

Invitation to Participate in Groundbreaking VR Training Study (Chance to Win a Custom MilMak Knife)

Dear Law Enforcement Trainer,

My name is Lon Bartel, and I am conducting research on the use of Virtual Reality (VR) in law enforcement training. I would like to invite you to participate in this study.

What's Involved

This involves a single 60–90-minute interview about your experience using or evaluating VR in a law enforcement training setting. Your input will help with a better understanding of how this VR is shaping police training.

As a thank you, all participants will be entered into a drawing to win a custom knife handcrafted by MilMak Knives (see below)—a brand well respected in the tactical community for its quality and craftsmanship.

You can participate in this study if you:

- Are or were law enforcement officer in North America.
- Do not currently reside in California.
- Are or were an agency approved law enforcement trainer.
- Have used VR to train or have evaluated its use for training.
- Are willing to participate in a 60–90-minute interview about your experience with virtual reality in a training setting.
- Willing to answer optional personal, identifiable demographic questions.
 This includes your experience as a training using virtual reality for training.

You cannot participate in this study if you:

- Are outside of North America.
- Currently reside in California.
- Are employed by a company that manufactures VR training equipment for law enforcement or military use.

Why Participate?

The goal is to hear the voices of law enforcement professionals who have firsthand experience with VR training tools. By helping, you help shape how VR is viewed for training.

If you're interested or have any questions, please reach out to me at lbartel@my.gcu.edu. I'll be happy to provide more details and schedule your interview at a time that works for you.

Thank you for your time, your service, and your commitment. Warm regards,

Lon Bartel -lbartel@my.gcu.edu

Grand Canyon University Doctoral Candidate

