

DELIVERABLE 8.7

D8.7 Demonstration Tool

Deliverable	D8.7
Deliverable Lead	RL
Related work package	WP8
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Duration	42 months
Version log	V1.0



About this slide deck...

- Deliverable 8.7, of the HORIZON 2020 project SHOTPROS (No. 833672)

This slide deck delivers a demonstration tool including a project presentation for showcasing the project and its developments regarding VR police training to potential end users throughout the project. This slide deck or a selection of slides (depending on the target group) was already used at many events (see some highlights on next slide).

Together with the demonstration tool-video, this covers a full demonstration of the SHOTPROS project to interested potential demonstration video:

<https://www.re-lion.com/movies/2022-shotpros---d87DemonstrationTool-.mp4>

SHOTPROS – showcasing events – focus last 20 months

08/2021 – VR&Police Get Together seminar at SIAK, Vienna, Austria

09/2021 – Transtun Final Conference, Tunnel de Bielsa-Aragnouet, France

11/2021 - Conference for New Technology for Law Enforcement, Würzburg, Germany

11/2021 - CUTTING CRIME IMPACT (CCI) Conference, Brussels, Belgium

03/2022 - VR&Police Network Event, Gimborn, Germany

02/2022 – Showcasing at Field Trials, Seibersdorf, Austria

03/2022 – Showcasing at Field Trials, Bucharest, Romania

04/2022 - Showcasing at Field Trials, Amsterdam, The Netherlands

04/2022 – Showcasing at Field Trials, Selm, Germany

05/2022 - Showcasing at Field Trials, Berlin, Germany

06/2022 – Specialist Conference DHPOL, Frankfurt, Germany

09/2022 – Final Conference SHOTPROS project, Ranst, Belgium

Etc.

Train.Decide.Act

Showcasing SHOTPROS



SHOTPROS in a nutshell

- SHOTPROS develops for...
 - TRAINERS Scientifically validate training framework for decision making and acting (DMA) under high stress
 - TRAINEES (Validated) VR-training environment
 - DECISION MAKERS Guidelines for VR usage in organisations
- Enhance performance of European police force
 - Keep the guidance in threatening situations
 - Avoid collateral damage
 - Avoid cascading effects



About the project

Facts & figures SHOTPROS

- A human factors based (VR) Training framework for decision making and acting (DMA) capabilities under stress and in high risk situations for European law-enforcement agencies (LEAs).
- **Funding:** 5,1 Mio. Euro / 100% funded
- **Duration:** May 2019 to October 2022
- **Type:** RIA, GA No. 833672, HORIZON 2020 EU research and innovation funding programme



13 partner



An international & multidisciplinary consortium:

- Renowned European research institutions
- International companies
- End user focus: 6 European law enforcement agencies (LEAs)

Background

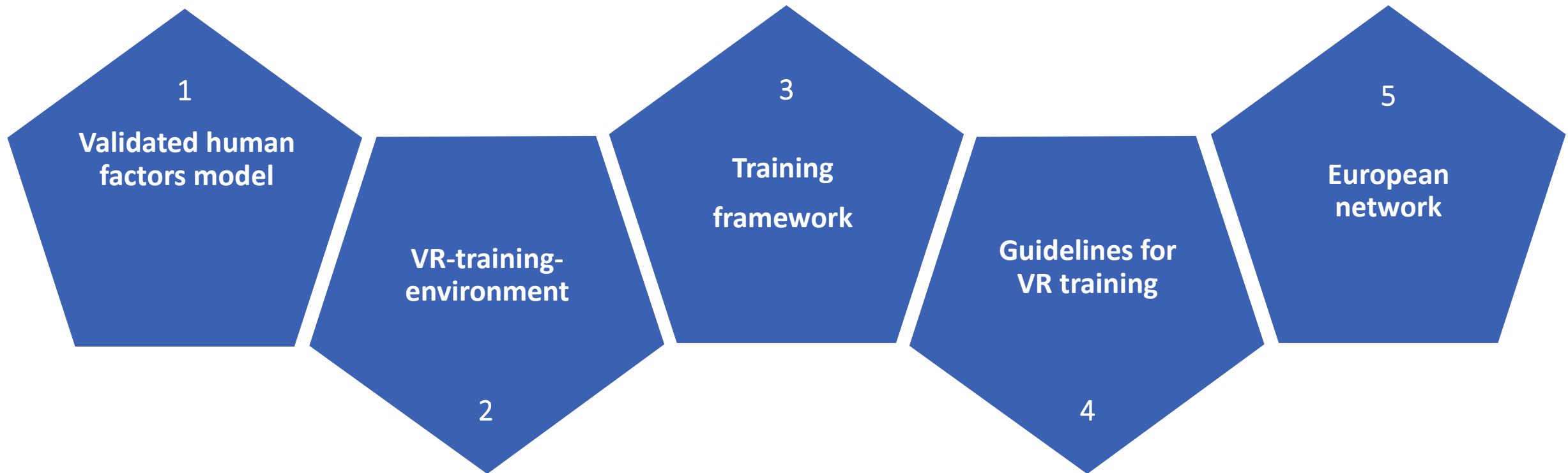
- **Patrol officers** → increasingly involved in **threatening situations** (e.g. AMOK, terror, organised crime, etc.) as first responders
- Extreme **stress** and **performance** situations arise
- Make the right **decisions under stress**

→ **SHOTPROS** supports **European police forces** in current challenges



Project objectives

Overview – project objectives

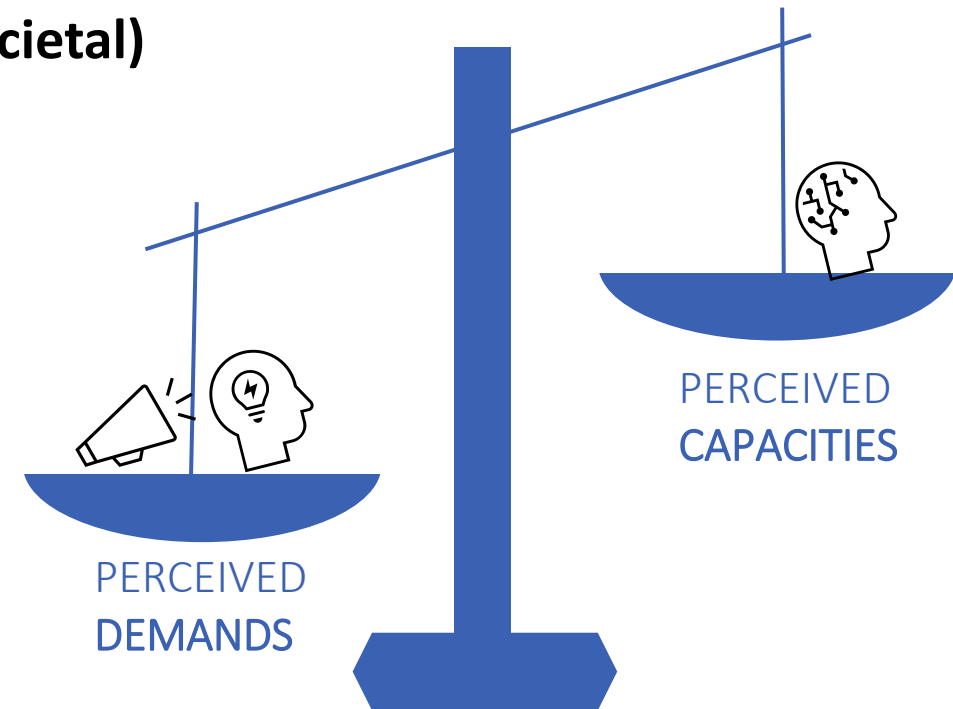


Scientific Basis

Stress is the individual emotional response to a situation that is perceived as threatening.

Conceptual Human Factors model

- Perceived demands and perceived capabilities are **not** balanced
→ this represents a **change in attention** and leads to **suboptimal** decision making and acting.
- **VR training enables officers to focus on task-relevant input in stressful situations**
- Human factors (**personal, contextual, organisational or societal**) help to create variable and **realistic** VR-training.
- The model was enhanced with stress inducing factors and bio-signal measurement throughout the project
- Validation in field trials all over Europe in spring 2022
- Results will be applied to the training framework & curriculum and the VR solution



4 innovation areas

Technology

Free movement

Smart vests

Tactical belt

Outdoor

Framework

Model

Curriculum

Guidelines

Scenarios

In-action monitoring

Stress measurement

Steering

Role player/ NPC behaviour

Realism

After-action review

Re-play

Change perspectives

Evidence-based feedback

Performance indicators

SHOTPROS VR product vision

VR solution – all in 1

PREPARATION

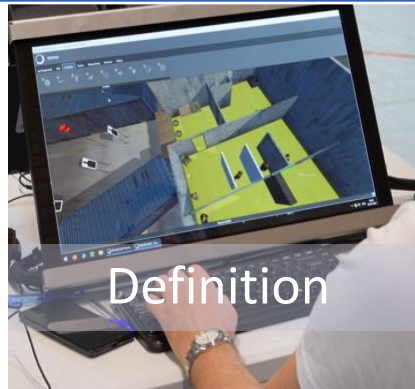
training scenario

EXECUTION

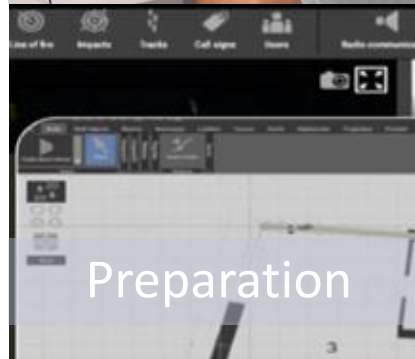
In-action monitoring

REVIEW

After-action replay



Definition



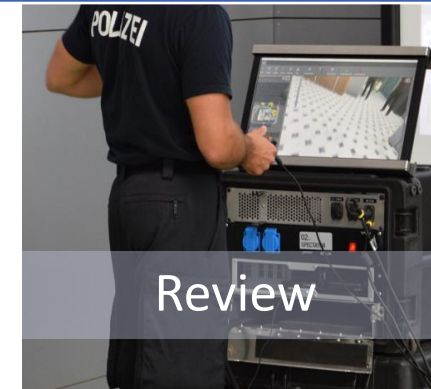
Preparation



Monitoring & steering



Execution



Review



Learn


VR solution components



Training field max. 100x70m



Ad-hoc wireless stand-alone network

Trainer Station 
for:
In-Action
Monitoring and
After-Action Review

Rack for **smart vests & tactical belt & battery charger**  

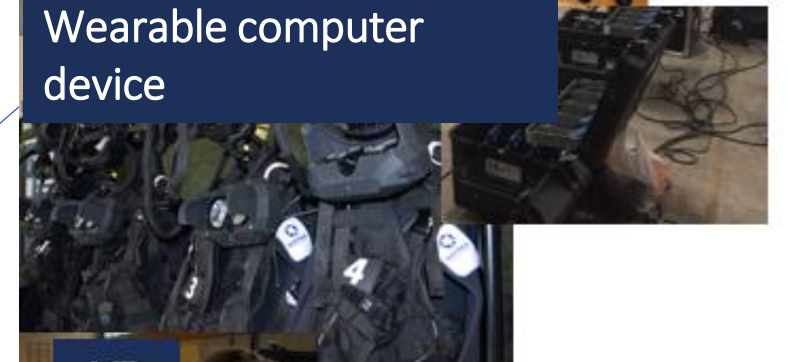
Operator station 



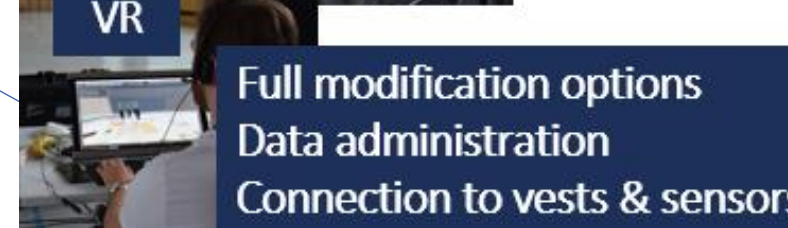
Easy-to-use user interface



Wearable computer device



VR

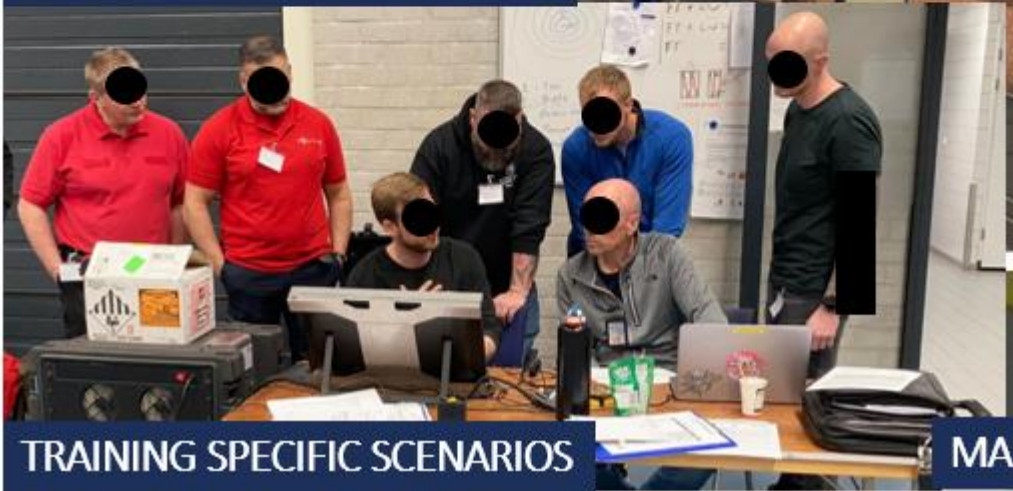


Full modification options
Data administration
Connection to vests & sensors

Easy & efficient scenario preparation (scenario editor)



HANDS-ON SCENARIO DESIGN



TRAINING SPECIFIC SCENARIOS



MANAGE ENVIRONMENTS, OBJECTS, CHARACTERS, BEHAVIOUR; STRESSORS

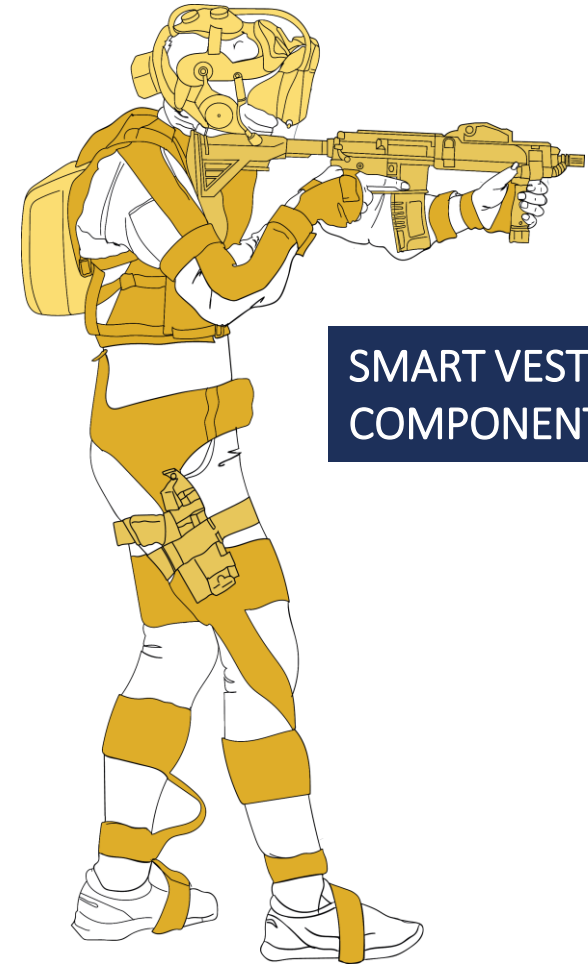
Training preparation



LOCATION INDEPENDENT & EASY SET-UP



SENSORS & HAPTIC VIBRATION



SMART VEST COMPONENTS

Training – scenario & reality



Graphical realism



Usage of police equipment



Stress assessment – trainer dashboard & manipulation

BIO SIGNAL MEASUREMENT

Stress Control Panel

Training View: 1.Users → 2.Physical Gear → 3.Playlist → 4.Virtual Gear → **5.Exercise** → 6.Debrief

Create a custom scenario with stressors

Enable/disable stress cues:

- Instant playback: [On/Off]
- Sequential playback: [On/Off]
- Swarm: [On/Off]
- Crash: [On/Off]
- Load: [On/Off]
- Stairs: [On/Off]

Trainees Stress Levels Assesment

Trainee 1	Trainee 2
Current Stress Level: [Graph]	Current Stress Level: [Graph]
Normal HR 92	High HR 90

Stress Levels Legend

- Normal
- Increased
- High
- Very High

STEERING OF SITUATION




Multisensory experience – materialising stress



After-action review



RE-PLAY – SELECT CERTAIN SITUATIONS

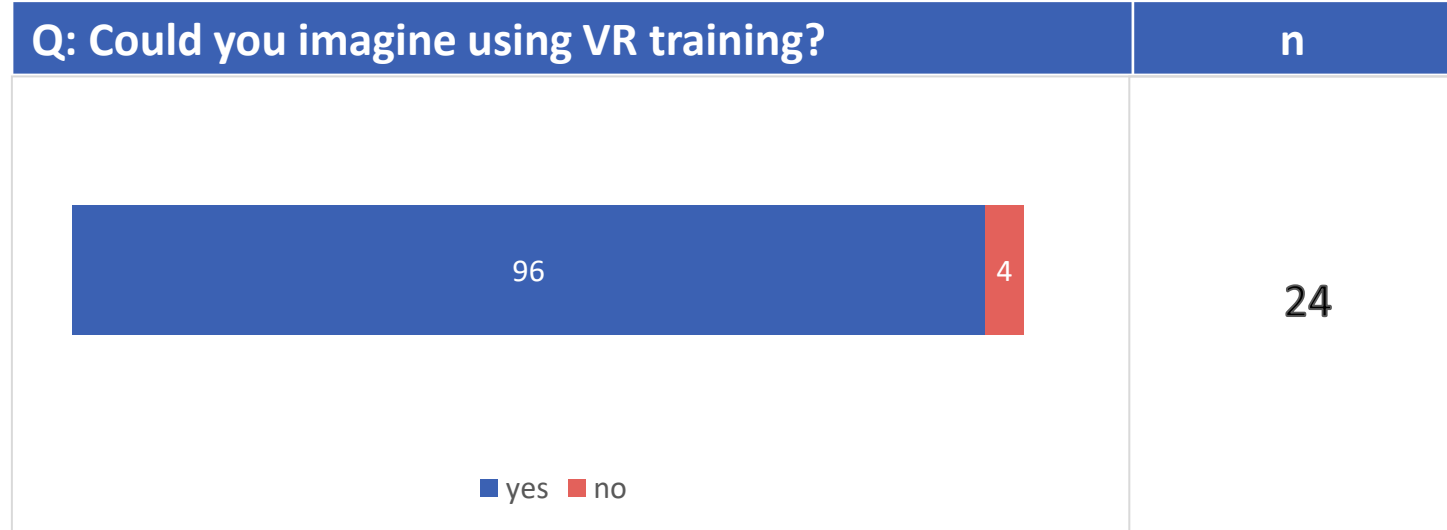
CHANGE PERSPECTIVES



EVIDENCE BASED PERFORMANCE

END USER FEEDBACK

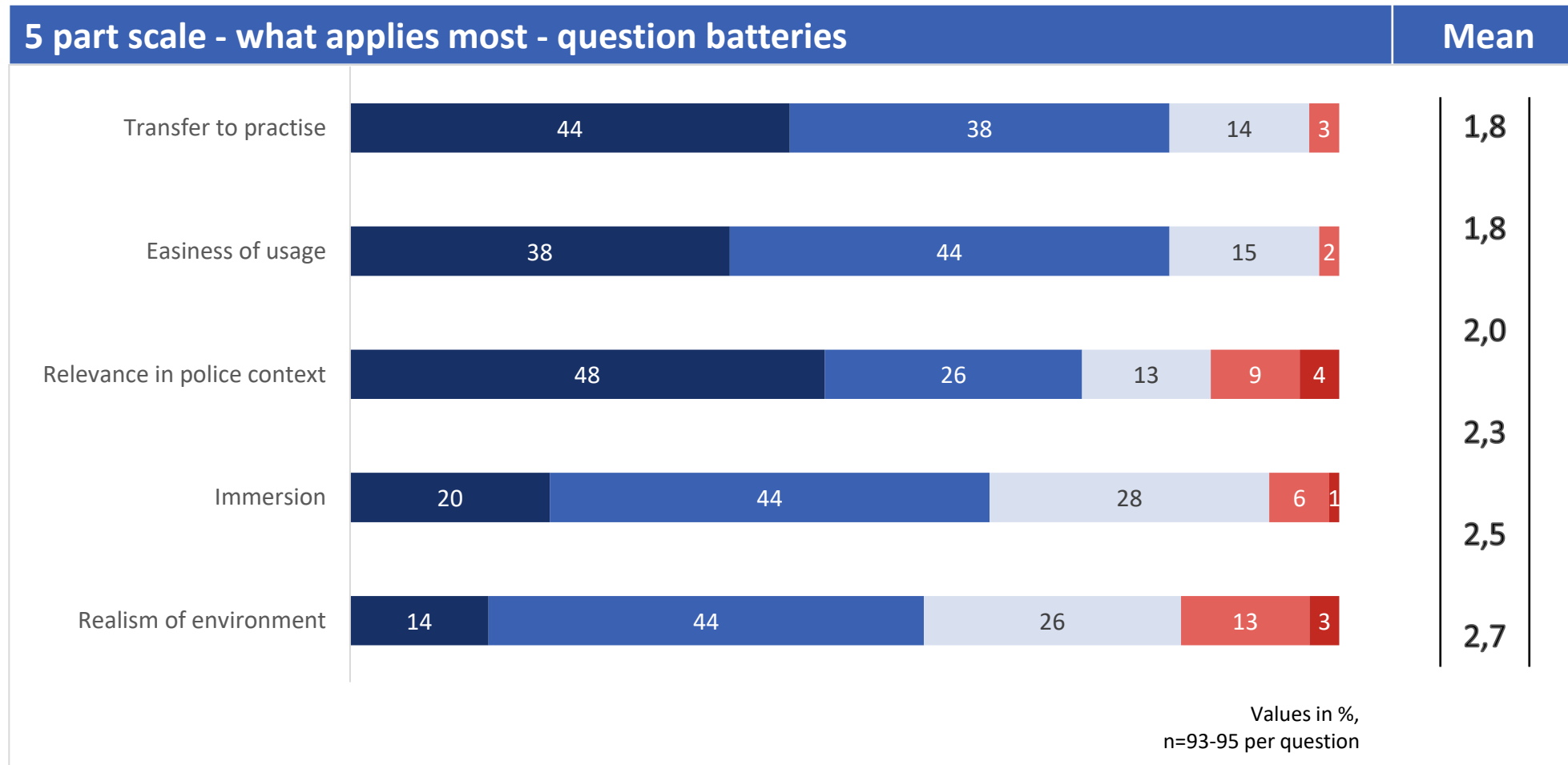
End user feedback – VR for training



Values in %

„Train anything, anywhere, anytime“ Trainer Berlin

End user feedback – system evaluation



First results:

Training guidelines & changing role of a trainer

VR technology - implementing in the organisation

- **Organisational, business, legal and technological factors** need to be considered
- **Procurement** and selection process needs to be a defined and **guided** process (**early involvement** of trainer to raise **acceptance**)
- **Embedding** in **existing** guidelines /adapting existing concepts:
Expand existing education and training framework & consciously establish stress as a factor in training
- Focus = **training**, not technology
- Introduce "**Train-the-trainer**" courses (3-5 days)
- **Ongoing adaptation/revisions** of concepts will be necessary

Technology selection: types & scales of VR systems on the market

- **HMD + VR controllers/other tools:**
entry level, "compact version", scenarios present a situation followed by DMA → possible use at police stations
- **Full-body (incl. tools), indoor small setup:**
training of small unit tactical movement in small spaces → use at training centers
- **Full-body (incl. tools), indoor large setup:**
training of small unit tactical movement in outdoor scenarios and larger buildings → use at training centers
- **Full-body (incl. tools), outdoor very large VR setup:**
training of platoon-size tactical movement in outdoor scenarios and large buildings → use at training centers (indoor & outdoor)

Re-think the trainer role

- Technology know-how
- Ethics and safety
- Additional education for VR training
 - Type of training
 - Tools
 - Raise acceptance
- Raised mental load (trainer)



Training Framework

- More conscious choice in preparation
 - Training objectives, scenarios
 - Physical safety needs to be considered differently
 - Ethics & diversity considerations
- Monitoring & steering
 - Flexibility for the trainer - Live reaction / scenario adoption / (live) instruction of the role player
- Didactical base = provide successful training
- Evidence based feedback
 - Measurability is infinite → evaluation by the trainer
 - Trainers needs to be the expert
 - Model learning can be applied
 - Approaching trainees on their learning level
- Considering motion sickness and providing alternatives in case

Outlook

VR & Police Network

- Network also after end of project
- Online community with experts and European law enforcement agencies – independent of providers
- Real-life network meetings for better know-how exchange and networking



<https://www.vrandpolice.eu>

Stay in contact



www.shotpros.eu



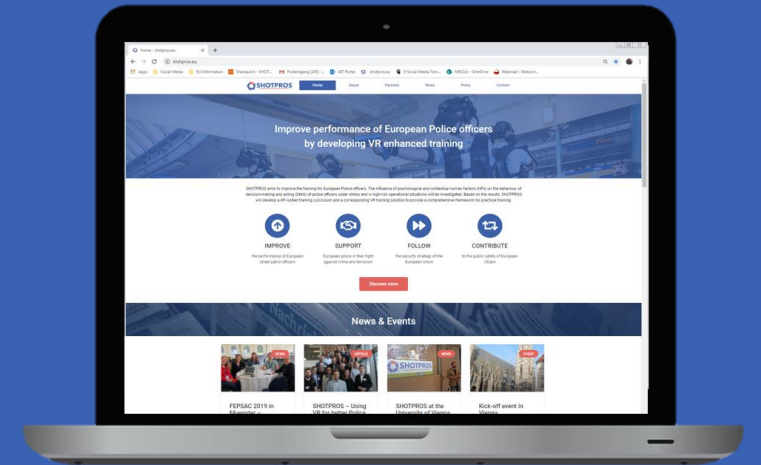
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THANK YOU

TRAIN.DECIDE.ACT