



Training Response to COVID-19

Current trends and a look at the future of Technology-Enhanced Learning

Like many other organizations across Canada and around the world, police services and public safety organizations have had to quickly innovate and adapt to new ways of working in response to the COVID-19 global pandemic. This included the ability to move certain members of staff to remote work, accessing Personal Protective Equipment, providing training in pandemic preparedness and response, changing the way services are provided to the public; and, altering how police services and public safety organizations continue to provide mandatory training for their members and train new recruits.

Early discussions with police services across the country demonstrated a diverse response to the challenges presented by the need to continue providing training to both new recruits and active members and staff. These responses included:

- Continuing classroom learning while following physical distancing guidelines
- Quickly shifting classroom training to online classrooms
- Providing a mix of online, virtual classroom and in-person training
- Halting all training until September in order to develop a plan.

As a national leader in technology-enhanced learning, CPKN took this initial information scan and outlined a research and investigation into the virtual training needs of Canadian police services and public safety organizations. The focus of the research and consultation was primarily on virtual classroom technology as this responded to the most immediate and pressing need of the public safety community; however, early and exploratory questions around technologies to be explored in the next three years were also investigated.

Project Objectives

The objectives of this project were to identify:

- What requirements need to be met with regards to data privacy and residency?
- Are there integration requirements with existing systems and technology?
- What are organizations using now, what do they like/not like about those?
- Identify barriers (current and potential) to adoption.
- Research, Identify and compare existing technologies and software used for virtual training.
- If a need exists for an on-line community of practice?
- Are virtual shared spaces where learners and instructors can work together simultaneously needed?
- Is there a preference for open source vs paid software services?
- Evaluate identified technologies and software against the developed criteria.
- What technologies/software will not work and why?
- What technologies/software could work and why?



To meet the project objectives, CPKN undertook the following activities:

- Conducted two focus group meetings with large Canadian police services and public safety organizations who are early adopters and lead in training innovations including:
 - Toronto Police Service
 - Hamilton Police Service
 - Environment Canada
 - Pacific Region Training Centre (RCMP)
 - Vancouver Police Department
 - York Regional Police Service
 - Canadian Police College
- Conducted a focus group and poll with the National Advisory Committee.
- Conducted a survey with a representative sample of Canadian police organizations which received 37 replies from police services large and small.
- Reviewed online resource materials related to virtual classroom software, their individual strengths and weaknesses.
- Developed a detailed data table outlining the features and functionality of 20 virtual classroom and training technologies.

Research Findings

Focus Group

Focus group participants expressed that various software for virtual classrooms and meetings were explored. Often there was disconnect between what was happening or being recommended at an administrative level versus what was needed or being considered in training units. With the need to purchase a license to virtual classroom software, the general consensus was that one solution would be used that could meet the most needs for both administrative meetings and training. Further consideration when choosing software were internal procurement processes that could be tied to municipal, provincial or federal procurement guidelines. This added a layer of complication for some.

From the focus group, we understood that the primary need was for a software that could function well for meetings and training; met procurement requirements; was easy to use; and adhered to good cyber safety and security.

Focus group participants were also given the opportunity to test Big Blue Button, an open source virtual classroom and meeting space currently integrated within CPKN's Learning Management System (LMS). Big Blue Button offers much of the functionality and interactivity required by police services and public safety organizations to deliver training while having the added benefit of full integration with the LMS. For some training units and public safety organizations, Big Blue Button is a workable solution and is currently being used for training and meetings. For most, the Big Blue Button software was not a workable solution due to a variety of factors including firewalls blocking screen sharing tools and slow network speeds impacting learner ability to log on.



National Advisory Committee

The National Advisory Committee consists of senior managers from police training units across Canada and includes representation from the following organizations:

- York Regional Police
- École nationale de police du Québec
- Vancouver Police Department
- Ontario Provincial Police
- Ontario Police College
- Edmonton Police Service
- Calgary Police Service
- RCMP
- Canadian Police College
- Toronto Police Service
- Justice Institute of British Columbia
- Peel Regional Police Service
- Canadian Police Association
- Public Safety Canada

In discussion with the National Advisory Committee, the most important innovation to be considered was investigating virtual classroom spaces. When asked the question: *‘Please rank the following innovations in technology enhanced learning in which CPKN should research for most important to least important’*, the following was the result with one being most important and five the least important:

1. Virtual classrooms
2. Micro learning
3. Learning apps
4. Virtual reality
5. Augmented reality

“TECHNOLOGY IS CONSTANTLY CHANGING AND UPGRADING. WE NEED TO KEEP OUR EYES OPEN FOR UPDATES AND NEW WAYS OF DOING THINGS.”

Virtual classrooms were ranked as most urgently important because of the impacts of COVID-19 on public safety training units. The belief is that even post-pandemic, there will be a significant enough backlog of training requiring classroom space that moving some training to virtual classrooms will continue to be a solution.

With this information, CPKN built a survey for distribution to mix of police services representing small and large organizations from municipal, provincial and federal policing. We had responses from 36 organizations to our survey and the results from the survey allowed CPKN to make recommendations for next steps and the most effective virtual classroom software for consideration and integration.



Survey Results

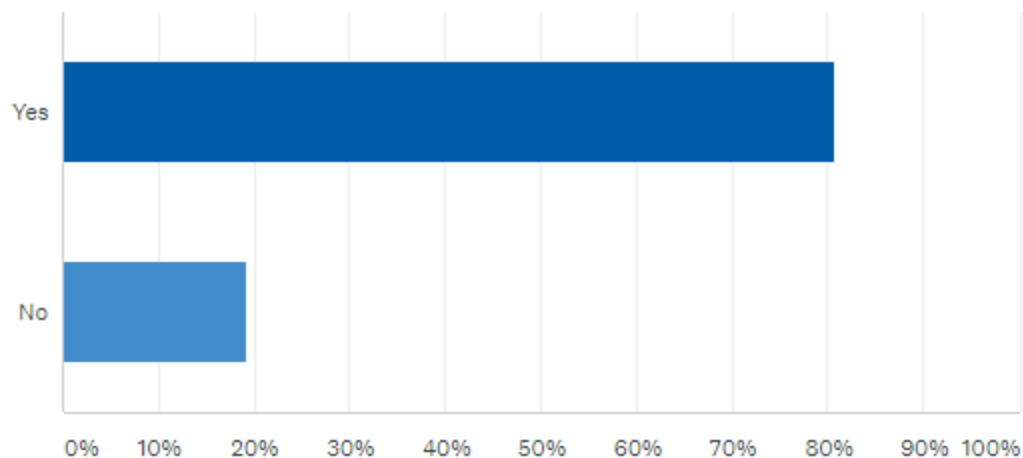
All organizations reported using virtual software for meetings, while 96% are also using the software for 'Live Online Training', 69% for 'Discussion forums and group work' and 35% for 'Pre-recorded training'. Responses to the 'Other' category included submission of assignment and exams and further exploration for recording on-demand webinars.

The most important considerations for selecting a software were 'Data Retention and Security' and 'Security Settings for accessing the classroom space'. But also high on the list of requirements were: 'Software works within a browser', 'Cost', and 'Already had an organizational license'.

Depending on the organization, some had a preference for a desktop application versus hosted online or in the cloud. Comments on this category were that IT departments were leading the service-wide integration of new software.

For 81% of respondents, integrating the virtual classroom into the LMS was important. The reason this was considered important was to reduce the number of programs students needed to access and to provide seamless access to content, assignments and evaluations for hybrid training.

Is it important to integrate virtual classrooms within an LMS?



In order to achieve training goals, the following functionality was listed as being the most important: 'Capacity for simultaneous learners', 'Quizzing', 'Tools for instructor such as highlighting', 'Chat and discussion boards' and 'Break-out rooms'.

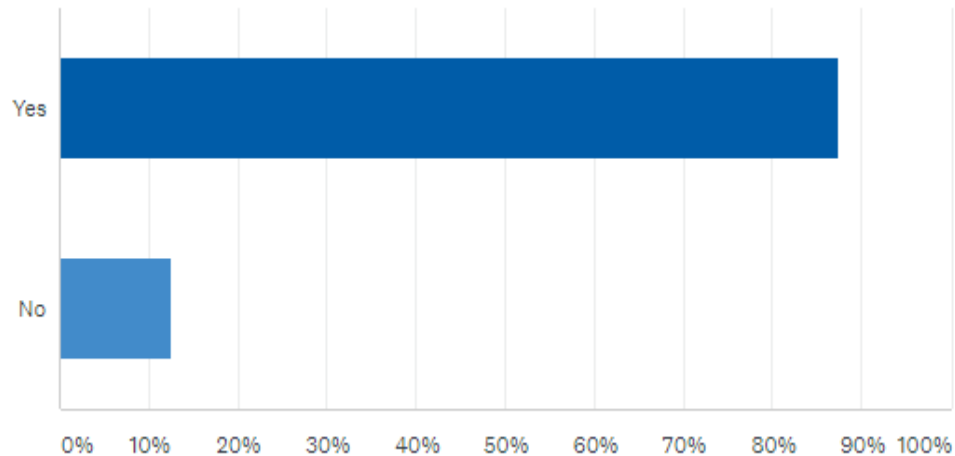
The ability to receive feedback and surveys, record sessions, and use a multi-use whiteboard were also nice to have features. Also noted as additional considerations were tracking time spent by the learners in the meeting or session, and that recording sessions can lead to considerations for disclosure agreements from participants and trainers alike.

"END USERS ARE STRUGGLING WITH ADAPTING TO THE PLATFORM; MIGRATING IN DOCUMENTS; AND, USING CHAT ROOMS. WE DID NOT RECEIVE A LOT OF 'TRAINING' ON THE USE OF THE PLATFORM MAKING IT LESS ADAPTIVE THAN IT COULD BE."



The majority of respondents, 62%, do not have trainers who have been trained in eLearning and virtual classroom deliver. Further, 54% are not developing this training. This means the software selected needs to have robust support and easy to navigate tools and functionality, especially considering 88% will continue to use virtual classrooms to replace existing in-class learning even after the COVID-19 pandemic.

Will you continue to use virtual classrooms/meetings to replace existing in-class learning even after the COVID-19 pandemic?



When considering integration with the LMS, it will be important for CPKN to consider the use of the following functionality: 'Content pages with videos', infographics, and refresher info'; 'Activities and assignments'; and, 'Discussion forums'. Other considerations include assessments, app-based functionality, quizzes and interactive elements, and attestation pages.

When asked 'In the next three years, what other technology-enhanced learning are you considering integrating with your training programs?', 57% of respondents said both 'Learning applications' and 'Micro learning' while 51% said 'Virtual reality'.

"WE ARE LOOKING AT CONTINUING A BLENDED LEARNING STYLE OF INSTRUCTION FOR THE FUTURE. WE ARE USING THIS AS AN OPPORTUNITY TO STREAMLINE TRAINING AND HAVE IT BE MORE TIMELY AND PROACTIVE. IN CLASS INSTRUCTION WILL ALWAYS BE IMPORTANT, BUT IS CAN BE VERY INEFFICIENT WITH SHIFT WORKERS, RESULTING IN IT ALSO NOT BEING VERY TIMELY. BLENDED LEARNING ALLOWS USERS TO WORK AT THEIR OWN PACE FOR THE CONTENT HEAVY PORTIONS AND CAN REDUCE THE AMOUNT OF TIME IN CLASS AND HOPEFULLY PROVIDE A MORE EFFICIENT DELIVERY OF INFORMATION THEN SOMETIME OCCURS WITH IN PERSON INFORMATION DUMPS."



Most of the respondents were familiar with or using Microsoft Teams, Zoom, or Cisco WebEx for current virtual and training needs. Further, there was greater comfort in software systems that were an off the shelf solution versus open source. With the findings from our survey, focus groups, and consultation with the National Advisory Committee, the team compared the research findings to data collected on 20 different virtual classroom/meeting technologies.

Keeping in mind the security requirements, cost, and interactive functionality, CPKN recommends Cisco WebEx and Microsoft Teams as the top two options. Zoom is a second-place option due only to early security concerns which have mostly been addressed. Each of the recommended software meet the requirements of the public safety community. Work is currently underway to integrate WebEx within the LMS and next steps will be to investigate the potential integration of Microsoft Teams.

Our research has demonstrated ways that we can enhance the virtual learning in response to COVID-19 and additional emerging technologies that could be explored to meet future learning needs.

Virtual Classroom Tips for Success

Meet Technical Requirements

- Complete system tests prior to logging into the classroom. This includes a speed test (<https://www.speedtest.net/>) and sound check. Your download speeds should be at least 5mp per second. Anything slower will affect sound and video.
- When available it is suggested that users use a wired internet connection over a wireless connection.
- Test your sound, you can do this using an automatic soundcheck tool every time you login to the classroom space. Additionally, you can check your sound and others by greeting your classmates/students when they sign in.
- Close all other programs that are not required to participate in the virtual classroom. Having multiple programs opened will reduce performance in the virtual classroom setting.
- Use a headset that includes an attached microphone. Speakers on a laptop/desktop may cause an echo and mic feedback.

Provide an Organized and Engaged Classroom

- Prior to each session, provide students with a list of tasks to have completed for the class. This may include learning goals, anonymous polling tolls, reading assignments, or a list of programs or website to have opened and ready to use for the class. Sending an email reminder 24-72 hours prior to the session will also ensure everyone comes prepared for the class.
- Involve each member in the class by asking an icebreaker question.
- If using discussion boards, ensure both learners and teachers are actively engaged and participating.



- Create rules of engagement for your class to set expectations and let students best know how to participate. Do students ask questions throughout the presentation? Hold questions to the end? Use a chat functionality or audio?
- Using polling software or chat check-ins throughout to poll learners about the material. This will help the trainer understand where to focus the lesson and can help to hold students' attention.
- Provide after class assignments and exercises to better measure understanding and also provide more time to review the learning.
- Use short surveys or discussion groups to get feedback about the class. This will allow trainers to change any aspect of the lesson that might need improving.

Trends in eLearning

In 2020, the global impacts of COVID-19 has contributed to an increasingly growing trend in education and training to e-learning. Many organizations, including traditional educational institutions, have turned to e-learning solutions more broadly across their organizations. Quarantine efforts have led to an increased sense of isolation, so it's no wonder that social/collaborative learning platforms, technology focusing on engagement/interactivity, and virtual reality engaging are trending.

Many of the technological innovations have sought to close gaps previously identified when comparing traditional classroom education to e-learning; increased functionality is working to build the credibility of e-learning as comparable method of teaching and learning.

Where organizations previously wanted to adopt new technologies and approaches and were cautious in doing so (slow adopters), organizations are finding themselves plunging ahead out of necessity.

The trends in e-learning technologies for 2020 include, but are not limited to:

- Mobile learning
- Microlearning
- Social learning platforms
- Immersive learning technologies (AR/VR)
- Gamification

With these technologies, e-learning is:

- Deployed quickly
- Responsive
- Provided as individualized content/learning based on data/analytics
- Incorporating high levels of engagement/interactivity
- An immersive learning experience.

Next Steps

As a result of this project, work is underway to integrate WebEx into the ILIAS Learning Management System (LMS). It is anticipated that this work will be complete by end of December 2020 and will give users the ability to integrate virtual classrooms hosted using WebEx with other features of the LMS and online learning.



Further exploration is underway to identify opportunities to integrate Microsoft Teams within the ILIAS LMS.

Research has demonstrated that police and public safety organizations are exploring virtual reality learning but are at various stages of readiness to test and implement this type of training. Some police and public safety organizations have begun the implementation of this type of training, others are participating in research into the effectiveness of virtual learning. For CPKN, the next steps will be to identify opportunities around virtual learning like:

- The cost of development
- Hosting, maintaining, and quality assurance
- Cost of required software to implement the training
- Keeping informed about research underway into the effectiveness of virtual learning.

In addition, using the data and information gathered, CPKN will cross-reference with another survey about use of applications for police training and operations. This will help to better inform future development and exploration of learning-based applications.

Further exploration to define micro-learning will be undertaken to best understand what infrastructure is needed to deliver micro-learning and the most effective methods of development and delivery.

Resources

How to Run a Virtual Classroom

As many services and public safety organizations modify training to meet social distancing requirements, training departments are either using or exploring virtual classrooms. In our Spring Newsletter, we published some *Tips and Tricks* for running a successful virtual classroom.

Here are links to other helpful articles from around the web:

1. The Harvard Business Review has [published an article](#) on elevating your personal presence in virtual meetings and how to best manage them.
2. A white paper from Adobe discusses [Best Practices for Virtual Classroom Training](#).
3. Research Gate has [a published article](#) used as the foundation for our newsletter story with best practices for virtual classrooms.

Virtual Learning Resources

<https://www.pcmag.com/picks/the-best-video-conferencing-software>

<https://elearningindustry.com/virtual-classrooms-vs-web-conferencing>

<https://library.educause.edu/resources/2020/3/2020-educause-horizon-report-teaching-and-learning-edition>



