ACTIVE SHOOTER RESPONSE MODULE FOR CS BUILDING USING UNITY

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RECENT ACTIVE SHOOTING INCIDENT

- Two suspects entered the STEM School Highlands Ranch near Denver on May 7 and opened fire.
- Left one student dead and eight others injured.
OUTLINE

• GOAL
• ACTIVE SHOOTER
• EMPLOYEE SIMULATION (ES)
• ES RUN
• ES HIDE
• ES FIGHT
• POLICE SIMULATION
• RESOURCES
• 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 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.
EMPLOYEE SIMULATION (ES)

• 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.

Shooter Simulator

This demo was prepared by Sri Teja Bodempudi from Bowie University to train staff on how to behave when there is an active shooter inside the building.
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 areas where the active shooter may be.
- Call 911 only if you are safe, and give the exact location, and weapons.
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.
- Don’t hide in groups—spread out along walls or hide separately to make it more difficult for the shooter.
- Try to communicate with police silently. Use text message or social media to tag your location.
- 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.
- Recruit others to ambush the shooter with makeshift weapons like chairs, fire extinguishers, scissors, books, etc.
- Be prepared to cause severe or lethal injury to the shooter.
- Throw items and improvise weapons to distract and disarm the shooter.
POLICE SIMULATION

• Gives practical experience and decision-making skills needed to successfully resolve emergency related incidents.
• Rescue the individuals who are trapped inside the building.
• Gives high priority in eliminating the target (Active shooter).
RESOURCES

- https://www.youtube.com/watch?v=ZvkdGK2j2Bs&t=150s
GAME DEMO
FUNCTIONALITY

• **Vision**: Floor plans of the BSU CS building.
• **Sound**: shooting, explosion, screaming sounds to feel realistic.
FUNCTIONALITY

- **Animation**: Shooting the target and navigating the people to exit the building.
- **Interactivity**: To Move, keyboard events and To fire, mouse events are used in this project.
- **Sensors**: Proximity, Time, Touch are used in this project.
- **Avatars**: Unity First person controller, Third person controller, Different characters.
CONCLUSION

• Helps visualize possible escape routes, including physically accessible routes. We were able to perform successfully Active shooter response module for CS building using Unity.
THANK YOU & QUESTIONS?