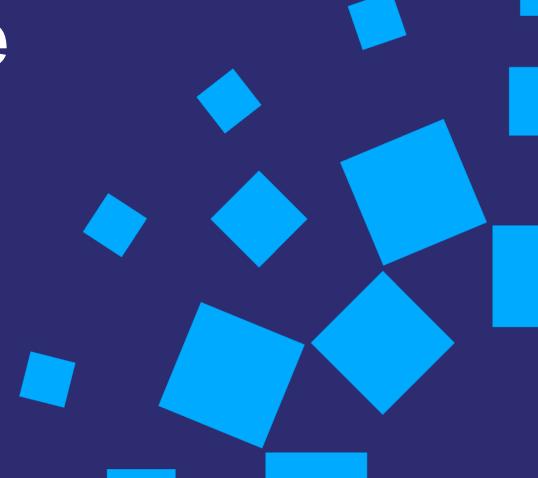


Hydra Immersive Learning

Paul Baty and George Rippon





What is Hydra?



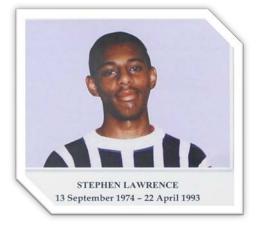
Immersive, interactive training methodology where learners develop decision making skills, and explore the complex issues involved in strategic management of critical and major incidents.



A bit of History



Hillsborough Stadium Disaster



Murder of Stephen Lawrence



A Training Methodology

- Decision making
- Defensible decision making supporting rationale
- Safe learning environment no assessment
- Immersive learning environment



How does Hydra work?

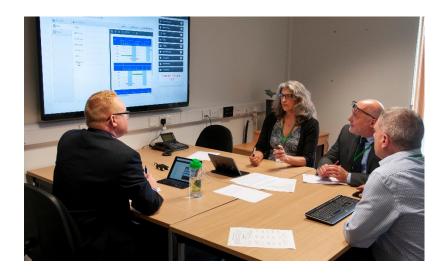
- 10-15 students, split into 3 or 4 smaller groups
- Given a role e.g. Senior Investigating Officer

- 1. Syndicate sessions to work through the scenario
 - Managed from a control room
- 2. Plenary sessions to debrief decisions
 - Supported by Subject Matter Experts



Syndicate sessions

• Unfolding scenario – documents, audio, video, phone calls, roleplays



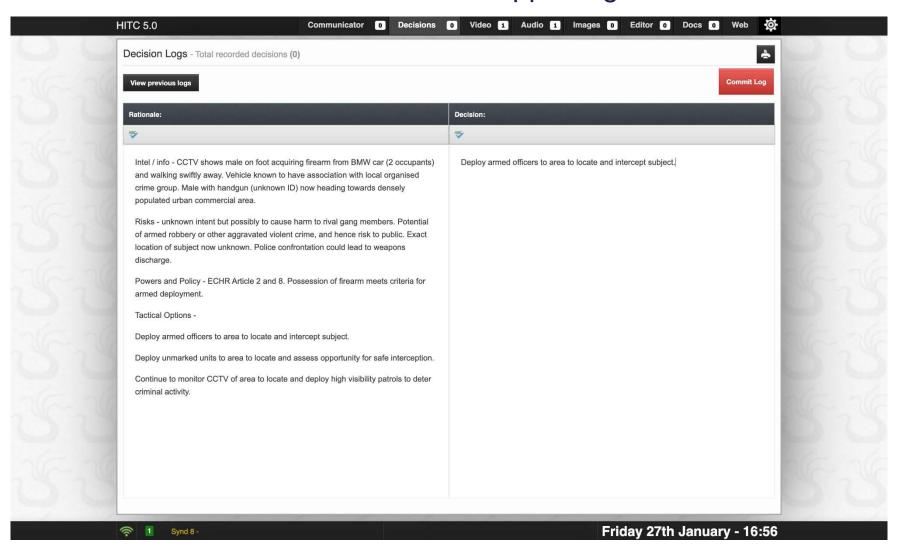






Syndicate sessions

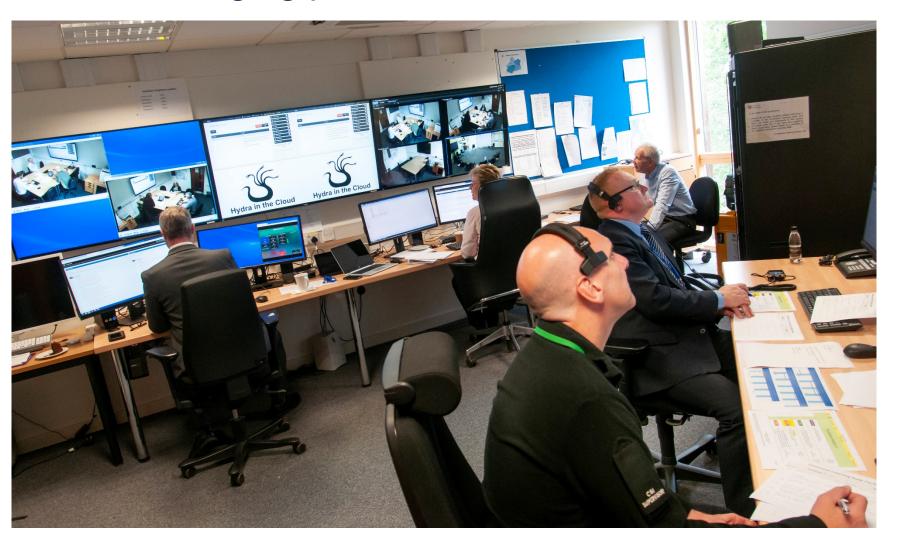
Record decisions with supporting rationale





Control Room

Managing pace and flow of an exercise





Plenary sessions

Analyse and discuss decision logs





Exercise Portfolio



- Senior Investigating Officer Major Crime
 - Strategic Firearms Commander (SFC)



- Public Order Public Safety (POPS) Gold
 - Multi-Agency Gold Incident Command (MAGIC)



Digital Media Investigator (DMI)



- Vulnerability in Custody
- And many more









Advantages

- Student-centred learning
- Learning from peers
- High engagement and realism
- Explore difficult topics

Disadvantages

- Small learner groups
- Lengthy exercise development time
- Changes in legislation, policy, criminal behaviour



Any questions?

- E: immersive.learning@college.police.uk
- W: www.college.police.uk/career-learning/immersive-learning

