

Axon VR

Community Engagement Training (CET)



CONFLICT MANAGEMENT

Facilitator's Guide



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LESSON PLAN

<p>Course Overview</p>	<p>In this scenario, trainees will arrive on scene to an escalating workplace dispute between two co-workers. Armed with a TASER energy weapon and a firearm, trainees will learn how to de-escalate aggressive behavior and respond to physical altercations, all while under timed stress.</p> <p>Throughout the module, decision points will allow trainees to practice responding to a call in which two subjects are engaged in a physical altercation. In this timed exercise, trainees can practice their decision-making skills under stress and determine the best follow-up actions based on the results of their decisions.</p>
<p>In-Headset VR Experience</p> <p>NOTE: Trainers should complete the module in-headset at least once prior to facilitating this CET.</p>	<p>Trainees enter the scenario as a responding officer and will be asked to make decisions, in real time, by selecting from multiple on-screen options. Based on the options selected, the trainees will determine how best to optimize outcomes and will see the results of those choices play out before them.</p> <p>Trainees will use head movements to aim a crosshair and make selections.</p> <p>Module Timer: Whenever choices are presented, a timer will begin a countdown. Trainees have eight seconds to decide what to do next, otherwise the scene will replay, and the timer will start again. The timer is designed to simulate the stress of making decisions in real-time.</p>
<p>Learning Objectives</p>	<ul style="list-style-type: none"> • Discover what it is like to respond to a call for a physical altercation between two subjects. • Determine the best tactics to optimize decision making for de-escalating a call with two subjects involved in a physical altercation. • Recognize an officer’s role and articulate when their authority on scene has changed.
<p>Instructional Goal</p>	<p>As a responding officer, the trainee will make decisions based on agency policy and proceed with the information available in the scenario.</p>
<p>Required Materials</p>	<p>Facilitator’s Guide (available on MyAxon)</p>
<p>Date Released</p>	<p>August 27, 2024</p>
<p>Prerequisites (if any)</p>	<p>None</p>
<p>Scenario Length</p>	<p>5-10 minutes</p>
<p>Equipment</p>	<p>Axon VR equipment</p>
<p>Facility Location</p>	<p>The Training Space will be identified by the agency and must contain a virtual boundary to keep participants safe. Training Spaces should be kept clear of objects, pets, live weapons, and other people.</p>
<p>Target Group</p>	<p>Public safety and law enforcement officers</p>
<p>Instructors</p>	<p>Any agency-identified VR trainer</p>
<p>Group Ratio</p>	<p>Trainer: Trainee = 1/1</p>

Trainer Pre-work	<ol style="list-style-type: none"> 1. Create a VR Training Space. This is a 360° video experience that is best viewed while seated. 2. Open the CET application and download the module to the Library if it's not already present. 3. Once downloaded, complete the module in-headset at least once prior to facilitating this CET. View the scenario more than once to experience the different possible outcomes.
Additional Resources	<ul style="list-style-type: none"> • For assistance facilitating this CET in VR, see the Running A Community Engagement Training (CET) Session course on Axon Academy • For assistance setting up Axon VR equipment, see the VR Trainer Overview (CET) course on Axon Academy • For assistance screencasting the in-headset experience, see the Focus 3 Headset Screencasting article on MyAxon • For any technical difficulties, visit the MyAxon Help Center

AGENCY RESOURCES

This training is best augmented with agency-specific resources. Axon does not make any recommendations on agency policies. Per agency policy, consider making a supplemental guide to share with trainees that includes the resources available that are specific to the facilitating agency and community.

SAMPLE COURSE SCHEDULE

0800-0810	Trainee completes VR scenario in-headset
0810-0820	Trainer conducts assessment debriefing with the trainee using the debriefing questions

DEBRIEFING QUESTIONS

After the trainee completes the VR scenario in-headset, debrief with them to discuss their results. Use the following debriefing questions to support you.

Additionally, supplement this experience with agency resources, policies, best practices, and guidelines.

1. What factors influenced your on-scene actions/decisions?
2. What choices seemed the least effective in de-escalating the situation? Which were most effective?
3. Did any of the consequences of certain choices come as a surprise? If so, which one(s)? Why?
4. How did the timer influence your decision-making? Would your choices change given more or less time?
5. Would you change any of your choices after viewing the outcome of the scenario? What actions would you take?
6. What is our agency's policy in responding to situations similar to this scenario?

SCENARIO FLOW AND DECISION POINTS

The flowchart below shows the trainee decision points and their respective branches in the scenario.

