

For Immediate Release

From Pulitzer Prize-winning New York Times journalist Jim Dwyer comes *False Conviction*, a collection of gripping true stories about innocent people convicted for crimes they did not commit. In an extraordinary multimedia production, discover how justice can go wrong. Vivid interactive features invite you to experience first-hand the ordinary ways such shocking mistakes can happen. Can we trust our memory of events? How unbiased are we? Is forensic science as reliable as we think it is?

Based on a groundbreaking collaboration between the Innocence Project and the New York Hall of Science and published by award-winning app producer Touch Press, *False Conviction* explores how the revolutionary science of DNA testing has changed the very definition of "hard evidence".

False Conviction investigates life and death cases where DNA evidence played a crucial role in establishing the truth. In this new light, the types of proof that the criminal justice system has relied on for decades – eyewitnesses, confessions, even crime lab tests – are revealed as far more fallible than previously believed.

The book carefully examines what should and shouldn't be considered "scientific" evidence. And with guidance from leading experts including homicide detectives, cognitive psychologists, witnesses who discovered their mistakes, and wrongly convicted people, *False Conviction* shows us how we can – and must – do better.

John Grisham:

"False Conviction puts the criminal justice system under the microscope and reveals its flaws in shocking detail. Through compelling writing and interactive features that transport you to crime scenes, court rooms and cutting edge science labs, Pulitzer-winning author Jim Dwyer and the imaginative book makers at Touch Press illustrate through heartbreaking cases of wrongful convictions why the system fails and how science is helping to restore justice."

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Touchpress craft premium quality, beautiful apps that explore important and interesting subjects in new ways. The London-based company aims to push the creative and technological boundaries of mobile devices to inspire and delight audiences. Touch Press' apps have won numerous awards including Apple's Best iPad App of 2013. To date, twelve of the company's titles have been selected by Apple as Editor's Choice or App of the Week on App Stores worldwide.