


COUNCIL COMMUNICATION

	Number:	23-518	Meeting:	November 20, 2023
	Agenda Item:	29	Roll Call:	23-1625
	Submitted by:	Dana Wingert, Chief of Police		

AGENDA HEADING:

Approval to accept awarded funding through the Fiscal Year (FY) 2023 Law Enforcement Agency De-Escalation Grant through the Community Oriented Policing Office of the Department of Justice in the amount of \$69,500 with no match requirement.

SYNOPSIS:

The Des Moines Police Department recommends approval to accept the grant award for funding through the FY2023 Law Enforcement Agency De-Escalation Grant through the Community Oriented Policing Office of the Department of Justice. The funding will be used to purchase a virtual reality Officer Training System. The system will supplement the training officers are currently receiving for De-Escalation and Implicit Bias at the Des Moines Regional Police Academy.

FISCAL IMPACT:

Amount: \$69,500

Funding Source: Adopted Operating Budget, Department Detail for FY2023, Page 201

ADDITIONAL INFORMATION:

- The virtual reality simulator will supplement the in-classroom training that new and seasoned officers must receive. The State Code of Iowa mandates that officers receive four (4) hours per year of De-Escalation and Implicit Bias training to be state certified law enforcement officers. The City of Des Moines sends officers to attend the State of Iowa Law Enforcement Academy to achieve and maintain this certification. The City's Police Department operates the regional police academy where Des Moines officers must attend additional training on de-escalation techniques and implicit bias as well as other mandated training. Currently, these trainings are given in a demonstration and lecture by an instructor style learning format. However, results of surveys have shown a large percentage of individuals prefer active or hands-on learning. The virtual reality system would enable officers to receive both the in-classroom demonstrations and hands-on training to support a more in-depth understanding and practical application of their training.
 - The scenario-based exercises will assist in identifying and addressing individuals in mental crisis or who are in an altered state, assist officers in their understanding of when to use de-escalation techniques and when force may be necessary. The practical

knowledge is gained while in a safe, controlled environment with opportunities to change the scenario outcome.

- The virtual reality training system has immersive scenario exercises designed to imitate real life situations for the officers. The system provides officers with analytical feedback on their response and reaction to the scenario. These reports will be reviewed to ensure officers' responses and commands are within the department's policies. This feedback provides opportunities for improvements to the training curriculum, increased self-awareness for the officer, and provide supervisors with more assessment information. The scenario outcomes and visualizations are changed/updated to reduce the possibility of repetition and anticipation by the participating officer.

PREVIOUS COUNCIL ACTION(S):

Date: May 22, 2023

Roll Call Number: [23-0747](#)

Action: [Application](#) for funding through the FY2023 Law Enforcement Agency De-Escalation Grant through the Community Oriented Policing Office of the Department of Justice, \$69,500. ([Council Communication No. 23-266](#)) Moved by Gatto to adopt. Second by Boesen. Motion Carried 6-1.
Absent: Sheumaker.

BOARD/COMMISSION ACTION(S): NONE

ANTICIPATED ACTIONS AND FUTURE COMMITMENTS: NONE

For more information on this and other agenda items, please call the City Clerk's Office at 515-283-4209 or visit the Clerk's Office on the first floor of City Hall, 400 Robert D Ray Drive. Council agendas are available to the public at the City Clerk's Office on Thursday afternoon preceding Monday's Council meeting. Citizens can also request to receive meeting notices and agendas by email by calling the Clerk's Office or sending their request via email to cityclerk@dmgov.org.