

# Virtual Reality compared to traditional methods in CSI training

## Key details

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<b>Police region</b>	West Midlands
<b>Level of research</b>	PhD
<b>Project start date</b>	January 2021
<b>Date due for completion</b>	January 2027

## Research context

The use of Virtual Reality (VR) simulation in gaming is well known but less so in teaching where it called generically 'gamification'. It allows interaction of complex and sometimes dangerous situations, allowing a better appreciation of the work to be undertaken in the real world (e.g. firearms training). Current research aims to investigate and offer robust evidence-based data as to whether VR has value in the Crime Scene Investigation and wider Policing-Security industries, compared with the current traditional methods of teaching, learning, assessment and competency. This evidence-based study will be achieved by designing a series of experiments utilising the latest technology and advances in the VR industry. It will involve questionnaires, in-depth surveys and a series of interactive tests using the VR hardware-software in contrast to current traditional methods. With these methods, planned outcomes intended include:

- Understanding of the current usage for VR and its acceptance in the Policing/Forensic arena;
- Which VR system (software) provides the most appropriate outcome for individuals;

- Does VR offer forensics what they need for a robust learning and assessment environment?
- To improve the current Police training needs for CSI;
- To develop a baseline for other academic and practitioner-researchers to examine this area further;
- To identify existing areas of developing VR technology and new areas for research.

## Research methodology

This will be qualitative and quantitative design research. This will be a qualitative and quantitative design research-based study. Work is in development and if you would like to be involved in the research or find out more detail, please do get in touch.