



Presented by
Manik R Arrolla

MULTI-USER IMMERSIVE ACTIVE SHOOTER RESPONSE TRAINING

OUTLINE

- GOAL
- ACTIVE SHOOTER
- IMMERSIVE SIMULATION TRAINING
- RUN
- HIDE
- FIGHT
- GAME DEMO
- CONCLUSION
- REFERENCES

GOAL



WHAT TO DO IF YOU FIND
YOURSELF IN AN ACTIVE
SHOOTING EVENT.



WHAT TO EXPECT AFTER
AN ACTIVE SHOOTING
TAKES PLACE.



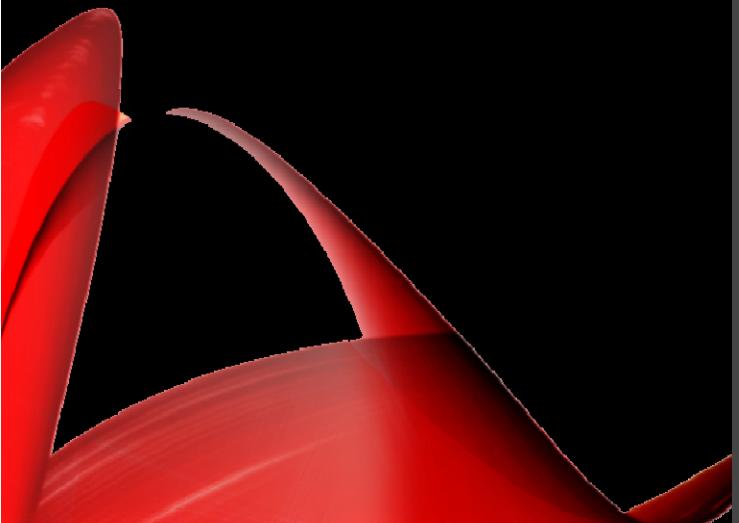
WHAT TO REMEMBER
DURING AN ACTIVE
SHOOTING .

ACTIVE SHOOTER

- Active shooter situations are unpredictable and evolve quickly.
- Active shooter situations are often over within 10 to 15 minutes, before law enforcement arrives on the scene.
- Individuals must be prepared both mentally and physically to deal with an active shooter situation.
- Active shooters use firearms and there is no pattern or method to their selection of victims.



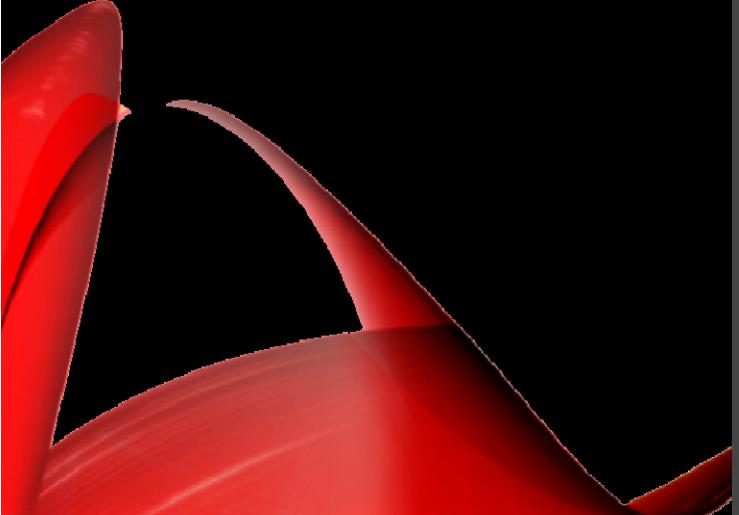
IMMERSIVE SIMULATION TRAINING



- Simulation training helps employees experience real-world examples and get up to speed faster.
- Simulation training is done with a virtual environment that mirrors actual work conditions, including background noise, effects, and simulated workspaces.

RUN AND ESCAPE, IF POSSIBLE.

- Getting away from the shooter or shooters is the top priority.
- Leave your belongings behind and get away.
- Help others escape, if possible, but evacuate regardless of whether others agree to follow.
- Warn and prevent individuals from entering an area where the active shooter may be.



HIDE, IF ESCAPE IS NOT POSSIBLE.

- Get out of the shooter's view and stay very quiet.
- Silence all electronic devices and make sure they won't vibrate.
- Lock and block doors, close blinds, and turn off lights.
- Stay in place until law enforcement gives you the all clear.
- Your hiding place should be out of the shooter's view and provide protection if shots are fired in your direction.

FIGHT AS AN ABSOLUTE LAST RESORT.

- Commit to your actions and act as aggressively as possible against the shooter.
- Be prepared to cause severe or lethal injury to the shooter.
- Throw items and improvise weapons to distract and disarm the shooter.

The background features abstract, flowing waves in red, orange, and blue against a black canvas. A thin white vertical line extends from the bottom center upwards, intersecting the text.

GAME DEMO

FUNCTIONALITY

- **Vision:** Floor plans of the BSU CS building.
- **Sound:** shooting, explosion, screaming sounds to feel realistic.
- **Animation:** Shooting the target and navigating the people to exit the building.
- **Interactivity:** To Move, Oculus rift s HMD events and To fire, Touch controllers events are used in this project.
- **Sensors:** Proximity, Time, Touch are used in this project.
- **Avatars:** Unity OVR player controller, Different Animated characters.

CONCLUSION

- Helps visualize possible escape routes, including physically accessible routes. Able to perform successfully Active shooter response training for CS building using Unity with Oculus rift s integration.

THANK YOU
&
QUESTIONS?

