



# UGA PD

## Project Plan

*PHOTO TAKEN FROM THE UGA POLICE DEPARTMENT WEBSITE*

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## MISSION

For the entirety of the semester, our team will be working with the UGA School of Social Work and the University Police Department to create an online interactive learning seminar on sexual assault training. The online training will provide the Police Department with training to prevent sexual assault, and assist survivors with recovery. We hope the training will allow the University Police Department to better assist anyone on college campuses that are sexually assaulted each year.

## VISION

While collaborating with both the School of Social Work and UGA PD, we hope to create a successful training course for officers that focuses on trauma informed responses to survivors and victims of sexual assault/violence. Our objective is to allow officers online access to an one-to-two hour long training course, separated by different modules that officers can go back to at any time. Interactive and instructional learning promotes authentic engagement with the content and promotes critical thinking. The School of Social Work will provide the content which will be integrated into the training platform. The training reflects real-life scenarios and interactions with incidents of sexual assault that should be taken seriously and overall improve police interactions with survivors of sexual assault. This training will equip officers with the knowledge and language to better assess cases of sexual assault.

# GOALS

## Reach Goals

To create an module that...

- Has animation and virtual reality.
- Has multiple story-lines depending on the choices the user makes.

## Main Goals

To create an module that...

- Follows a scenario between the officer and the victim in an investigation.
- Has engaging video content and quizzes.
- Has interactive features.
- Accessible from home.
- Allows the user to revisit information after completion.

## Safety Goals

To create an module that...

- Discusses sexual assault investigations.
- Is lecture-based.
- Is web-based.

## CHALLENGES & SOLUTIONS

**Communication** - Having to work with both UGA PD and the Office of Social Work has the potential to lead to scheduling problems, miscommunication, and conflicting ideas. We can avoid confusion by keeping the lines of communication open with our client as well as our partners at the School of Social Work. We will communicate clearly with the client about their needs, and we will be open and honest about our progress and capabilities. We will also give our clients and partners the earliest possible notice of any help we need from them so we can work with their schedules. We hope to meet in-person with both clients in order to ensure there is no miscommunication.

**Multimedia Implementation** - Since our final project will be an interactive training program, it will be made up of elements of text, video, and audio. Getting all these elements to work together to form one seamless presentation will be a major technical challenge. We can overcome this obstacle through the combination of our teams diverse skill sets and technical research.

**Tone Consistency** - Because our project deals with sensitive subject matter and has an important real life application, it is vital that it maintains a serious tone throughout all elements. It is our responsibility to ensure that all aspects of visual design match the tone of the content provided by the client and complies with their wishes. We can accomplish this by developing and adhering to a uniform template of visual design that avoids overly whimsical aesthetics.

## PROJECT TIMELINE

### Checkpoint 1- February 5th

- **Exploratory Research**- Jillyan will research sexual assault and trauma crisis, in order to help us understand the topic more. Mackenzie and Brian will research competing training courses as well as other training methods.
- **Alpha**- Luke will set up an alpha to represent the future of the training module. This will be an example to present to the client and the class. It will contain interactive questions with pictures and descriptions.

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- **Project Plan-** Mackenzie is organizing meeting times outside of class, and allowing enough time for each group member to finish their portion of the project.
- **Presentation-** Everyone will present a specific portion that they researched before the presentation. Brian and Mackenzie will prepare the powerpoint and Dana will prepare the PDF to turn in online.

### Checkpoint 2- February 26th

- **Beta** - Luke will craft a functional online training program that displays media elements to the user and prompts them to make interactive choices that affect what media is displayed next. This will be a foundation on which additional content and entire modules can be added. Will not be complete in terms of content or visual design, and will likely contain bugs. Brian will assist with media incorporation into the beta.
- **User Research** - The client will have seen the program and told us what they wish to change. We will know what elements are effective or ineffective and have an understanding of how the user navigates the page. We should all have a full understanding of what the final product should look like. Jillyan will be the primary point of communication with the client. Dana and Mackenzie will assist with observing and surveying additional users.
- **UX Map** - Luke will create an in-depth explanation of how the user accesses and navigates the page and how the layout contributes to an effective police training method. Will also include a diagram that effectively visualizes the user's navigation of the page.

### Checkpoint 3- March 28th

- **1.0** - This will be a complete 1-2 hour training program consisting of several modules that include all of the content provided by the client. Each module will present a real life scenario presented with both video and text. The scenario will be paused at points and prompt the user to make a choice. It will then resume the scenario and inform the user of the consequences of their actions. The page will be able to recognize whether or not a user has fully completed the training. It will also be complete in terms of design and polish. Brian and Luke will make sure that the product is polished and feature-complete.

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- **Visual Design Document** - Will include a comprehensive list of all the project's logos, fonts, and color schemes. All of these elements will be serious in tone to match the subject matter and content. Mackenzie and Dana will compile this list and ensure that the final product conforms to this style.
- **Website Beta** - This will be located at a URL separate from the one used for the project itself. It will be made up of several pages including a homepage that explains that our project is an interactive online training course that provides real-life scenarios of sexual assault that counters existing training methods by placing more emphasis on trauma informed responses and human interaction. Other pages will include links and explanations for all other deliverables including the trailer, poster, etc. It will include responsive design using tools like Bootstrap so that it is aesthetically pleasing across a wide range of devices. Brian and Luke will set up the website. Jillyan will ensure that all the content is included and pleasingly presented.

## Checkpoint 4- April 18th

- **1.1** - Luke will fix any major bugs on the project, and Dana and MacKenzie will collaborate on the aesthetics of the design elements.
- **Launch/social deliverables** - Jillyan and Brian will ensure that the training module is ready to launch and MacKenzie will coordinate with our mentor.
- **Resume** - Each team member will upload their resume to the Google Drive Folder.

## Final Deliverables- April 23rd

- **Flyers and Marketing Materials**- Because the clients have a set brand, we will be carrying over their brand into our project. Dana and Mackenzie will help design flyers and marketing materials to inform others about our training course.
- **Design**- Dana and Mackenzie will create a wonderful presentation as they understand design work and have access to the softwares needed.
- **Website**- Luke is very confident with his development skills and understanding of gaming to create our website and training course. Brian will assist him in coding and interactivity.
- **Presentation**- Mackenzie will take the lead on the presentation as she is well versed and comfortable speaking in front of crowds. Every group member will help present on small portions.