

## Product and System Innovations



**DAC envisioned the Everything Unit as more than just a multi-functional product. It anchors a system of cell furniture use, production and distribution that responds to significant challenges that prison system currently faces. The challenges are:**

### **#1: Support wellbeing and rehabilitation with furniture that accounts for diverse people with different needs.**

It is common that prisoners do not have access to the furniture they need which is a source of constant frustration. You will find examples like this in prison:

*A prisoner moves into a cell with one cupboard, one wardrobe and no desk because it was smashed up by an inmate. While storage space is valuable. The prisoner would like a desk for drawing and writing, but a replacement is not available and won't be for some time. He uses a cupboard as a work surface, but it is not the right height, there's not enough room for his materials and there's no leg room.*

The Everything Unit responds to these kinds of issues in distinct ways. As a one size unit that can be adapted to be many things, prisoners can customise their Everything Unit(s) to fit their personal needs. For example, if a prisoner has a desk but needs more storage, they could be given a kit of Everything Unit components (e.g. 2 large shelves, 2 half shelves, 1 divider) that they can arrange into the different furniture configurations (see Figure below). With adaptable furniture, the burden on prison industry to produce many different furniture items is simplified with the Everything Unit as this one-size-does-all furniture can be easily and cheaply modified or repaired. It gives prisoners choices and options while improving upon the quality and aesthetic of furniture, and not compromising safety.