CHOOSE THE VR PROVIDER

The **selection** of a suitable **VR training tool** and provider requires the definition of criteria based on your organisation's needs.

To successfully start the **tender procedure**, it is crucial to define requirements towards the potential VR **provider companies** to find the **perfect solution** for your organisation.

TOP 5
What a providor wants to know from you

1. **Define your functional (non–technical) requirements**

2. **Define utilisation & logistics** How many people train how long on how many days, group size etc.

3. What **learning goals** should be achieved?

4. What types of **scenarios** should be trained? Include examples

5. What service level agreement **(SLA)** is expected?

IMPLEMENTATION ASPECTS

Before **VR training can be rolled out** in an organisation, **internal processes and regulations** must be established. That includes:

- Ethic requirements and regulations (incl. data security issues)
- Adapted training framework for digital learning and the usage of VR training included in the current curriculum or the organisation
- Internal train-the trainer program
- Guidelines for the future VR trainer

A special focus should be given on the ethical aspects of VR:

ETHICS IN THE VR

USER PROTECTION

Data privacy, security, transparency: focus personal data (What data is where stored, for how long and who has access) Letter of content for trainees

WELL-BEING

Physical safety (first-aid kits, suitable location, stress monitoring) Psychological safety (realistic worlds can cause more psychological effects)

VR DESIGN

Representation of the avatars (the trainees and role-players) as well as diversity of non-playing characters (NPCs) & non-stigmatisation

POLICY-MAKER TOOLKIT

You want to learn more about the implementation of VR in police training? Scan this code or visit our website to download the full **policy-maker toolkit**

shotpros.eu/2022/08/24/policy-maker-toolkit/

SHOTPROS

Policy-maker Toolkit

ABOUT SHOTPROS

The **Horizon 2020 funded project** SHOTPROS developed from 2019 to 2022 a **training framework** as well as a **virtual reality (VR) training solution** for decision making and acting under stress and at high risk (DMA-SR) for **European police officers.**

Officers are increasingly involved in threatening situations. To train uncertain and complex events, VR seems to be highly effective. But **introducing VR** technology to a LEA organisation still causes many open issues. To close this gap, the SHOTPROS created a policy-maker toolkit to **share the knowledge** on **VR training** of more than **13 European partners** with other organisations attempting to introduce VR training to their organisation.

www.shotpros.eu
www.vrandpolice.eu

KEY BENEFITS OF VR

- **Flexible:** scenario-based training of complex situations, easy set up at any location
- **Safety:** training of threatening situations in a safe enviornment
- **Resource-saving:** less time, money, people, etc. needed for training
- **Scenario environment options:** large number of default environments, even real places can be easily re-built in VR
- **Tactical readiness:** real-time stress & performance measurement, evidence based after-action reveiew

HOW TO INTRODUCE VR TRAINING TO A POLICE ORGANISATION

The introduction of VR training in an organisation can be described as a digital transformation process that affects many areas. Therefore, it needs to be prepared in detail and also accompanied in its execution to be successful.

Clear objectives, responsibilities and involvement are the key success factors. The full policy-maker toolkit represents a hands-on guide on how to successfully introduce VR training to your organisation.

STEP 1. VISION & BENEFIT
Define what you relly **want** to achieve
Define what you **don't** want to achieve
Identify fans and refusers

STEP 2. SKILLS & COMPETENCIES
Define project team & authorities (IT, legal, deciders, externals etc.)
Gain as much knowledge as possible

STEP 3. CALL FOR TENDER
Identify criteria and start the process (regulations)
Try out providers & challenge them

STEP 4. SELECTION & CONTRACTING
Clarify your needs in written form
Define involvement & responsibilities
Involve legal dep. & working council

STEP 5. INTERNAL PROCESSES & REGULATIONS
Clarify data protection and ethics
Implement a VR training framework and train-the trainer courses

STEP 6. ASSESMENT & IMPLEMENTATION
Clarify final requirements with provider
Receive trainings for software
Design scenarios

STEP 7. ROLL-OUT
Invest in internal communication
Identify supporters
Prepare first training excellently

STEP 8. USAGE & FEEDBACK
Make sure it is used (training plans)
Gather feedback & share with provider
Show the success & raise money

SUCCESSFUL INTRODUCTION
ongoing process