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RCMP-GRC



ROYAL CANADIAN MOUNTED POLICE • GENDARMERIE ROYALE DU CANADA



Synthetic Training vs. Live Training Environments: A Better Way to Train?

Gregory P. Krätzig M.A.

CANADIAN POLICE KNOWLEDGE NETWORK  RÉSEAU CANADIEN DU SAVOIR POLICIER

Canada 

Economics of Policing:
**Police Education
& Learning Summit**



Centre for Security Science
Centre des sciences pour la sécurité

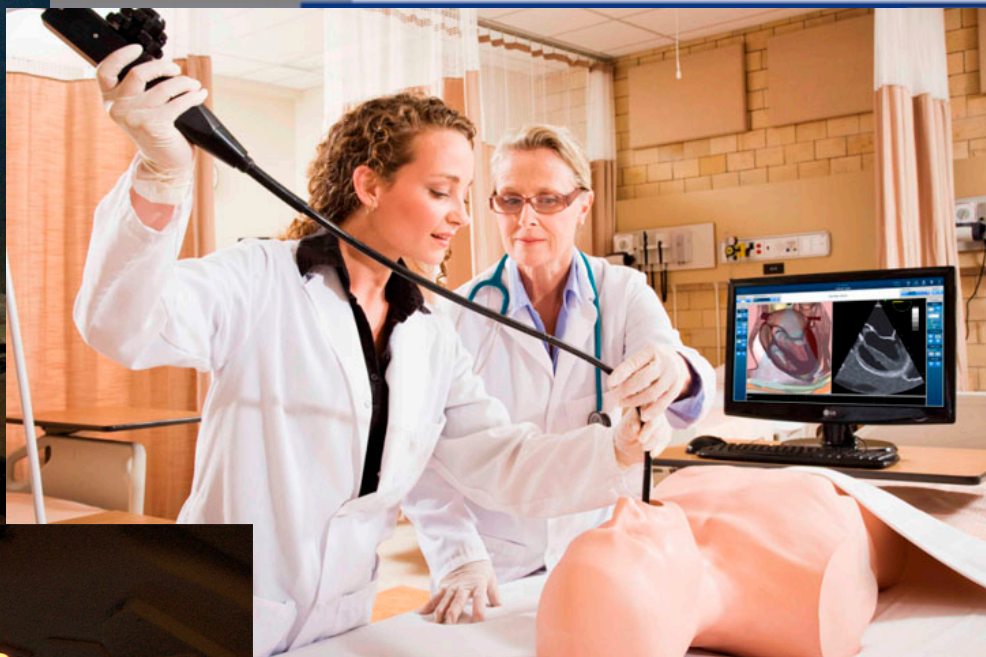


RCMP-GRC



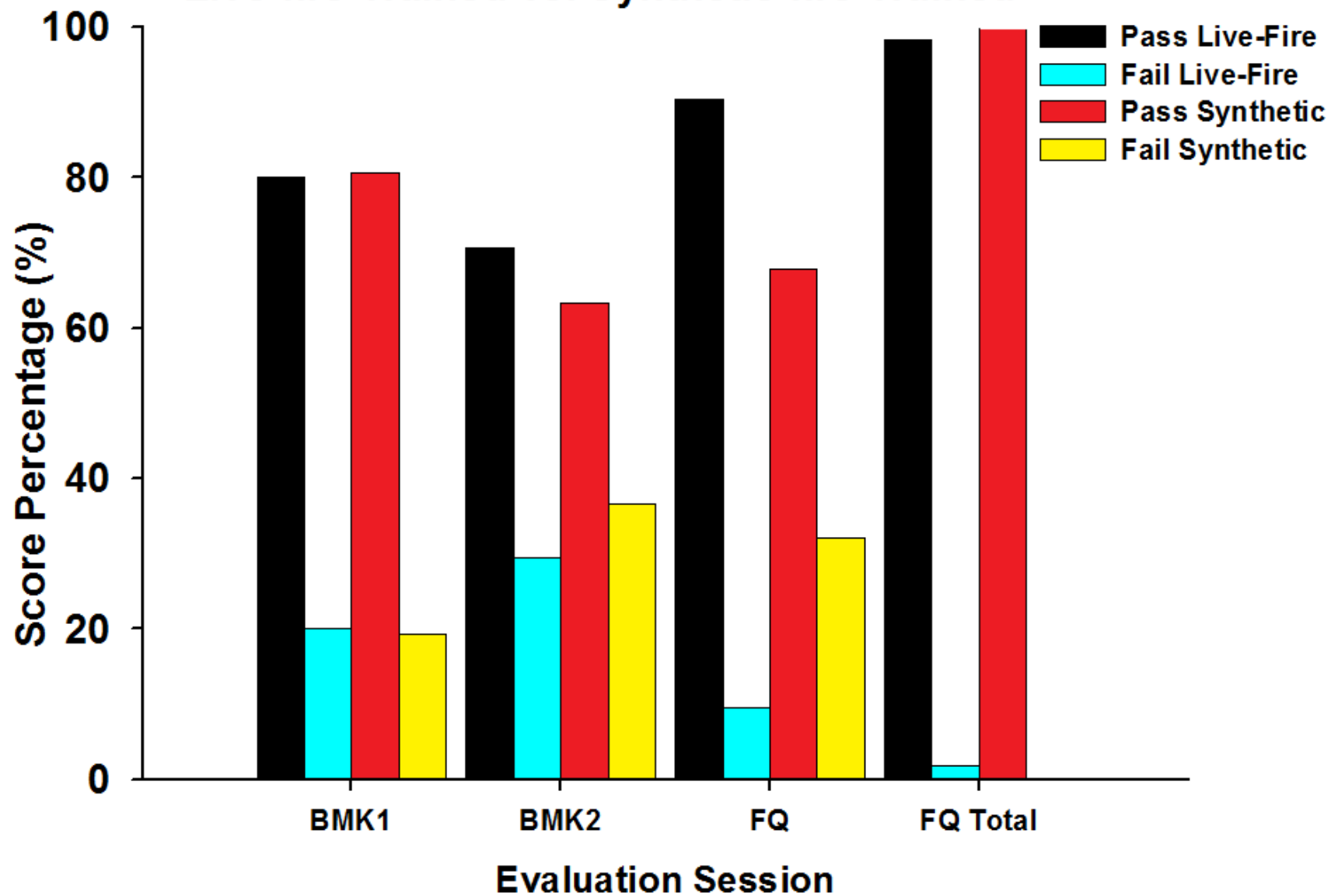
ROYAL CANADIAN MOUNTED POLICE • GENDARMERIE ROYALE DU CANADA







**Pass/Fail Percentage as a Function of
Live-fire Trained vs. Synthetic-fire Trained**



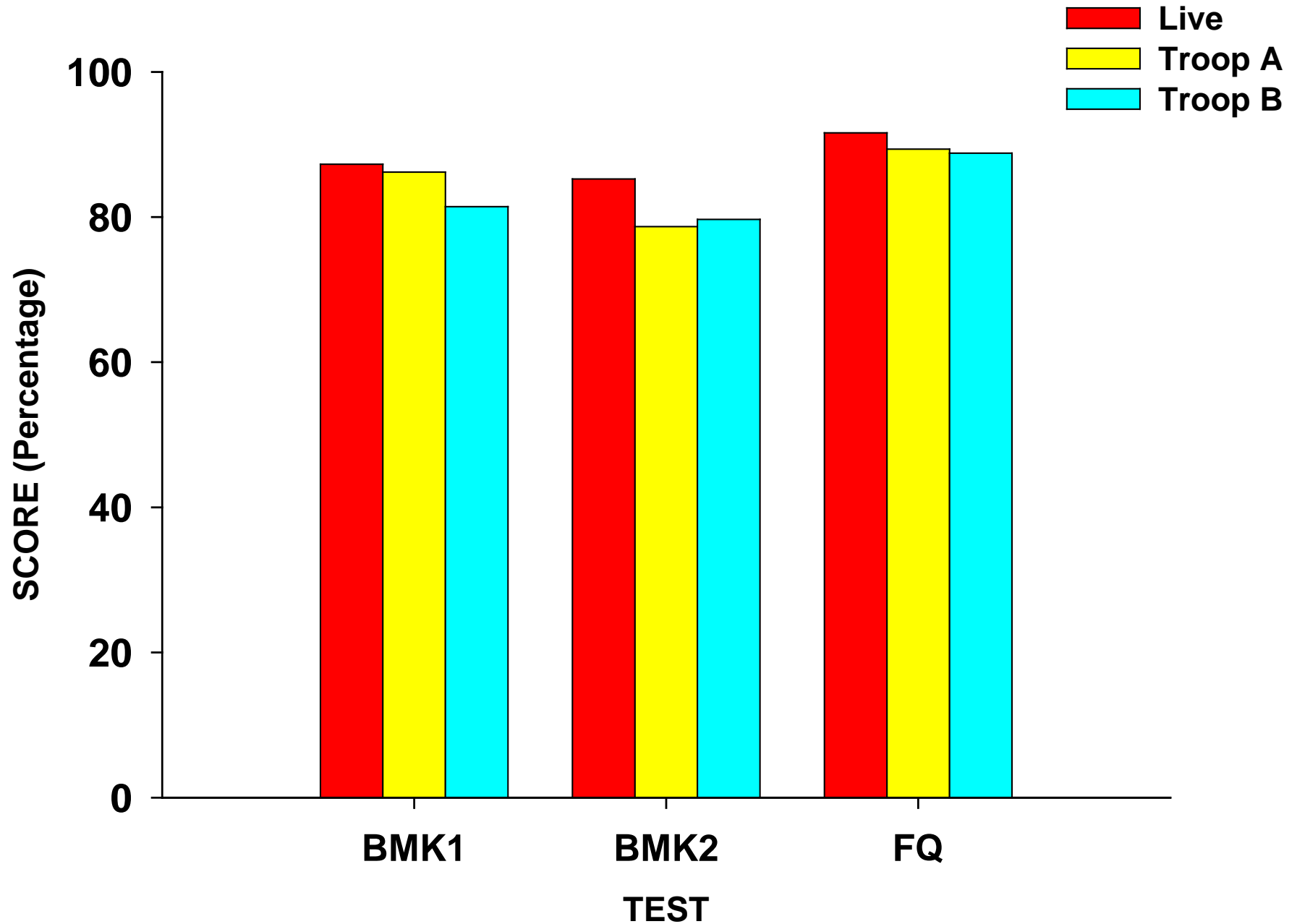
Total Mean Percentage Scores, only for Cadets who failed an Evaluation Session.

Evaluation Session	Live-fire Mean	Synthetic-fire Mean
BMK1	12.51	10.23 *
BMK1a	16.22	16.08
BMK2	138.43	148.34
BMK2a	158.13	150.99
FQ	198.00	184.00
FQa	205.63	226.15 *

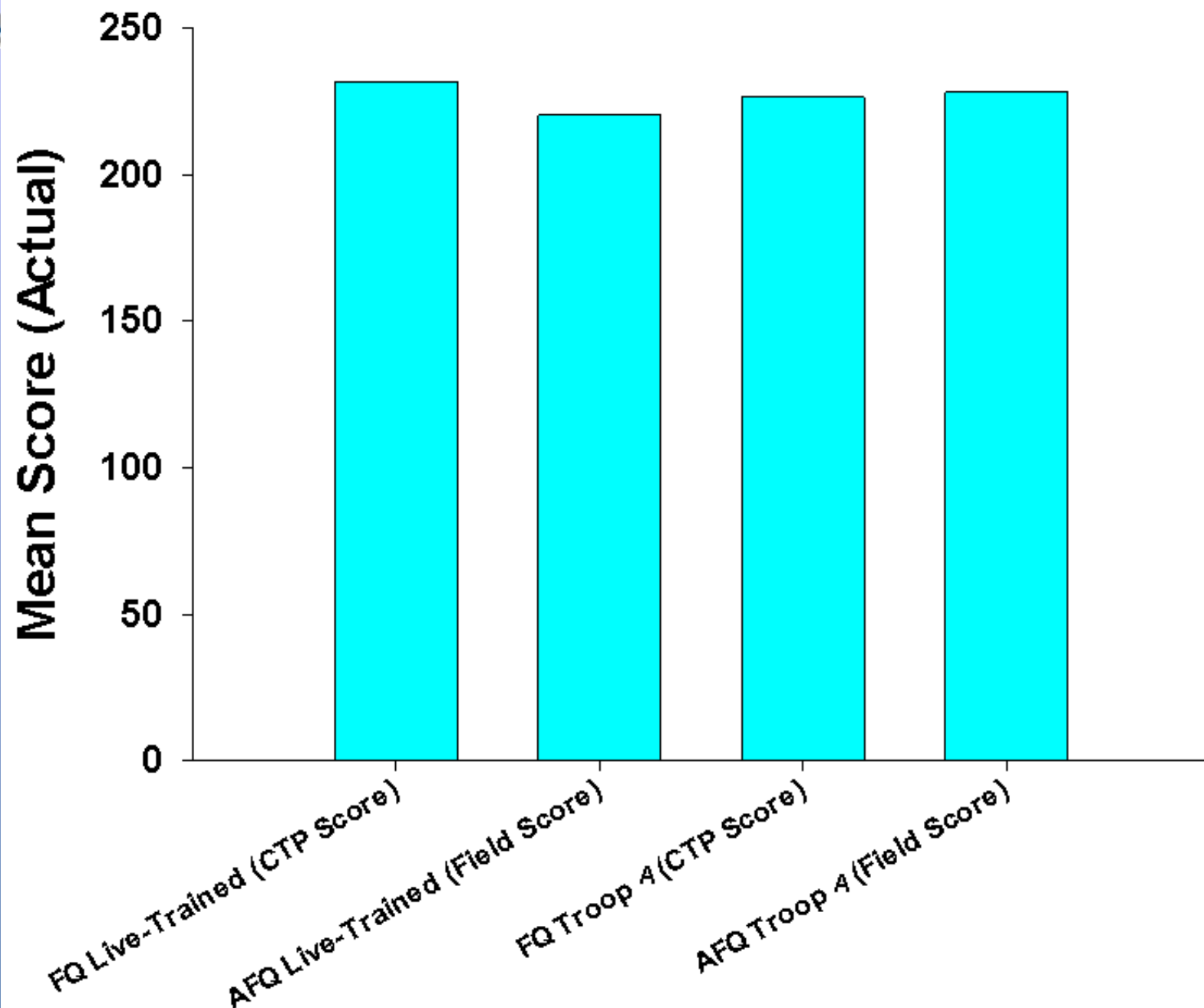
Note. BMK1 = Benchmark 1 first attempt, BMK1a = Benchmark 1 Reshoot, BMK2 = Benchmark 2 first attempt, BMK2a = Benchmark 2 Reshoot, FQ = Final Qualification First Attempt, FQa = Final Qualification Reshoot.

* $p < .05$

Final Scores for all Cadets at Each Benchmark Test.



Cadet and Annual Qualification Scores





Regina Leader-Post (2010)

New York Daily News (2008)



Chicago Tribune (Terrance James, 2009)

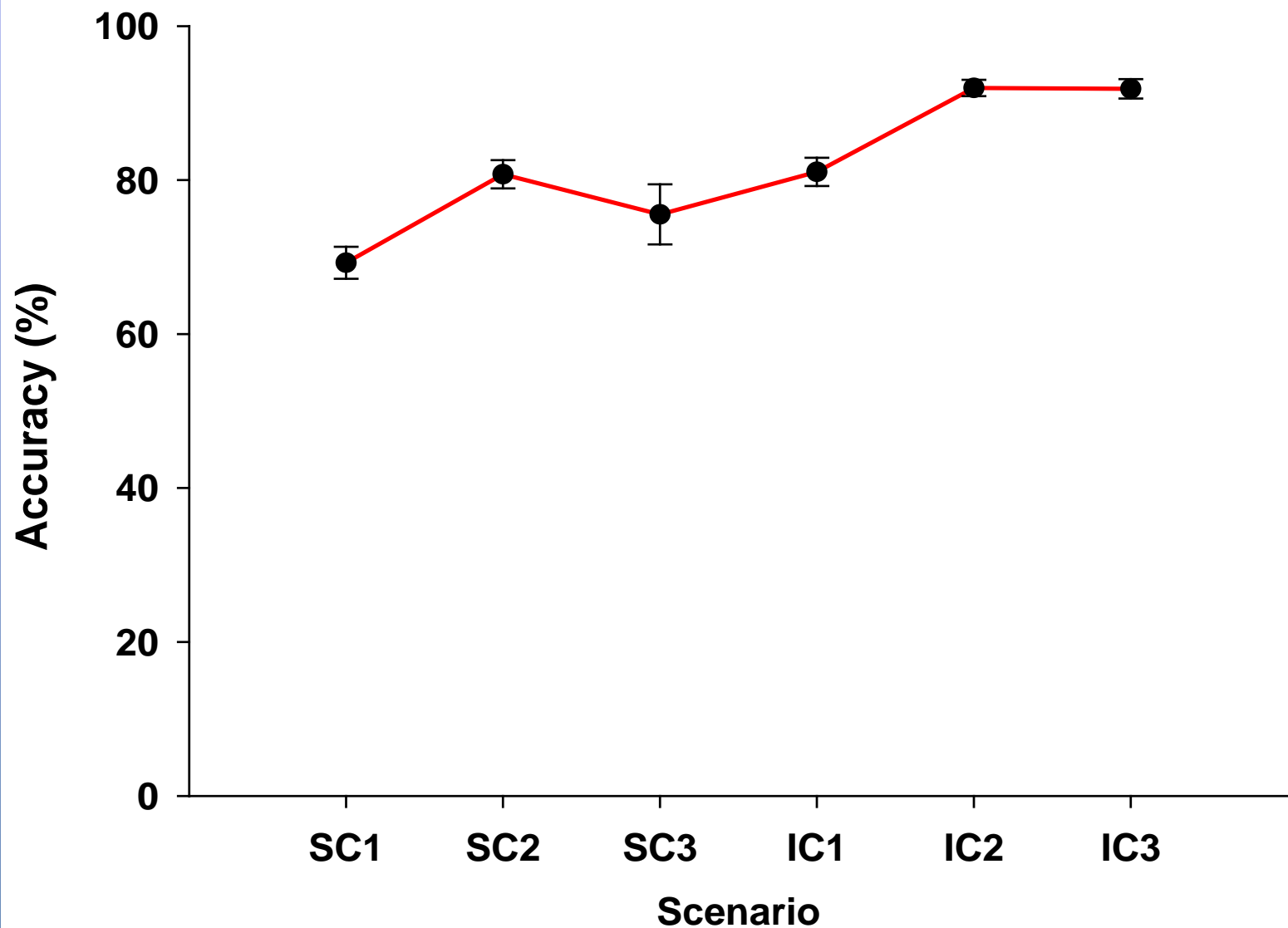


London Evening Standard (2007)



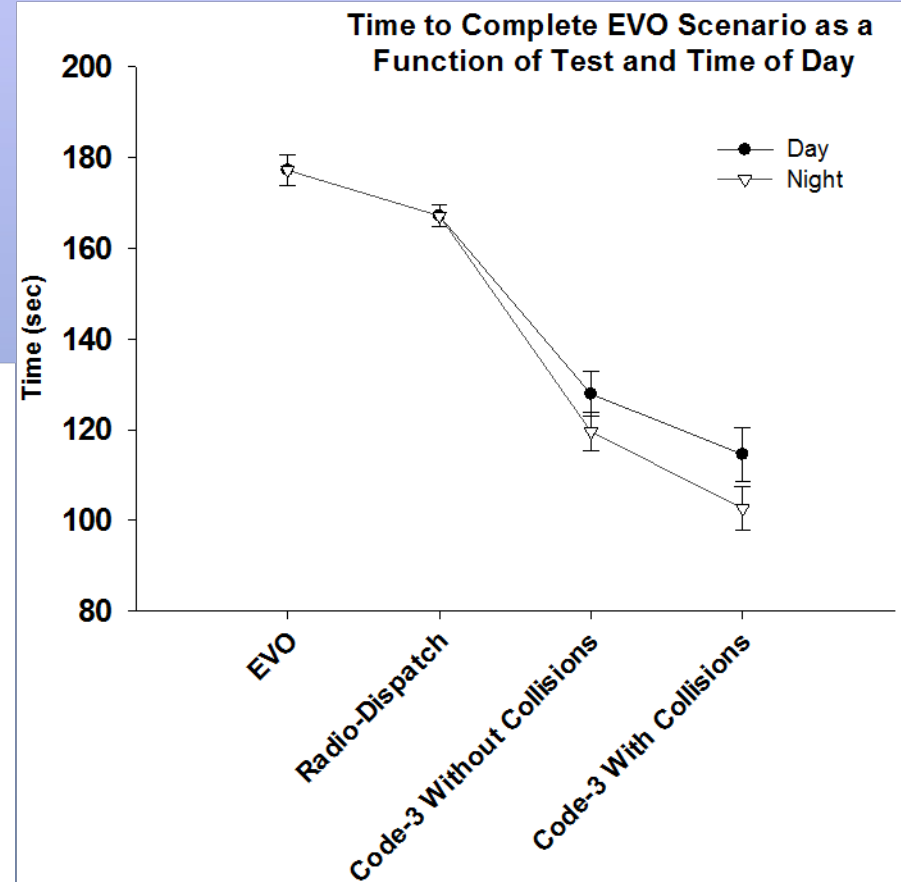
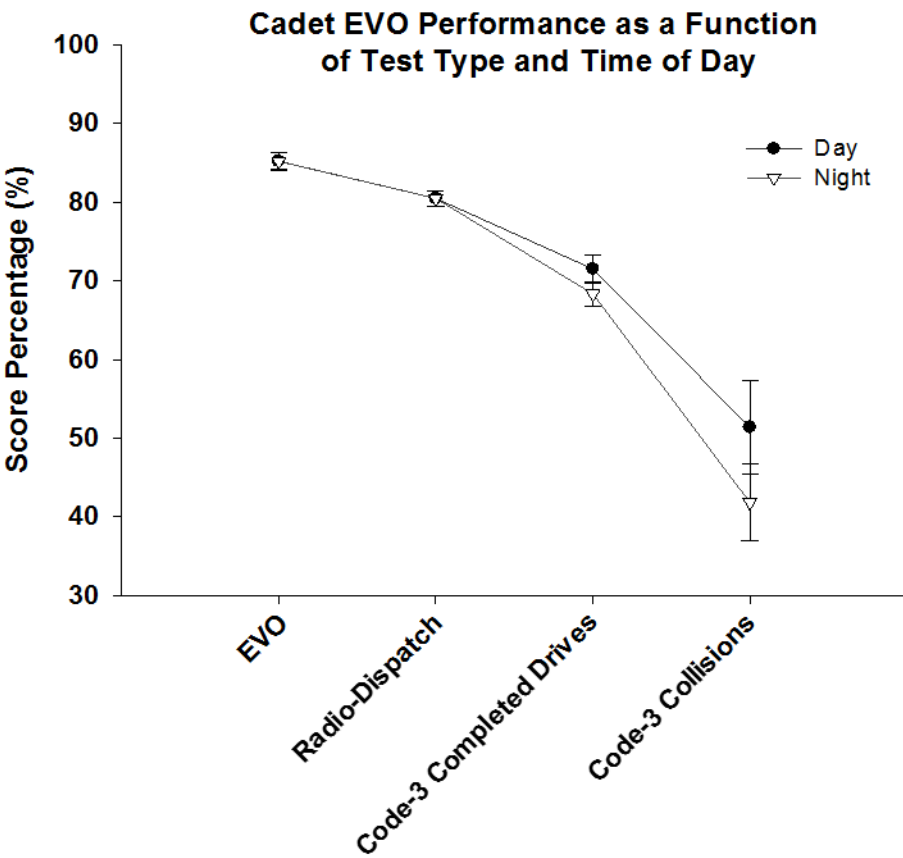


Skills Transfer From a Simulator to Real World Setting





Drive Results (Performance)





Other Technologies

Mobile Classroom-Tablets

Virtual Worlds

Desk Top Simulations





Discussion/Questions

