Virtual Reality for Crime Scene Investigation

Helen Green[1] MCSoFS FHEA

Helen4.green@uwe.ac.uk

Rich Mayne[2] PhD FLS FHEA FIBMS

mayne941@gmail.com

[1] Faculty of Health and Life Sciences,

University of the West of England, UK

[2] Mayne Bioanalytics, UK

Why VR?

- Challenges in T & L
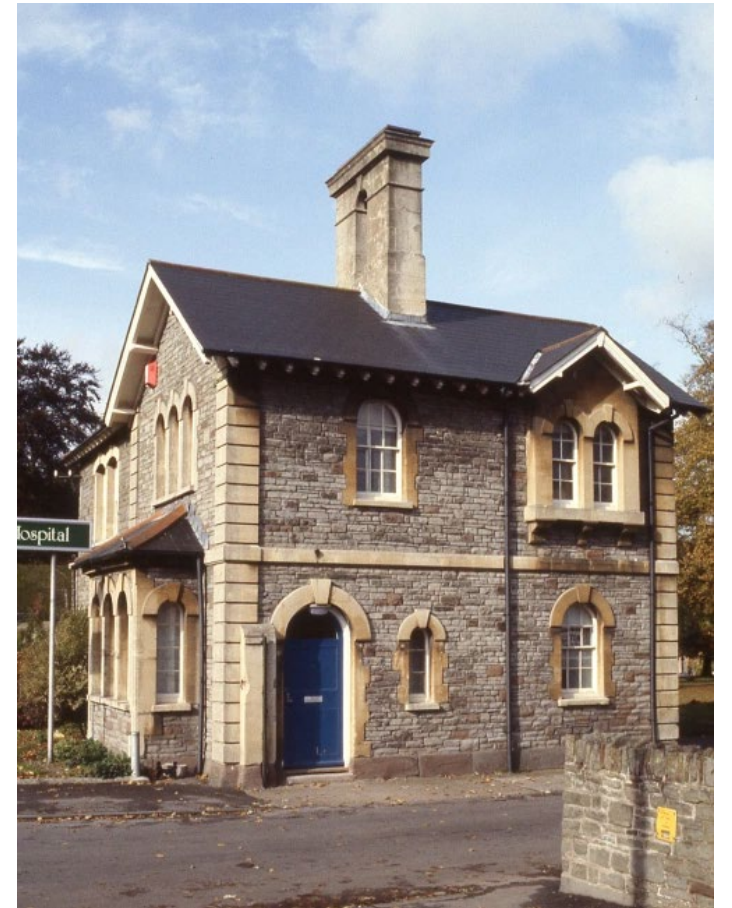- Enough practise?
- Time consuming
- Costly

Second Life
'clunky'
Marmite

Designing the room

- Based on the lounge in our crime scene facility
- To give familiarity

Hardware

OCULUS QUEST VR

> 60 FPS

> 6 DOF

> Positionally-tracked controllers

PITCHING

SURGING

ELEVATING

YAWING

ROLLING

STRAFING

Software

UNITY ENGINE

> WYSIWIG

> ”Free”

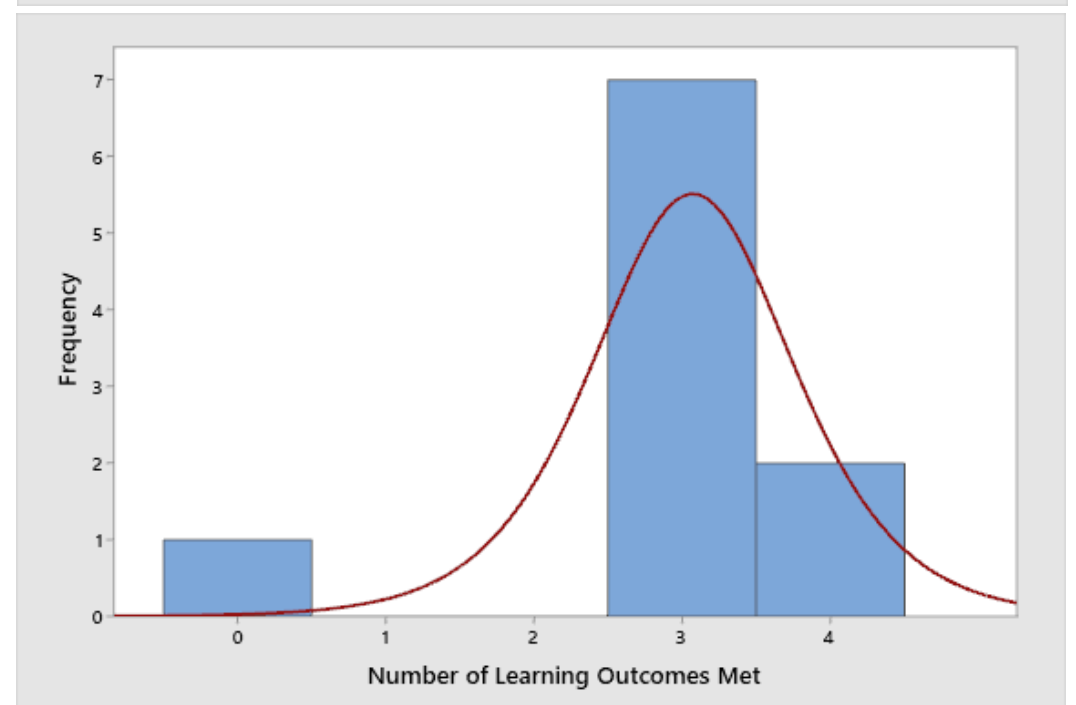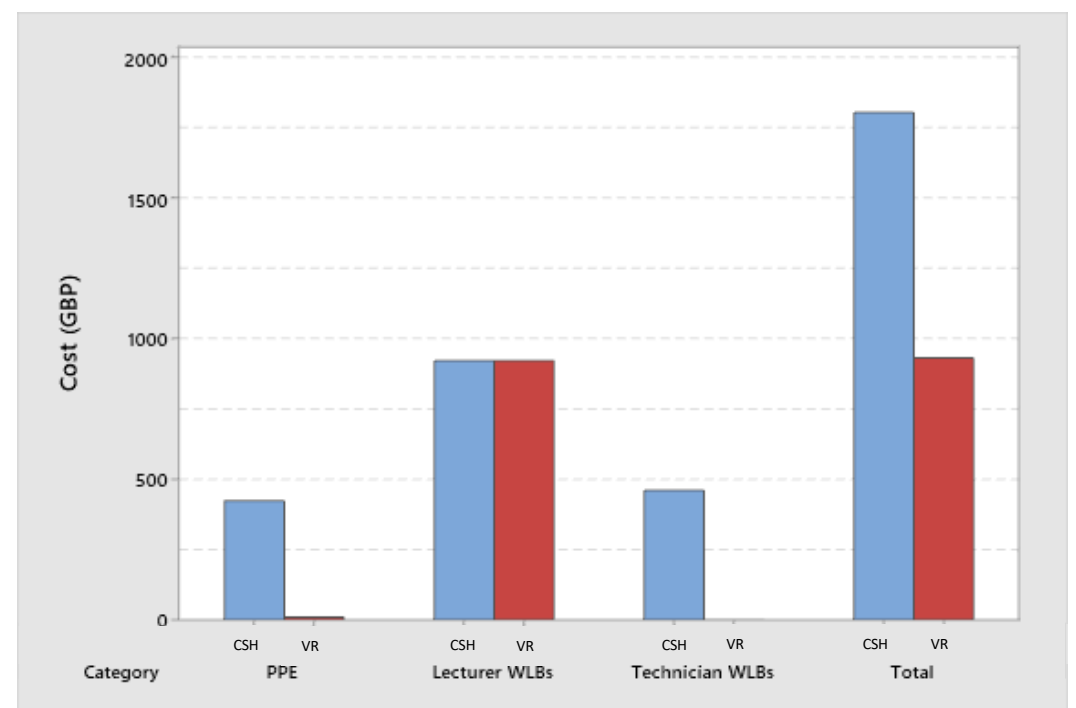> C# Scripting

> C++ Runtime

> Oculus API

Virtual Crime Scene

Statistics

VR is:

- ~½ price of lab practicals incl. setup (TY 2019)

- Well-tolerated and enjoyed

- Able to support satisfactory LO attainment

(Upper) Cost (GBP) of VR vs lab practicals, 2019-2020 (including initial setup costs)
(Lower) Histogram showing number of learning outcomes met

Conclusions

- VR is an effective and low-cost *adjutant* to HE courses (and will not replace practical sessions)

- Early indications that technology is good for less-able students

- Further work
  - Applications in lockdown
  - More scenarios, extra features
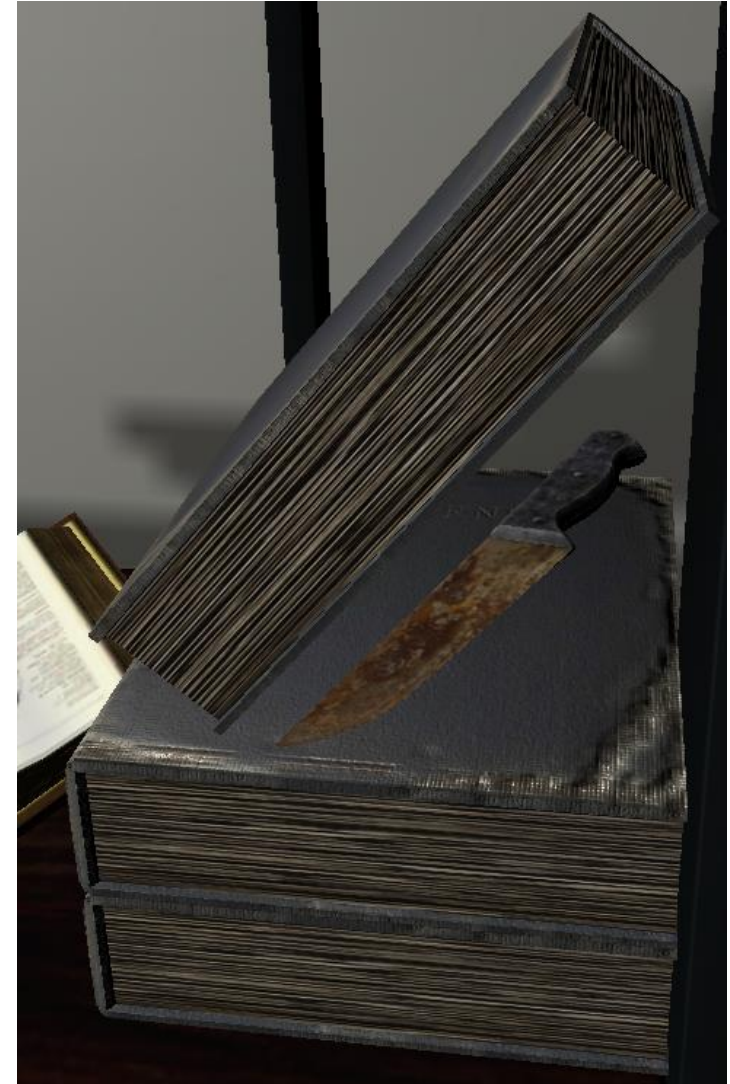
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