

WRAP[®]

VIRTUAL TRAINING PLATFORM TRAINER'S GUIDE

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WRAP REALITY

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1. OVERVIEW

1.1. The Wrap Reality Trainer's Guide

As an industry leader in Virtual Reality Simulation training, the team at Wrap Reality strives to provide the most realistic and relevant training available through our Wrap Reality Virtual Training Platform (VTP). To aid our customers in maximizing their use of the VTP, we have created the Wrap Reality Trainer's Guide as a companion volume to the VTP User Guide.

For you, the professional Public Safety Trainer, we realize that you play a critical role in preparing both entry level members and the experienced veterans of your agency for the challenges of policing the streets of your community. We also recognize that the training methods of the past may not be sufficient to meet the educational needs of today's students. The VTP gives the trainer a highly advanced, yet simple to use training tool to support this important mission.

The purpose of this Trainer's Guide is to assist the trainer in becoming familiar with the functionality and content of the VTP, as well as providing helpful tips for planning a safe, top quality training experience.



1.1.1. Reminder

Nothing in this Training Guide or in any Wrap Reality Training Module is intended to replace your state guidelines for public safety training, or your agency's existing policy for tactics, application of force, investigative techniques, or conflict resolution. For additional guidance on proper procedures, please consult your agency commanders as well as court officials in your jurisdiction.

1.2. Using the Wrap Reality Virtual Training Platform

The VTP was created as a complete Public Safety training system. Trainers have the ability to use the VTP across a wide range of skill sets, including Use of Force, De-Escalation, Skills Training, Observation/Immersion, and Process & Procedure. The individual modules within the VTP provide maximum flexibility when developing an agency training plan.

Wrap Reality content has been designed to measure critical judgment, decision making and de-escalation skills vital for effective performance. The current system interface allows the Student User (User) and System Operator (Operator) to work together in resolving the incident, or if desired, the Operator may elect to challenge the User's abilities with branching software. Variable

outcomes allow the Operator to create a new experience for the User at each new training session.

The Wrap Reality team is committed to designing interactive accessories that closely match existing equipment issued to agency members and can be carried in approved duty gear.

1.2.1 Initial System Set-Up and Start-Up

When a VTP is delivered to the customer, the Wrap Reality Team provides “hands on” instruction for the proper set-up of VR equipment, procedures for system start-up, checking functionality, safety considerations, and commencing a training session.

The customer is also supplied with a User Guide as a reference. The User Guide will provide instructions for set-up/start-up procedures, recommendations for selection of the training room, space, power, and lighting requirements, inventory, storage, and care of the VTP and tips for conducting training. **For specific guidance on getting started with the set-up and operation of the Wrap Reality VTP, please refer to the Wrap Reality User Guide.**

1.3. Contact Information/ Suggestions for Content

The team at Wrap Reality is comprised of professionals at the leading edge of current VR technology, as well as veteran trainers with decades of practical experience in Public Safety. At Wrap, our staff is dedicated to the development of training modules that best replicate the “real world” scenarios law enforcement officers face every day, thereby ensuring your agency receives the best training experience possible. At Wrap, we welcome suggestions for content from the veteran trainers in our customer agencies. If you have an idea for a module that you’d like to see added to the Wrap Reality Content Library, please don’t hesitate to contact our Training Division to discuss. As always, if there should ever be a need to contact a representative from our company for support, please use the information below.

Support and Sales:

 800.583.2652



2. TRAINING WITH THE WRAP REALITY VIRTUAL TRAINING PLATFORM

This section will provide information on strategies to construct an effective training plan, safety concerns during training, familiarizing users with the VTP and its peripheral equipment, system and module navigation, conducting a strong debriefing, and tips for evaluation of performance.

2.1. Safety is Rule #1

There is one critical rule with the Wrap Reality platform:

Prior to donning the headset, the user must remove all weapons from their person. It is both the responsibility of each user and the system operator to maintain this rule above all else.

2.2. Approved Operation

Only those persons authorized or approved by the agency as System Operators should attempt to use the Virtual Training Platform. **Failure to follow established guidelines for set-up, room preparation, and session safety may result in system damage or serious personal injury.**

2.3. Planning in Advance

Once installed, it is recommended that trained System Operators set aside time to become familiar with the functionality of the VTP in an informal setting, and in advance of any scheduled training. The Wrap Reality VR experience for the User will be greatly enhanced when the Operator is proficient in selecting training modules which meet agency training goals, and when the



Operator can successfully navigate the branching options within the module, smoothly guiding the User to a desired outcome.

Prior to scheduled training, the Operator should review available modules and construct a training plan, selecting those modules that will meet the planned training objective(s). Consideration should

be given as to the experience level and capabilities of the User when making a selection. If necessary, the Operator may consult with agency supervisors for guidance.

It is also recommended that the Operator rehearse by participating in the selected modules as a User, to gain perspective on module content, including information available in the prologue, the progression of the incident, opportunities for attempting de-escalation or application of force, and when available, the branching options featured within the module. Familiarity with the details in each module will allow the Operator to provide a more thorough debriefing following the training session.

2.3.1. Room Inspection

Prior to beginning a training session with the VTP, the assigned System Operator should inspect the designated training area to ensure it is cleared for use. Any objects found within the space which could cause injury if contacted, such as furniture, storage containers, or overhead obstructions should be removed. Consideration should be given to removing or covering objects protruding from adjoining walls near the boundaries. Safety mats or carpet on floors and walls should be inspected at regular intervals to ensure that it is free of tears or other hazards. Cables on floors which could be a trip hazard should be secured with tape.

2.3.2. System Pre-Check

It is recommended that the assigned Operator perform a complete system pre-check prior to the start of a scheduled training session, allowing sufficient time available to troubleshoot any unanticipated problems or ensure previously released updates are properly uploaded onto the system. **Contact Wrap Reality Technical Support for any problems that cannot be resolved by the Operator.**

NOTE: If two-user capability is available, and if the Training Plan calls for two (2) Student Users to be training simultaneously, ensure that both VR computers are synchronized and operational. For information on setting up two-user capability, refer to 3.2 “Training with Two Users.”

2.3.3. Inspect Batteries and Accessories

In advance of a scheduled training session, the Operator should fully charge a sufficient number of external power cells for the HTC Vive Headset, as well as all HTC Vive Tracker batteries mounted on accessories to be used. It is recommended that the Operator inspect the Headset and all accessories to ensure that they are in good working order. Having additional charged batteries and accessories available as a contingency is always part of a good training plan.

2.3.4. Designate Safety Officers

If a sufficient number of training personnel are available, it is recommended that a Safety Officer be assigned to assist the System Operator. The Safety Officer shall be responsible for providing an extra layer of protection for the User by intervening when an unsafe situation is observed during the training session. The Safety Officer should also be prepared to prevent outside observers from entering the training area or otherwise interfering with the training session.

Ensure that all Safety Officers are familiar with the safety features of the VTP, as well as content and branching capabilities within the selected training modules. The Safety Officer should understand potential reactions by the User to actions observed in the module. Spontaneous reactions or dynamic movements by the User should be closely monitored for safety.

If no Safety Officer is assigned, the System Operator should be in a position to quickly and safely warn the User of any hazards or unsafe situations observed during the training session.

2.3.5. Module Selection

The final task in the planning stage is Module Selection. If desired, the Operator can pre-select a quantity of training modules from the Wrap Reality Content Library that meets the objectives of the scheduled session. For ease of operation, the Operator can use the Tags feature on the Module Selection Screen to search for desired modules.

For instructions on using Tags, refer to 2.5.5 (1) “Launching the Module.”

2.4. Safety Brief

At the start of a scheduled training session, the Operator should set aside time to conduct a thorough safety briefing to address all safety concerns. **An Operator should not relax this standard for veteran VTP users or superiors.** The Operator should ensure that each User has been inspected for weapons or other dangerous items. A safety lecture should follow the inspection. **DUE TO THE PHYSICAL NATURE OF VTP TRAINING, FAILURE TO COMPLY WITH RECOMMENDED SAFETY GUIDELINES MAY RESULT IN INJURY OR DEATH.**

2.4.1. Firearms and Other Weapons

ABSOLUTELY NO FIREARMS, LESS-LETHAL WEAPONS, OR ANY OTHER DANGEROUS ITEMS SHOULD BE PERMITTED IN THE TRAINING AREA.

Prior to the start of any training session, all firearms, less-lethal weapons (including OC/Pepper Spray, Stun gun CEW, BolaWrap, baton, etc.) and any other dangerous item (such as folding knives) should be left outside the training area. An agency

may designate an approved secure storage area. A verbal, visual, and physical inspection of each User should be performed by the Operator and reinforced with a “Buddy Check” conducted by fellow Student Users. All belts, holsters, pouches, and pockets should be checked. If the User leaves the training area for an extended period (meal breaks, other assignments), he or she must be inspected upon their return.

Each member of the Training Staff and any non-participant observers should also be guided by this recommendation.

2.4.2. Safety Lecture

The following lecture should be provided to each User at the beginning of the training session. The Operator may elect to document that the Safety Lecture was delivered.



DUE TO THE PHYSICAL NATURE OF TRAINING WITH THE VTP, FAILURE TO FOLLOW RECOMMENDED SAFETY GUIDELINES MAY RESULT IN PHYSICAL INJURY.

1. Designate roles and responsibilities for all staff and session participants in the event of an emergency, including, but not limited to:

- Evacuation routes
- Person designated to call 911
- Person(s) responsible for triage/first aid
- Person(s) responsible for assisting those with a disability
- Locations of First Aid Kit and AED (if applicable)
- Location of nearest hospital
- Means of transport for medical emergency

2. While wearing the VTP headset, the User cannot see the actual world around them. The image displayed in the headset will not match the training area. For safety purposes, the HTC VIVE program has a built in "chaperone" system, which provides a visual indicator within the VR environment (a blue mesh wall) that the user is nearing the defined boundaries of the physical training area. A user **should not** rely solely on the chaperone system for protection.

3. As an added safety feature, the HTC Vive system has a passthrough camera capability, allowing the User to see the real world when at a boundary line. Moving back into the training area will turn the camera off and return the User to the virtual environment. A user **should not** rely solely on the dual camera for protection.

4. While moving around the training area, the User will not be able to see his or her feet. Movements should be made at a cautious pace to avoid tripping or contacting unseen obstacles. Explosive or dynamic movements to avoid hazards in the VR environment could cause injury or damage to VR equipment.

5. Student Users not actively using the VTP, as well as non-participant observers should not be allowed to stand within the defined training area while training is in session.

6. Simulated objects encountered in the VR environment, such as structures, cars, furniture, etc., do not exist in the real world. A Student User should refrain from attempting to balance or steady themselves on objects observed as if they were real.

7. Users immersed in the VR environment should remain alert for warnings from the Operator of real-world hazards (power cables, walls, etc.) present during the session.

8. Content viewed within the VR environment can be intense, immersive, appear very life-like and may cause the User's brain and body to react accordingly. Certain types of content (e.g., violent, scary, emotional, or adrenaline-based content) could trigger increased heart rate, spikes in blood pressure, panic attacks, anxiety, PTSD, fainting, and other adverse effects. If the User has a history of negative physical or psychological reactions to certain real-life circumstances, he or she should avoid using the VTP to view similar content.

9. During the training session, if an unsafe condition is encountered in the real world, any User, Operator, Safety Officer, or non-participant observer can immediately pause the session by verbally indicating "Stop Action." On announcement, the User will stop all movement, holster any simulated weapons, carefully remove the Headset, and stand by for further instructions.

2.5. Conduct the Training Session

This subsection will provide information on preparing the student for training with the VTP, launching the selected module, coaching/correction when the module is in progress, ending the module, evaluation of User performance, collection and inventory of equipment, and concluding the session.

2.5.1. Preparing the Student User

Whether the User is new to the VR experience or a veteran user, the Operator should develop a consistent process for preparing the User to commence training with the VTP. This ensures that proper safety measures are followed by everyone. As the User enters the training area, the Operator should verify that the User has been properly briefed on safety and cleared of any live weapons. The Operator will then proceed to issue all peripheral equipment to be used in the session.

2.5.2. Peripheral Equipment Issue

Prior to donning the VR Headset, the Operator will issue VTP peripheral equipment to the User, who will secure the issued items in approved holsters/pouches. The Operator should ensure that the Vive Trackers for all items issued have been paired with the VTP prior to commencing the training. The Operator should issue in the following order:

1. VR Pistol
2. VR Stun Gun or CEW
3. VR Aerosol Projector (OC Spray)
4. VR BolaWrap (If Applicable)
5. AR-15 Rifle or Shotgun with VR Conversion (If Applicable)
6. VR Controller(s) (If Applicable)

Trainer's Tip: It is recommended that the Operator issue all force options carried by the User while on duty and refrain from issuing only the equipment

needed for the selected module. This prevents unintentionally revealing the outcome of a particular module.

2.5.3. Donning the Headset

Prior to donning the Headset, the Operator may allow the User a few moments to practice draws of issued equipment from holsters/pouches. Once comfortable, the Operator or designated Safety Officer will assist the User with secure fit and comfort of the Headset. **The Operator should ensure that at least one headphone is completely lowered to permit the User to hear audio from the module.**

[The Headset is designed to be worn with eyeglasses. Caution should be exercised when donning the Headset over eyeglasses to prevent damage.]

2.5.4. Immersion in the Virtual Environment

For newer Users, an Operator may elect to familiarize that person with the unique aspects of interacting with the virtual environment. The Wrap Reality Team recommends launching the **M5002 - Standard Range** module, from the Module Selection Screen.

- 1. Movement with Headset:** The User will observe an indoor firing range. The Operator should encourage the User to look up, down, left and right to observe how the virtual environment appears. The Operator should then instruct the User to move around the training space to experience the sensation of moving in the VR environment, as well as the appearance of the "chaperone" and dual camera safety features. **Refer to 2.4.2 (1) "Safety Lecture" for information.**
- 2. Weapon Accuracy:** The Operator will then instruct the User to draw the VR Pistol while

wearing the Headset. The User will observe the appearance of the pistol in the VR environment and on signal, will obtain a sight picture and fire the prescribed number of shots toward the target. At the conclusion of the exercise, the User will holster the pistol and await further instructions from the Operator.

Trainer's Tip: It is recommended that for new Users, the Operator should allow the User opportunity to familiarize themselves with the appearance and functionality of all items of VTP Equipment to be used during the training session.

Once the User is comfortable with movement in the VR environment and functionality of all issued equipment, the Operator can exit the Standard Range module and begin the training session.

2.5.5. Launching the Module

Once a training module is selected, the Module Preparation Screen (also known as the "Lobby") will appear. The User will observe a mostly empty room, with one dialogue box (Prologue) visible to the front of the User's field of view, and one dialogue box (Timelines) to the User's left. At the conclusion of the module, the NPC Character Carousel will appear in the Lobby to the User's right. Functionality available to the Operator on the Preparation Screen includes:

1. **Application:** Operator can return to All Scenarios or access Wrap Reality Settings.
2. **Trainee Settings:** Operator can set Gender and Ethnicity of User for viewing in session replays. Operator can calibrate User Origin and User Height.
3. **Module Option Toggles:** If available, the Operator can change certain options within the module such as environment, lighting

conditions, the User's starting point and more. Clicking the arrows left and right will toggle through the options.

4. **Replay Browser:** Operator can access the list of all previously completed sessions of the selected module. **Refer to 2.6.5 "Documenting the Session" for additional information.**
5. **Load Last Replay:** Operator can launch Reality Rewind – Wrap Reality's advanced replay capability. User will be able to view their actions during the training session.
6. **Trainer and Trainee Name:** Operator can click into the box and enter the name of the Trainer and Trainee.

NOTE: If a module is launched and no name is entered, the session will be recorded and referenced by only the date and time.

1. **Prologue:** For most Wrap Reality modules, the Operator will initiate the Prologue for the selected module by clicking the Prologue button. The Prologue will appear as scrolling text with audio narration and will provide the User with preliminary information about the assignment. **Prior to starting the module, the Operator should verify that the User has a basic understanding of the assignment.**

Trainer's Tip: It is recommended that an Operator encourages all students to simulate radio communication when appropriate. If the "Prologue" is delivered in the form of a radio dispatch, the User should verbally acknowledge receipt of the transmission. Encourage the student(s) to simulate radio broadcasts throughout the module to provide updates or request additional resources.

8. **Start:** The Operator can initiate the selected module by clicking the Start button.



2.5.7. Navigating the Module

The Module Interaction Screen will allow the Operator to control the training module while the User is in the virtual environment. It also allows the Operator to pause, restart, or exit the training module.

For most Wrap Reality modules, branching options are available from the overlay on the Interaction Screen. When available, the Operator can use branching to guide the progression of the module, based on the goals of the session and the tactical and verbal responses of the User. Clicking on a button will initiate a verbal response or physical action by the virtual characters in the module. In certain modules, selecting one course of action may “lock out” other options.

Trainer's Tip: It is recommended that all Training Operators thoroughly review the functionality of each module, as he or she is virtually role-playing with the User, assuming the role of the virtual characters in the module. The learning experience is greatly enhanced when the Operator is at a level of proficiency with dialogue and action that the User feels they are having a real encounter and any conversation feels natural. A brief description of available action or line of dialogue appears on each button. **NOTE:** An Operator should allow each physical action or line of selected dialogue to play to its

conclusion. Clicking another verbal button before the selected dialogue is finished will cause the new line to play over the previous line.

If an unexpected event occurs; or the User is failing to meet minimum training standards, the Operator can pause the module and make the necessary corrections. On selected modules, key actions by the characters may activate an automatic “tactical” pause, to give the Operator an opportunity to address that event. Click “Continue” to resume, or “Restart” to begin the module over. Click “Exit” to leave the module.

2.6. Evaluating Student Performance

The most important segment of the training session occurs following completion of the module. Selecting “Exit” will return the User to the Lobby (Preparation Screen). The Operator has the opportunity to conduct a thorough evaluation of the student's performance using the tools available in Wrap Reality.

2.6.1. Conduct the Debrief

The “debrief” is a discussion between the Operator and the User regarding their response to the incident depicted in the module. It is an opportunity for the User to connect lessons learned using the VTP with the outside world, and for the Operator to provide feedback, make corrections, and assess performance.

Trainer's Tip: When constructing the training plan, adequate time should be allotted for an effective debrief with the User at the conclusion of each training module. Based on the goals of the training session, as well as time available on the training schedule, an Operator may determine the appropriate level of performance review. Wrap Reality provides three distinct levels of performance evaluation capability.

As the module ends, the Operator will instruct the User to holster any drawn force option and leave the Headset in place.

2.6.2. Level One Debrief

A Level One Debrief is a review of the User's performance using only the feedback displayed in the Lobby. The Operator can review decision making, shot placement, shot accuracy and timeliness of responses by the User to key events occurring in the module.

1. On return to the Lobby, the Operator will instruct the User to locate the circle appearing on the virtual floor, and stand facing the direction of the arrow. Facing forward, the box that previously showed the module Prologue, will display the total number of rounds fired by the User, indicating the number of hits and misses, followed by an accuracy percentage. Total number of threats and non-threats hit will also be shown.
2. When the Operator asks the User to face to the right, the NPC Character Carousel will display all significant module characters (such as assailants and certain victims) in continuous rotation with arms extended away from the body. The result of each application of lethal or less-lethal force by the User will be indicated by a colored arrow on the character, depicting angle of entry and point of impact. The sequence will be depicted as follows:
 - **Red Arrow:** First shot striking character
 - **Yellow Arrow:** Second shot striking character
 - **Blue Arrow(s):** All subsequent shots striking character will be shown in blue
3. When the Operator asks the User to face to the left, the Timelines box will display elapsed times for selected Wrap Reality modules. The elapsed time will be captured from the moment the

module begins to when the User first responds to key events occurring in the module.

NOTE: In some circumstances, elapsed times will vary based on when the Operator selects a branching option.

The Training Operator may choose to discuss what went well with the User's performance, as well as identify opportunities for improvement. If time permits, an Operator can move on to a Level Two Debrief.



2.6.3. Level Two Debrief

From the Module Preparation Screen, an Operator can click on the Load Last Replay button to initiate a replay of the User's performance during the module. The Operator will instruct the User to leave the headset in place to view his or her responses during the module and listen to audio captured during the session.

NOTE: The voices of the User, and potentially the voice of the Operator and others in the vicinity may be recorded during the module, using the microphone in the HTC Vive Headset.

On the VR Computer screen, the module will replay from the viewpoint of the User, or from the view of a third-party observer, witnessing the actions of the User (in the form of a "Trainee Avatar") as well as key characters within the module. The Operator can use controls on the Reality Rewind Screen to guide the User through the replay:

1. **Rewind/Fast-Forward/Skip:** The Operator can rewind/fast-forward at a desired speed or skip to the next or previous event.
2. **Pause:** The Operator can pause the replay at any time for discussion.
3. **Next Camera:** The Operator can change the view of the camera to User's Point of View (POV) or that of a "third-party observer", where the User will appear as a "Trainee Avatar" in the form of a transparent silhouette, or a uniformed officer. **Refer to 2.6.4: Level Three Debrief for information on a third camera view available to the Operator.**
4. **Shot Rays:** The Operator can enable/disable the Shot Rays. When enabled, each shot fired by the User or NPC Character is visually depicted with a red "laser ray", beginning at point of origin, and continues perpetually along the simulated projectile's trajectory. Each subsequent shot fired is depicted with a separate "ray" on its own trajectory.
5. **Shot Pause:** The Operator can select the replay to pause on each shot fired (All); pause on the first shot fired (First Shot); or no pause (Never)
6. **Exit:** The Operator can exit the Reality Rewind Screen to return to the Lobby.

Trainer's Tip: The Operator should encourage the User to walk around during the replay to observe the overall picture from different viewpoints. Using the Shot Rays, an Operator can discuss teaching points with regard to reliability of available cover, as well as shot angles and objects and persons beyond the intended target.

Following the replay, the data captured for the Level One Debrief (Timelines, Shot Accuracy, Shot Placement) will be cleared from the Lobby.

2.6.4. Level Three Debrief

This level of debrief can be performed immediately after a training session has ended, or at a formally scheduled time, and uses the functions of Wrap Reality Drone Assisted Coaching, available within the system replay software. **Level Three Debriefs are viewed only on the VR Computer screen.** This feature allows the Operator to thoroughly review a user's performance from any possible angle at the scene, discussing tactics, decision making, weapons deployment, use of available cover, and more. The Dronecam allows the Operator and User to observe the incident as it unfolds from perspectives beyond the physical space.

Training sessions are viewable by Trainee Name, or Date and Time of session in the Replay Browser for each module. An Operator can locate a previously recorded module by clicking on the Replay Browser button in the Module Preparation Screen. To view the desired replay of a module, the Operator will click on the "LOAD" button.

On the VR Computer screen, the module will begin playing from the viewpoint of the User. The Operator can use controls on the Replay Screen to guide the Trainee through the replay. **Function commands are available by clicking on the buttons at the bottom of the screen, or with the use of Keyboard Shortcuts on the VR Computer keyboard.**

To unlock the Dronecam controls, the Operator will click the "Next Camera" button on the screen or press the "C" key until the screen appears to freeze. When the Dronecam is activated, keyboard controls will allow the Operator to move the camera to any desired angle as the replay continues, or if needed, the Operator can pause the replay until the desired Dronecam view is achieved, and then press play.

NOTE: The replay can be rewound and/or advanced, and the Dronecam view changed, as many times as necessary to conduct a complete review of a User's performance.



The following are keyboard controls available for Drone Assisted Coaching:

1. **Next Camera:** Press the “C” key.
2. **Move Forward** Press the “W” key.
3. **Move Left:** Press the “A” key.
4. **Move Right:** Press the “D” key.
5. **Move Back:** Press the “S”key.
6. **Move Up:** Press the “E” key.
7. **Move Down:** Press the “Q” key.
8. **Look:** Using the VR Computer Mouse, depress and hold the **Right Click button** and move the mouse to look in any desired direction.
9. **Toggle UI:** Press the “V” key. This temporarily clears the function buttons for a full screen effect. Press again to regain controls.
10. **Avatar:** Press the “G” key. Replaces transparent avatar with uniformed officer. **NOTE: The gender and ethnicity of the Trainee Avatar can be selected from the Trainee Settings on the Module Preparation Screen prior to starting the session.**
11. **Rewind:** Press the “Left Arrow” key.
12. **Fast Forward:** Press the “Right Arrow” key.
13. **Play/Pause:** Press the “Down Arrow” key.

Trainer's Tip: This functionality cannot be viewed through the Trainee Headset and replay controls are not available when viewing the replay as an MP4 video.

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2.6.5. Concluding the Debrief Session

To conclude the Debrief, the Operator may elect to have the User remove the Headset for a final, direct discussion of the Trainee's response or leave the Headset in place if the person will be training on additional modules. **If a Safety Officer is assisting, ensure that User is stable when removing headset and transitioning back to the real world.**

The Operator can then choose to review the details of the incident and provide feedback on how the User responded. Feedback may include observations made by the Operator, tactical considerations, suggested alternatives, and areas of improvement. It is important to include the User as a partner in the discussion. Doing so permits the Operator and the agency to evaluate the effectiveness of the entire training curriculum.

If necessary, the Operator may have the User repeat a module or select additional modules to address any noted deficiencies. This may afford the User an opportunity to conclude the session with a positive experience.

Trainer's Tip: If multiple Users will be participating in the session, the Operator should request Trainees refrain from discussing their experience using the VTP with fellow Trainees until all have completed the session. This will permit everyone to have the same experience in the VR environment.

2.6.6. Documenting the Session

To conclude the Debrief, the Operator may elect to have the User remove the Headset for a final, direct discussion of the Trainee's response or leave the Headset in place if the person will be training on additional modules. **If a Safety Officer is assisting,**

ensure that User is stable when removing headset and transitioning back to the real world.

An agency or Operator may elect to document the performance of the User by retention of the data collected during the training session, or by completion of the Wrap Reality Module Performance Metric sheet.

- 1. Data Collection:** The Wrap Reality Virtual Training Platform will automatically record and retain the data captured each time a module is launched. If necessary, an agency or Training Operator may choose to convert a particular session to an MP4 video file for later review.
 - a. File Location:** Module data is stored on the VR Computer in the **Documents Folder** of the PC. To locate the folder, use the following path:
 - **This PC > Documents > WrapReality > Replays**
 - Each file is stored as a **.rec** file and is identified by **Username - Date - Time - Module Number**
 - b. Replay Browser:** An Operator can locate and view a previously recorded module by clicking on the Replay Browser button from the Module Preparation Screen. All previously recorded sessions for that module are listed by Username - Date - Time.
 - i. Viewing:** To view a replay of the previously recorded module, the Training Operator will click on the "LOAD" button.

Trainer's Tip: This functionality is useful if an Operator would need to spend more time discussing the performance of a User following the scheduled training session.

ii. Conversion: To convert the previously recorded module to an MP4 video file, the Operator will click on the RENDER TO VIDEO button.

Trainer's Tip: The conversion process to MP4 video can be time-consuming, as the length of time needed to render the video is equal to the length of the session recorded. Once started, the VTP will not be available for training until completed. It is recommended that an Operator convert any needed replays at the conclusion of the scheduled training.

NOTE: When viewing an MP4 video, Wrap Reality Replay controls are not available, and the video is viewed only from the POV of the User.

- c. Convert All Files:** At the conclusion of a scheduled training session, an Operator may elect to convert all of the modules recorded during that session to MP4 video files. From the Module Selection Screen, the Operator will click on the Settings button, opening the Wrap Reality Settings Screen. Under the Recording column, click the RENDER ALL REPLAYS TO VIDEO button. When the program has finished the conversion process, all MP4 files will be created and stored in the **Documents > WrapReality > Replays** folder on the VR Computer.

NOTE: USE, RETENTION, SHARING, AND DELETION OF THE RECORDED DATA IS AT THE SOLE DISCRETION OF THE AGENCY AND/OR TRAINING OPERATOR.

2. Module Performance Metric Sheet: In an effort to assist agency trainers with getting the most out of each session with the VTP, the Wrap Reality Team provides a Module Performance Metric (MPM) for each separate Wrap Reality training module.

NOTE: The MPM Sheets are available as Appendix 4.1. The sheets can be reproduced as needed.

An Operator can use the MPM as a worksheet to record specific information related to the User's performance. The performance metrics that can be measured include:

- a. Understanding of Assignment:** User confirms assignment and prepares to respond
- b. Communication:** User communicates with involved person(s), simulates radio communication with station/responding units
- c. Scene Assessment:** User gathers information, evaluates risks, dangers and special circumstances present
- d. Situational Awareness:** User effectively scans for additional threats or hazards in a 360 world, including vertically, recognizes potential consequences for actions taken
- e. Tactics:** User is aware of position and available cover, applies arrest and control technique, refrains from relaxing too soon, resolves situation
- f. Application of Force:** User selects and deploys appropriate force option, gives clear verbal commands
- g. Articulation of Response:** User demonstrates knowledge of policy, and procedure, existing laws of arrest and use of force

A brief description of module content specific to each metric is included. Space is available on each MPM Sheet for recording the names of the System User, Training Operator, session date, and any comments related to performance.

USE AND RETENTION OF THE MPM IS THE SOLE DISCRETION OF THE AGENCY AND/OR TRAINING OPERATOR.

2.6.7. Equipment Inventory

Prior to concluding the training session with the User, ensure that all VTP equipment issued to the User is returned to the Operator.

NOTE: When returning the HTC Vive Wireless Headset, care should be exercised to ensure that the User does not walk away with the battery on their person, as it could become disconnected or cause damage to the Headset cable.

It is recommended that a visual inspection of all belts, holsters, and pouches be performed by the Operator.

2.6.8 Conclude the Session

If multiple students will be using the VTP during a single training session, it may be the discretion of the Operator to permit students who have completed the training to remain within the training room to observe how other students respond to the selected modules. The Operator must ensure that the presence of additional personnel within the room does not interfere with any student actively using the VTP.

At the conclusion of the scheduled training, the Operator should conduct a final individual or group discussion, summarizing the training objectives. This is an opportunity to solicit feedback from the students on the conduct of the session, module content, and overall program effectiveness.



3. MODULE FEATURES, SETTINGS AND FUNCTIONALITY

This section will provide information on selecting the appropriate settings for training with the modules loaded on the VTP, as well as module features not previously covered.

3.1. Module Preparation Screen

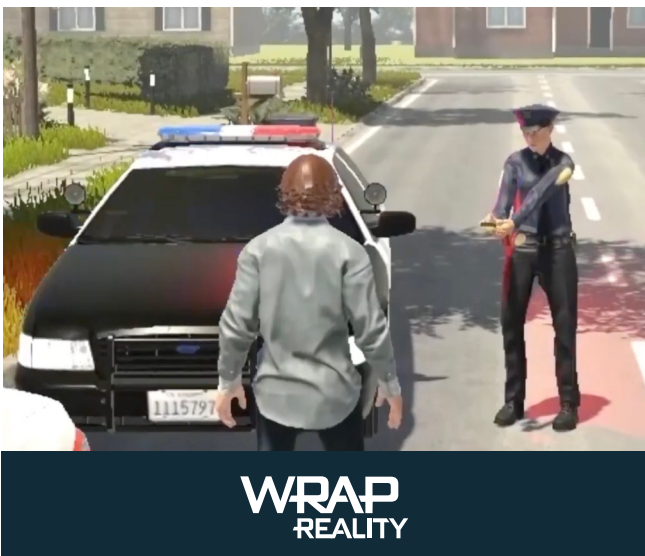
This subsection provides information on the functionality available in the Module Preparation Screen, including creating a Trainee Name, changing the appearance of the User's Avatar on replay and calibration functions.

- 1. Trainee Name:** This is the name or ID of the User attached to that computer. This information is used in naming the VR replays associated with the User. Clicking into the button will allow an Operator to enter the name or ID number of the current Student User.
- 2. Trainer Name:** This is the name or ID of the Trainer assigned to oversee the session. This is generally the individual who will conduct the performance evaluation at the conclusion of the module. Clicking into the button will allow the Operator to enter the name or ID number of the Trainer.
- 3. Male (Default):** The setting is used to specify the gender of the User attached to that specific computer. On Replay, the Trainee Avatar will match the gender of the User. When training with a Two-User system, the appropriate selection must be made on each computer for each User, whereas the control of the module can be accomplished from just one computer during partner training. Each computer identifies the traits of the User attached to that computer.
- 4. Caucasian (Default):** The setting is used to specify the ethnicity of the User attached to that specific computer. On Replay, the Trainee Avatar will match the ethnicity of the User. When training with a two-user system, the appropriate selection must be made on each computer for each User, whereas the control of the module can be accomplished from just one computer during partner training. Each computer identifies the traits of the user attached to that computer.
- 5. Calibrate Origin:** When selected, this feature will re-orient the virtual room around the current position of the Student User. This can be used for both one and two User training. Wherever the trainee is standing and whichever way the trainee is facing, clicking this button will establish that as the center of the room with the trainee facing forward.

This is used during partner training to mirror each User's relative physical "real world" positions with each other to their virtual world positions. For example, if the Users are both facing north and are two feet away from each other, then using the "Calibrate Origin" feature can ensure they are both facing forward and two feet away from each other in the virtual world. This is accomplished by first having one User stand on a specific physical spot (often marked with tape or some other indicator) facing forward and then clicking "Calibrate Origin" on the VR computer. The first User then moves off the spot and the

second User steps onto that same spot and repeats the process. The Users and their virtual environments are now synced to their actual locations in the physical world.

6. **Calibrate Height:** The setting is used to specify the height of the User attached to that specific computer. When training with a two-user system, the appropriate selection must be made on each computer for each User, whereas the control of the module can be accomplished from just one computer during partner training. Each computer identifies the traits of the User attached to that computer. If the User is taller than their virtual “Trainee Avatar,” then the User will appear to be floating above the ground when standing. If the User is shorter than their virtual “Trainee Avatar”, then the trainee will appear to be squatting when standing.
7. **Hit Locations:** Allows the Operator to hide or show the hit arrows on the NPC Character Carousel during debrief. The VR computer is set to default this selection as “On.”
8. **All Scenarios:** Selecting this button will return the Operator to the Module Selection Screen.



3.2. Training with Two Student Users

If two-user capability is available, this subsection will provide information on ensuring proper set-up and synchronization of the VR computers. For two Users to be present in the same VR Environment, Wrap Reality requires two separate VR Computers and all peripheral equipment be set-up in the same training area.

NOTE: Both computers will be connected to a supplied router with the use of Ethernet cables. For guidance on two-user connection, refer to the Wrap Reality User Guide.

3.2.1. Setting up the Second VR Computer

For guidance on setting up the VR Computer, refer to the Wrap Reality User Guide, Section 2.3 - SETUP. Once set up, the second VR Computer, and assigned peripheral equipment will track the second User in the same VR Environment as the first User. Both Student Users will be visible to the Operator, and to each other in the environment as a “Trainee Avatar,” which is a uniformed officer. All tracked peripheral hardware will be visible for each User. When the synchronization process is

completed, the control of the module can be accomplished from just one computer, as designated by the Operator.

3.2.2. Synchronization

Once both VR Computers have been set up and all peripheral equipment has been paired, the Training Operator will click the “Settings” button at the top of the Selection Screen. The Wrap Reality Settings Screen will open.

1. For the computer designated by the Operator as the “Primary” computer, the Operator will go to the Wrap Reality Settings Screen, and under the Multi-User column, click the Host is OFF button, changing to Host is ON. The IP address above the Host button is that computer's IP address (For example, 192.168.10.1). All control for a selected training module for both Users will be accomplished on the “Primary” computer.
2. Click over the grayed text (auto) appearing directly over the Client is OFF button, and type in ‘auto’ or the “Primary” (Host) computer's IP address, then click the Client is OFF button. Client is ON should display if the connection is successful. Tracking for the User and peripheral equipment assigned to this computer will continue while module control is now transferred to the “Primary” computer.
3. For each User, the Operator can customize the appearance of the student's “Trainee Avatar” by ethnicity and gender. During the setup, the Operator will select a module on each VR Computer, opening the Preparation Screen. Under the Trainee Settings Section, the Operator may select the appropriate ethnicity and gender for the student who will be training on that computer. The Operator can then exit the Preparation Screen. All subsequent training using that computer will reflect the selected ethnicity and gender until changed.

NOTE: The default setting is MALE – CAUCASIAN

4. Prior to launching a module, and when both Users are wearing their Headsets, the Operator should ensure that each User's position and height are tracking appropriately.

NOTE: Settings for calibration of Height and Origin (Position) are available in the Trainee Settings Section of the Preparation Screen.

Trainer's Tip: Ensure functionality of two-user set up PRIOR to the start of any training session. Gender and ethnicity settings cannot be changed once the session has started.

3.2.3. Conduct the Two-User Session

Since two Users will be training simultaneously within the same area, it is recommended that at least one Safety Officer be assigned to monitor activities and intervene if necessary.

All debrief functions (Level One and Level Two Debriefing) as well as settings in the Replay screen can be operated from the “Primary” computer.

NOTE: Replay files for each user are retained and stored in the individual computer that the User is assigned. Refer to 2.6.6 - Documenting the Session for additional information on retention and storage of training data.

3.3. Training with Instructor Headphones/Microphone

The Wrap Reality Instructor Headphones/Microphone accessory is designed to allow maximum flexibility for the trainer to supplement additional dialogue into a training module or create new content using the features of Wrap Reality Adapt. Using the microphone, the Operator can

speak directly into the HTC Vive Headset:

- To provide module preparation or safety instructions.
- To aid the progression of the training session by assuming the role of the virtual characters.
- To aid the progression of the training session by assuming the role of police communications technician, or dispatcher.

3.3.1. Setting up the Headphones

Prior to using the Instructor Headphones/Microphone, the Operator connects to an available USB port on the VR Computer. The Operator will then ensure the following settings are established:

1. **Windows:** Go to Windows Settings > System > Sound. Ensure Output Device and Input Device are set to "Vive Multimedia Audio."
2. **Steam:** Go to Steam Settings. Select Audio. Ensure that Output Device and Input Device are set to "Headset." Ensure that Audio Mirroring is set to "On," and that "Logi USB Headset" is selected.

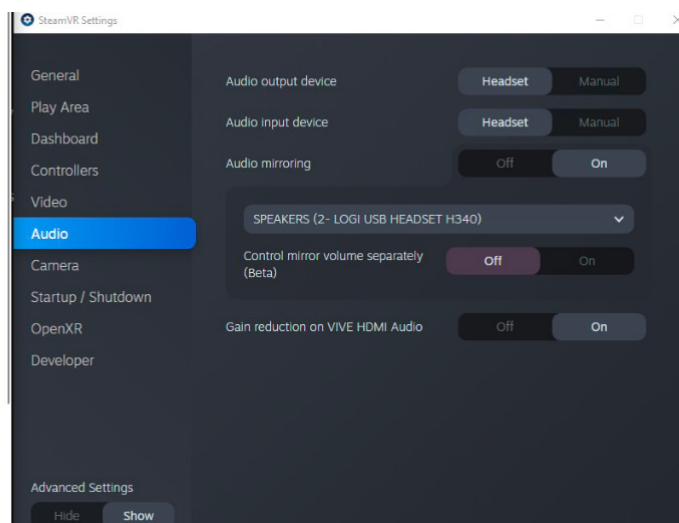
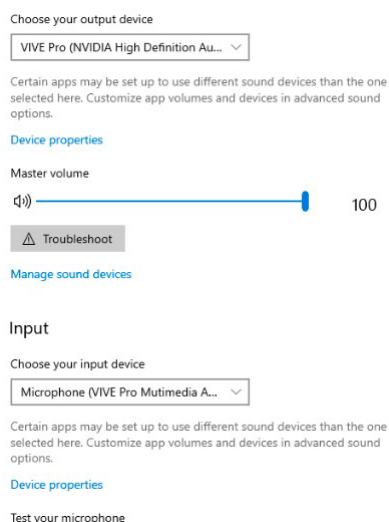
3. **WRAP REALITY:** Open Wrap Reality Settings. Under Trainer Mic, toggle from "Not Set" to "Microphone." Select "SAVE" to exit.

NOTE: While using the Instructor Headphones/Microphone, the external desktop audio speakers will not be available for use. All system audio will be heard in both the Instructor Headphones and the User VIVE Headset.

3.3.2. Use During the Training Session

There are multiple ways to activate the microphone:

1. Press and hold the space bar on the keyboard to transmit. Operator speaks into the microphone. Release the space bar to end transmission.
 - a. When on the Preparation Screen, this method can be used to speak directly to the User to provide additional information or safety instructions.
 - b. When launching a module, depressing the space bar will cause the mouth of the virtual character selected to lip-sync with words spoken by the Operator.



2. Press and hold the “D” key on the keyboard to transmit. Operator speaks into the microphone as simulated sounds replicate a radio transmission. Release the space bar to end transmission. Feature available in the Preparation Screen and when launching the module.
3. “Speak As” Launching the module opens the Interaction Screen. An Operator can choose the desired virtual character or Dispatch under “Subject Selection.” Under “Subject Dialogue”, an Operator will click the “Speak As” button to activate the microphone. The button will appear a solid yellow color. The Operator will click the “Speak As” button a second time to turn the microphone off. When moving to another character, the Operator will again activate the “Speak As” button to use the microphone.

Trainer’s Tip: All existing character dialogue for the module will still be available. This feature can be effective when a User asks a question or requests certain information from a virtual character that has not been pre-scripted. When using Wrap Reality Adapt, it is recommended that an Operator prepare in advance of the training by crafting a storyline and script for dialogue and actions to be used during the session. This promotes consistency for all users.

NOTE: When using the Instructor Headphones/ Microphone, the Operator’s voice WILL NOT be actively recorded in Reality Rewind. The microphone in the User’s Vive Headset will continue to record the voice of the User.

3.4. Training with Wrap Reality Range Modules

Wrap Reality Range modules provide an organization with the opportunity to offer another

level of skills training to their firearms program. Although not a replacement for live-fire training, Wrap Reality Range modules allow for safe practice and remediation of basic marksmanship fundamentals while in a controlled environment.

All Range modules have “Self-Administered” capabilities, meaning that with a minimum of assistance from the System Operator, a User can operate certain functions from inside the VR Headset. This permits the User to repeat the exercises as desired or change conditions within the VR Environment. Control of “Self-Administered” functions is achieved with the use of an Eye Tracking feature. The User will observe a colored dot in their field of view. Holding the dot over a desired function button will enable or change that condition. Once all selections have been made, the User can start or restart the exercise.

3.4.1. Standard Range M5002

The Standard Range module is an indoor range VR Environment. The module can be launched to allow a User to practice fundamentals of marksmanship (stance, position, grip, sight alignment, trigger control, breathing) with guidance from the Operator.

From the Interaction Screen, an Operator can change:

1. **Distance:** The Operator can set the target distance from 0 to 2, 5, 10, or 15 yards.
2. **Reset Target:** The Operator can clear all shot holes appearing in the target.
3. **Shot Ray:** Used to visually demonstrate the accuracy of the Wrap Reality Force Option. An Operator can click the “RAY IS OFF” button, changing it to “RAY IS ON”. A steady red “laser” will project from the muzzle of the force option indicating specific point of impact. Clicking “RAY IS ON” a second time will turn this feature off.

Three additional features are available to the Operator to provide feedback on shooting fundamentals, SHOT TRACE, SHOT STABILITY SCORE and SHOT HISTORY. With the Student User facing forward in their assigned lane, these features appear on the partition to the left.

- 1. Shot Trace:** Used to visually depict the fluctuation of movement before the trigger is pulled to the moment the shot breaks.
- 2. Shot Stability Score:** This feature assigns a numerical score to the stability of the shooter based on the measurements recorded with the SHOT TRACE feature. The higher the number, the more stable the shooter was at the time the shot was fired.
- 3. Shot History:** Used to indicate shot placement for the entirety of the training session, even when the target has been cleared by the Operator.

The Wrap Reality Standard Range also has a TIMED SHOOTING exercise. This is a "Self-Administered" feature, allowing the User to time a rapid-fire sequence. Prior to start, the User can set the distance (5 or 10 yards), and the number of rounds to be fired (5 or 10 rounds). Selecting "START" will place the target at the desired distance. A countdown will be initiated, and on audible signal, the User will fire the selected number of rounds on target. When the final shot is fired, the target will return to 0, and the total elapsed time to fire the selected number of rounds will be shown.

3.4.2. 360 Alley Range M5004

The 360 Alley Range module is an outdoor alleyway setting in an urban VR Environment. The module can be launched to allow a User to practice learned skills of target identification, judgment, decision making and firearms accuracy.

From the Preparation Screen the Operator can launch the module. A total of twelve (12) "Threat" targets and nineteen (19) "Non-Threat" characters will appear at varied locations in the environment, and at timed intervals before disappearing. An audible prompt will signal the User of a general location of the next character to appear. Once a User engages a perceived threat, he or she will continue to search for the next "Threat" target until time expires.

Once the time period for the exercise has expired, the Operator can exit the module and review the User's score or permit the User to operate the "Self-Administered" functions, "RESTART" or "EXIT."

Trainer's Tip: The Training Operator should encourage the User to continuously scan for threats in all directions, including elevated threats. Users should be mindful of clearing around corners for hidden threats.

3.4.3. 360 Reactive Range M5015

The 360 Reactive Range module is an outdoor, non-typical shooting range environment using steel "reactive" targets of various sizes. The module can be launched to allow a User to practice learned skills of target acquisition, firearms accuracy in daylight and low-light situations, and engaging moving targets.

From the Preparation Screen the Operator can launch the module. The User will be standing on a colored circle in the center of an outdoor range. The User will then operate the "Self-Administered" functions to set the time duration of the exercise, the lighting conditions and whether or not the targets will be moving. The following functionality is available:

- 1. Change to Static/Moving Targets:** This setting allows the User to decide if the steel reactive targets will appear in a stationary position or be moving around the User.

2. **Change to Day/Night:** This setting will allow the User to change the lighting conditions to day or night. When set to night, the User will engage targets with the aid of a weapon mounted flashlight.
3. **Change Time Limit:** User can select a time limit of one (1) minute or two (2) minutes.
4. **Start:** The User will then start the drill.
5. **Exit:** The User can exit the module.

Trainer's Tip: The Training Operator can dictate the parameters of the exercise to the Student User or allow the User to determine their own conditions.

3.4.4. BolaWrap Practice Field M5086



The BolaWrap Practice Field module is an outdoor, non-typical open field. The module can be launched to allow a User to practice learned skills of properly preparing and effectively using the BolaWrap Remote Restraint. A User can use verbal skills to de-escalate the aggressive actions of a virtual character, giving commands to place the subject in a control position.

From the Preparation Screen the Operator can launch the module. The User will be standing in the center of an outdoor space. A total of ten (10) "Suspect" characters will appear at varied locations in the environment. The Operator can elect to have all "Suspects" appear at once, or individually. As the User addresses the actions of each "Suspect" to an acceptable conclusion, the Operator can select "Next Suspect" to introduce

another character. A replay of the User's performance is available in Reality Rewind.

NOTE: The Instructor Headphones/Microphone can be used to insert verbal compliance or non-compliance for each character.



3.5 Initiating Standardized Field Sobriety Tests (SFST)

This section will provide information on the functionality available in the TRAFFIC STOP – DUI TEST module M5035. This module can be launched to allow a User to practice learned skills when administering Standardized Field Sobriety Tests (SFST) to a suspected intoxicated operator.

From the Interaction Screen the Operator can determine if the Subject in the module will appear MORE SOBER or LESS SOBER. The User will be standing in a dark parking lot, contacting a subject observed driving erratically. Additional information is available in the Module Prologue. From the Interaction Screen, the Operator can use the module's branching capability in response to the User's desire to administer SFST to the subject. The following functionality is available:

1. **HGN:** The User can administer the Horizontal Gaze Nystagmus (HGN) Test to the subject. The Operator will click the HGN button to open the HGN controls. The User will then explain and perform the Test in the sequence and manner trained.

- a. **Stimulus:** The Operator can pair an HTC VIVE Controller and issue to the Student User. Clicking the button, "HGN STIMULUS" will activate. The Vive Controller will now appear to the User as a pen. The eyes of the subject will track the motion of the pen as it is moved by the User.
 - b. **Horizontal Nystagmus:** As the User conducts the HGN Test, the Operator can click on the Horizontal Nystagmus action button to create the "nystagmus" (involuntary jerking of the eye) effect in the eyes of the subject. This action will repeat each time the button is clicked, permitting the User to observe this action as a "clue."
 - c. **Vertical Nystagmus:** As the User conducts the HGN Test, the Operator can click on the Vertical Nystagmus action button to create the "nystagmus" (involuntary jerking of the eye) effect in the eyes of the subject. This action will repeat each time the button is clicked, permitting the User to observe this action as a "clue."
 - d. **SFST:** Clicking this button will unlock additional SFST Scenario Actions.
 2. **Walk and Turn:** The User can administer the Walk and Turn Test to the subject. The Operator will click the Walk and Turn button to open the action controls. The User will then demonstrate and administer the Test in the sequence and manner trained.
 - a. **Clue Buttons:** Eight (8) clue buttons will be available to the Training Operator, **Loses Balance, Starts too Soon, Stops Walking, Misses Heel to Toe, Steps off Line, Uses Arms to Balance, Improper Turn, Wrong # Steps.** When the Operator clicks a button, the subject will perform that action. This action will repeat each time the button is clicked, permitting the User to observe each action as a "clue."
 - b. **SFST:** Clicking this button will unlock additional SFST Scenario Actions.
 3. **One Leg Stand:** The User can administer the One Leg Stand Test to the subject. The Operator will click the "One Leg Stand" button to open the action controls. The User will then demonstrate and administer the Test in the sequence and manner trained.
 - a. **Clue Buttons:** Four (4) clue buttons will be available to the Training Operator, **Sways While Balancing, Raises Arms for Balance, Hops, Puts Foot Down.** When the TO clicks a button, the subject will perform that action. This action will repeat each time the button is clicked, permitting the User to observe each action as a "clue."
 - b. **SFST:** Clicking this button will unlock additional SFST Scenario Actions.

Trainer's Tip: For best results, the Wrap Reality Team recommends the Operator consult with personnel familiar with instruction of administration of SFST for assistance on constructing a training plan using this module. Familiarity with the module controls will greatly enhance the overall training experience.

3.6. Training Emergency Management Skills

This section will provide information on the functionality available in the TACTICAL OPERATIONS – INCIDENT COMMAND module, M5082. The module can be launched to allow a User to practice learned skills when managing an emergency incident scene and implementing procedures taught using the Incident Command System, a standardized approach to the command, control, and coordination of emergency response.

From the Preparation Screen the Operator can launch the module. A total of five (5) virtual characters will be present representing key personnel in emergency management, **Planning, Logistics, Administration, Operations and the Public Information Officer (PIO)**. The Operator can manage the progress of the session by selecting the appropriate character to interact with the User as he or she directs. Verbal "Dialogue" is available for each character that is specific to duty assignment, as well as "General Responses," which are the same for each virtual character. Under "Dialogue" for each character is a "Briefing" button, which provides the User with a summary of that character's responsibilities and what incident information is available at that point. Pre-scripted Radio Dispatches add a level of complexity to the incident.

3.6.1. Performance Evaluation of Incident Command Module

When used effectively, a session is likely to require a significant amount of time for a User to complete. Due to the length of the recording generated by the session, selecting "Load Last Replay" will initiate a long load time for Reality Rewind, potentially interrupting the normal flow of performance evaluation. It is recommended that an Operator make written notes of the User's response while the session is underway. An Operator can opt for documenting the session by rendering the replay to a video at more convenient time and using the video to discuss User performance.

4. APPENDICES

Contents

APPENDIX 4.1

WRAP REALITY MODULE PERFORMANCE METRIC



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