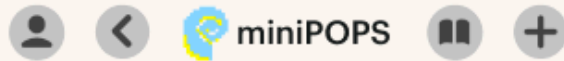
Tony



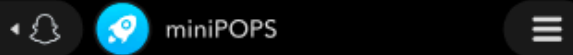
Laura



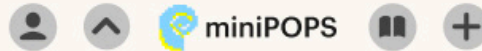
post



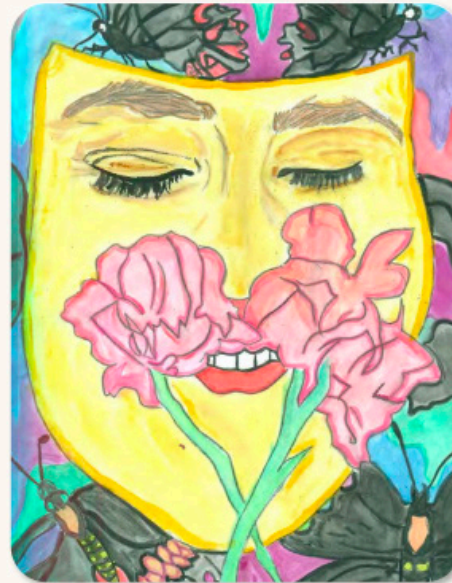
prompt of the week:  
where are you from?




feed-m



Prompt of the week:  
Where are you from?



 Nicole



### Song of the Day

Each walking speaking noise.  
Ancestors tongues.  
Someone patching  
Someone trying  
A woman changing  
We encounter, to consider  
We mark to find safe.  
We walk died  
the names  
inside  
struqaale