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Lecture Date: Monday, September 10, 2007

I. Theories of Crime

A. Fundamental Attribution Error

1. Under-weighting the impact of the situation and overweighing personal characteristics in the prediction of judgments, and explanations for social behavior.

B. De-individuation

1. Obscuring markers of personal identity (e.g name, etc.) prompts people toward more anti-social or counter normative behavior.
2. The Zimbaro Experiment was very mild when compared to the real experiment. The situation in a jail asks for more violent and bad behavior.

II. New York Design

A. Theory: Prisoners are violent individuals; must be controlled.

1. This has a jail and walkways around it.
2. The guards are always positioned on these walkways so that they can keep a close watch while being safely away from the convicts.
3. Everything here is indestructible.
4. The setup is safe to keep the violence down but in case any kind of violence did occur, by the time the guards actually came down, somebody may already be dead.

B. Alcatraz Prison

1. The cafeteria, which is the only place where all the criminals meet, is highly secure.
2. There are glass walls all around it through which the guard can see if there is any kind of violence happening in there.
3. In case of any emergency they can push their guns through the glass breaking it and opening fire on the trouble-makers.
 - a. This assures better safety and lowers violence, as the prisoners are aware of the fact that they are being observed.

III. Direct Suspension Design

- A. Make things in the cell vulnerable.
- B. Put prisoners together in common area.
- C. Put guards in the common area.
- D. Ensures the sense of responsibility and therefore decreases violence.
- E. The prisoners are also in constant fear of being watched by the guard.