

VirTra - Virtual Interactive Coursework Training Academy® (V-VICTA®)

#### **BEHAVIOR ANALYSIS THREAT RESPONSE**





Introduction to Behavior Threat Cues







The most important tools for an officer include how to perceive, interpret and respond to all threats.

- The purpose of this course is to improve your ability to:
  - Correctly perceive human behavior
  - Discriminate correctly when it creates a risk of serious injury/death
  - Provide better skills at responding to deadly behavior
- Goal: to decrease the shooting of those unarmed and to train cognitive decision making.







Costs of Bad Decisions





# COSTS OF BAD DECISIONS



- Officers must appropriately respond to behavior.
- Inappropriate response creates a huge risk to life.
- Life, health and safety are not the only things that can be lost.





# COSTS OF BAD DECISIONS



- When LE respond correctly, there is still a risk to life.
- A subject engaged in unlawful and deadly behavior could be justifiably shot and killed.
- Even a perception of misconduct can lead to additional loss of life and property, as noted by riots.







Rapid Evaluation of Behavior





### RAPID EVALUATION OF BEHAVIOR



- Law enforcement officers have to perceive and attend to behavior quickly. The behavior may be:
  - Cries for help
  - Medical emergency
  - Signs of mental illness
  - Threats to the officer and community



### RISK TO COMMUNITY, OFFICER AND SUBJECT



- The highest risk is from deadly actions of people in and near the community.
- Deadly actions often provide fractions of seconds for the officer to process and respond to.
- When done correctly, they can protect the community and themselves.
  - At times, this is done at the risk of the subject engaging in the deadly behavior.







The Schema Theory









- How we respond is founded on what we understand and what we can do.
  - A schema is a framing of knowledge that is based on past experience.
- Schemata are ways for us to clarify and organize the world around us.
  - Example: seeing a water bottle and recognizing it is different than a cup.











- Schema can also include movement.
- The schema of a baseball bat and tennis racket are examples.
  - Both involve rotation of the body and movement of the arms to hit the ball.
- There are limitations to performance and perception.
- Constraints include the limits of the organism, environment and the task itself.







**Overall Movement Schema** 





### WHAT IS OVERALL MOVEMENT SCHEMA?

- How our brain develops the blueprint for a movement.
- It can be modified the success of modification is based on expertise and experience.
- Overall movement schema has 3 parts:
  - Recall schema
  - Generalized motor program
  - Recognition schema











Occurs before a movement is initiated.

#### Initial Conditions:

- Where is the threat/goal?
- What is the environment like?
- What condition am I in?
- What threat am I facing?

#### **Recognition Schema:**

- How fast do I go?
- Where do I point my gun?
- Which techniques produce the best results?





## GENERALIZED MOTOR PROGRAM



- Overall form of the movement.
- Experts develop a precise GPM with little wasted energy or time.
- Can be altered to meet the situational demand and parameters.
- Experts are better at these variations.









# **RECOGNITION SCHEMA**

- Where error recognition occurs by sight or feel.
- Continuous skills can be modified.
  - Such as running, balance while bike riding, etc.
- Discrete skills may be too short to modify.
  - Such as a punch, golf swing and gun trigger pull.





# DEVELOPMENT OF GMP STRENGTH & SCHEMA



- The initial development is related to the method of practice.
- Variable/random practice is much more effective at developing GMP than serial/block practice.







Conclusion









- The ability to use a schema to differentiate threatening/nonthreatening behavior is critical.
- The wrong identification can lead to unnecessary death.
- The realistic movement patterns in this training will provide the opportunity to develop proper schema.







### **QUESTIONS?**



