Bringing a Crime Scene to Life using Virtual Reality

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THE MAIN QUESTION TO CONSIDER

“What is the value add?”
THE WHO

• Police & Security Studies Program
  College of Professional Studies at George Washington University

• Utilized the ThingLink Platform
  thinglink.com
THE WHAT

• Created a virtual crime scene to provide a “hands on” experience

• Three fully developed crime scenes and an interactive evidence table
  • Includes a wide-range of evidence as well as authentic laboratory reports and other case files
THE WHY

• Opportunity to move more programming online, still face the challenge of authentic and professional experiences

• Whether students are local or online they all get to experience the crime scene on their own
THE HOW

- Kodak PixPro Orbit360 4K Camera
- ThingLink
- Subject Matter Experts
  - Police
  - Videographer
THE WHERE (ARE WE GOING)

- Fully Immersive Story and Experience
  - Students will be able to hop in and out of the story, as needed
  - More complete narrative to the crime scene

- Cohesive crime scenes that intertwine between ALL courses in the program
  - Any class can use any aspect of the scene to help reinforce or discuss course themes
THE WISH WE’D HAVE KNOWNs

• The immense amount of things needed to build out a project
  • Costs
  • Timelines
  • Pre-Production
  • Post-Production
  • The Life-Cycle
  • How will the students interact with it?
WHAT ARE THE STUDENTS SAYING?

“The online experience went a bit more seamless than in other cycles and the addition of VR content added a great new dimension to the course.”

“I believe it would be a huge advantage to future cohorts if the VR technology introduced here, were enhanced and introduced for future cohorts. To see a crime scene virtually, then be able to interactively manipulate the environment is an invaluable tool for use in this class.”

“The CPS should continue with the introduction of the virtual reality platform. This platform offers students exposure to subject matter content in ways otherwise unavailable in a classroom setting.”

“I like the videos and the virtual crime scenes. I think they both offer an interesting approach to get the material across.”
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Session Evaluations & Drawing

• Download and open OLC Conferences mobile app
• Navigate to specific session to evaluate
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Evaluate Session

*Each session evaluation completed (limited to one per session) = one contest entry

**Five (5) $25 gift cards** will be awarded to five (5) individuals
Must submit evals using the OLC Conferences mobile app or website