

# ACTIVE SHOOTER RESPONSE MODULE FOR CS BUILDING USING UNITY

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The background of the slide features a dark, grainy image of a school sign that reads "STEM SCHOOL" and "HIGHLANDS RANCH". To the right, there is a dark, grainy image of a person in a dark jacket, possibly a suspect, with their hands raised. A blue and grey geometric graphic element is on the left side of the slide.

# 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

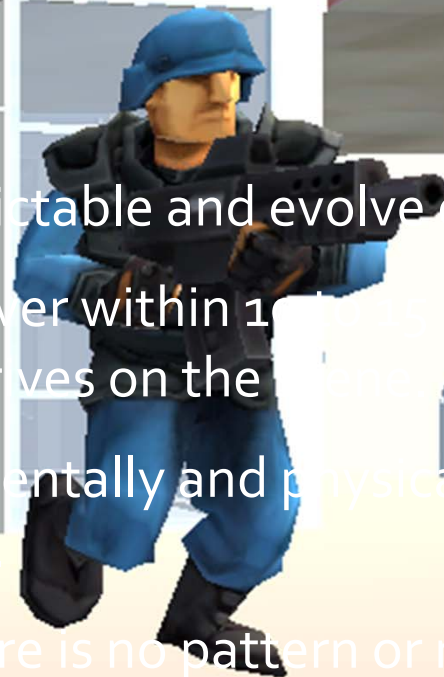
- GOAL
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# GOAL

- 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 .

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- 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.

Policeman Simulation

Employee Simulation

## 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 the room where the active shooter may be.
- Call 911 when you are safe, and provide the location, situation, 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.

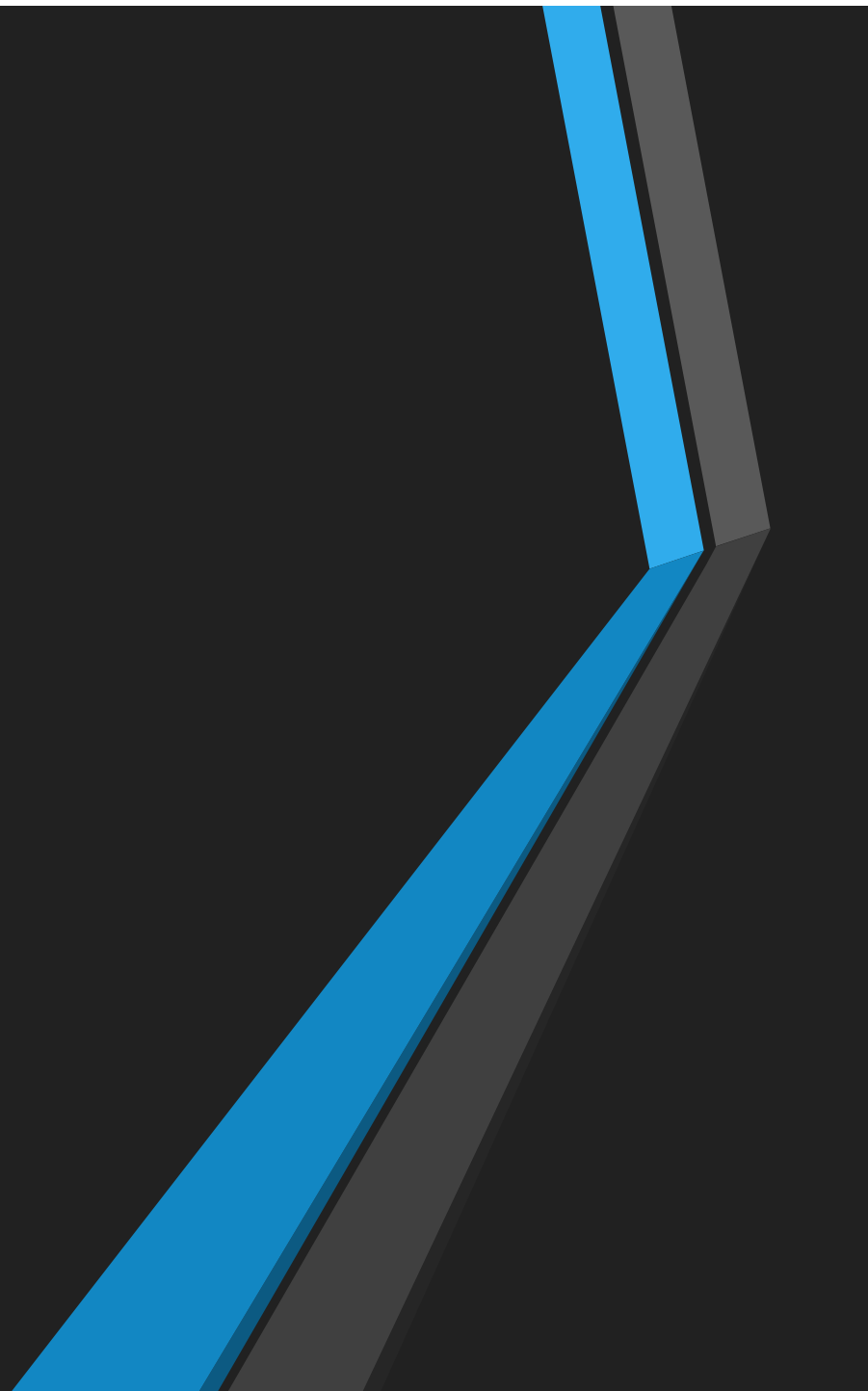
# POLICE SIMULATION

- 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

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QUESTIONS?