

# Digital learning

## How to improve knowledge and skills for law enforcement managers



Capitaine CHAPPARO Laurent, Head of digital learning engineering department of french gendarmerie officers academy

# HEADLINES

- I. Report of e-learning strategy at EOGN since 2012**
- II. Focus on 2.0 digital learning strategy at EOGN since 2015**
- III. Digital learning prospective, research and development choices (to 3.0)**

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## Part I

**2 LESSONS LEARNT**

**LEARNER NEEDS**

**INSTITUTION NEEDS**

# HEADLINES

## Part I

**2 LESSONS LEARNT**

**LEARNER NEEDS**

**INSTITUTION NEEDS**

**ICT NATURAL USER**

**FLEXIBILITY**

**LEARNER  
NEEDS**

**ATTRACTIVE  
E-LEARNING  
MODULES**

**TUTORING  
TRACKING**



# HEADLINES

## Part I

**2 LESSONS LEARNT**

**LEARNER NEEDS**

**INSTITUTION NEEDS**

**FLEXIBILITY**

**INSTITUTION  
NEEDS**

**SELF SUFFICIENCY**

**ATTRACTIVITY**



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## Part II

### EOGN DIGITAL LEARNING STRATEGY

**BUILT-IN AND COHERENT  
LEARNING ENGINEERING  
ORGANISATION**

**BUILT-IN AND EFFICIENT  
DIGITAL TOOLS**

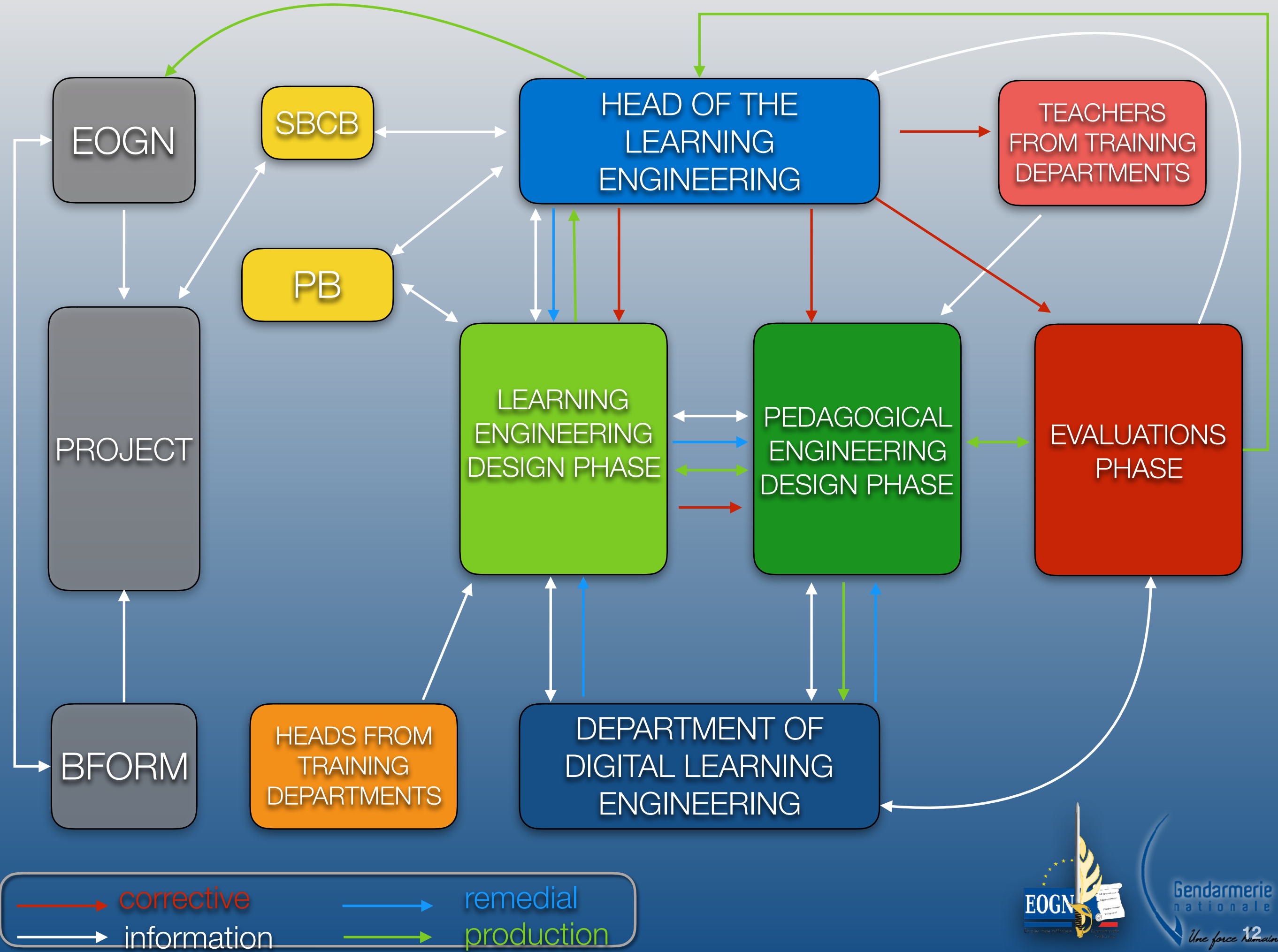
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## Part II

### EOGN DIGITAL LEARNING STRATEGY

**BUILT-IN AND COHERENT  
LEARNING ENGINEERING  
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## Part II

**CURRENT EOGN DIGITAL  
LEARNING STRATEGY**

**BUILT-IN AND COHERENT  
LEARNING ENGINEERING  
ORGANISATION**

**BUILT-IN AND EFFICIENT  
DIGITAL TOOLS**







# *Goat Simulator*



EOGN

École des officiers

Gendarmerie  
Nationale

Cold War Assault (Operation Flashpoint: Cold War Crisis) campaign. Part 1

Gendarmerie  
nationale

Une force humaine

1: "ALL, DISEMBAKE"  
1: "ALL, STAY ALERT"  
1: "GROUP, MOVE TO Forest 4 O'CLOCK"  
2: "WAITING"

Paramètres

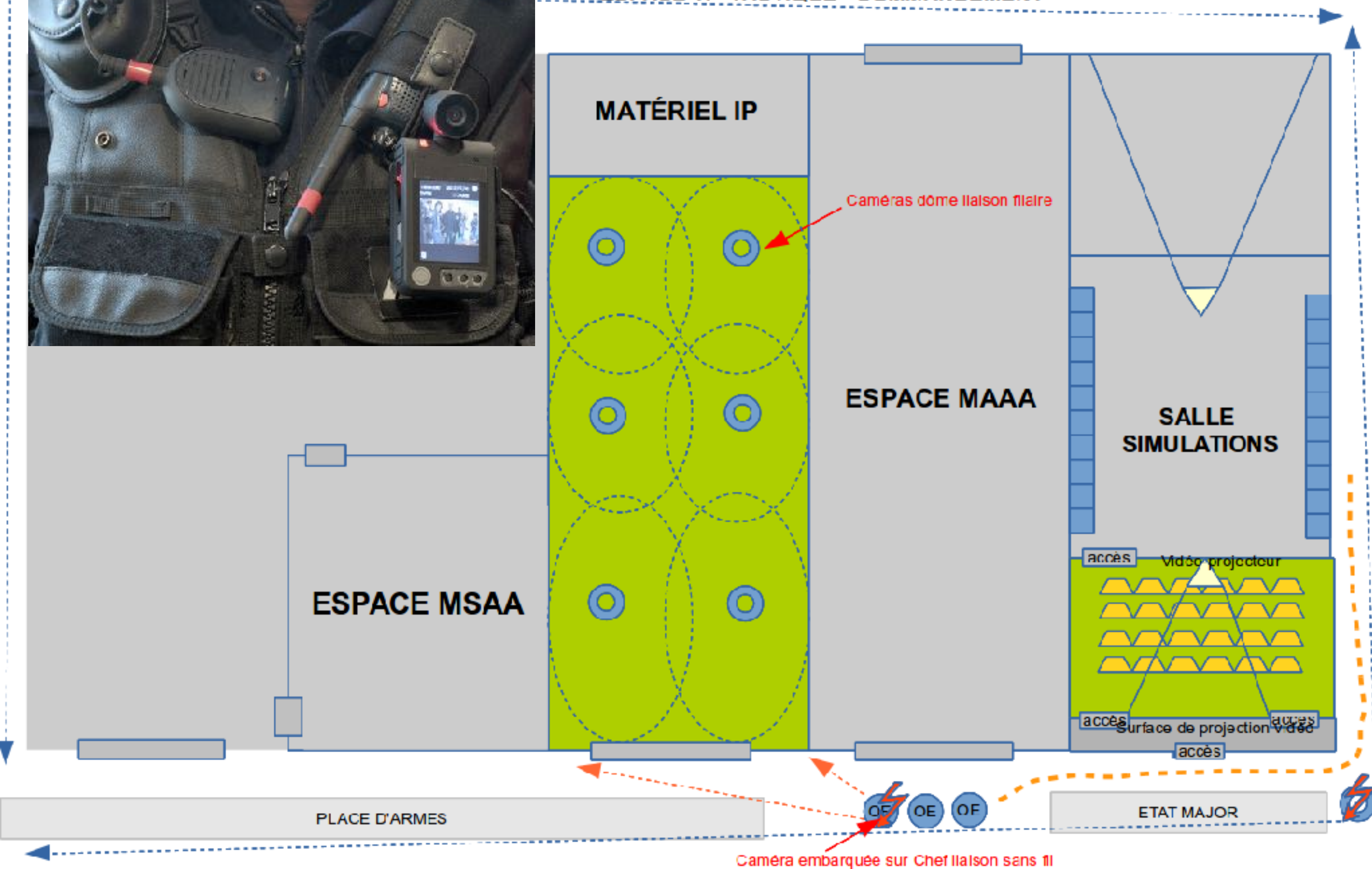
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### ANNEXE 3.2

### ESPACE TI - TACTIQUE - COMMANDEMENT



**SELF SUFFICIENCY  
IN COMMAND**

**MAKING  
DECISIONS**

**REALISTIC  
FACTORS**

**IMMERSIVE  
SIMULATORS**

**CROSSING CURRICULAR**

**SOCIAL  
CONSTRUCTIVISM  
LEARNING**

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## Part III

### ORIENTATIONS

**LEARNING**

**3.0 LEARNING STRATEGY**

**TECHNOLOGY**

**RESEARCH AND  
DEVELOPMENT**

# HEADLINES

## Part III

### ORIENTATIONS

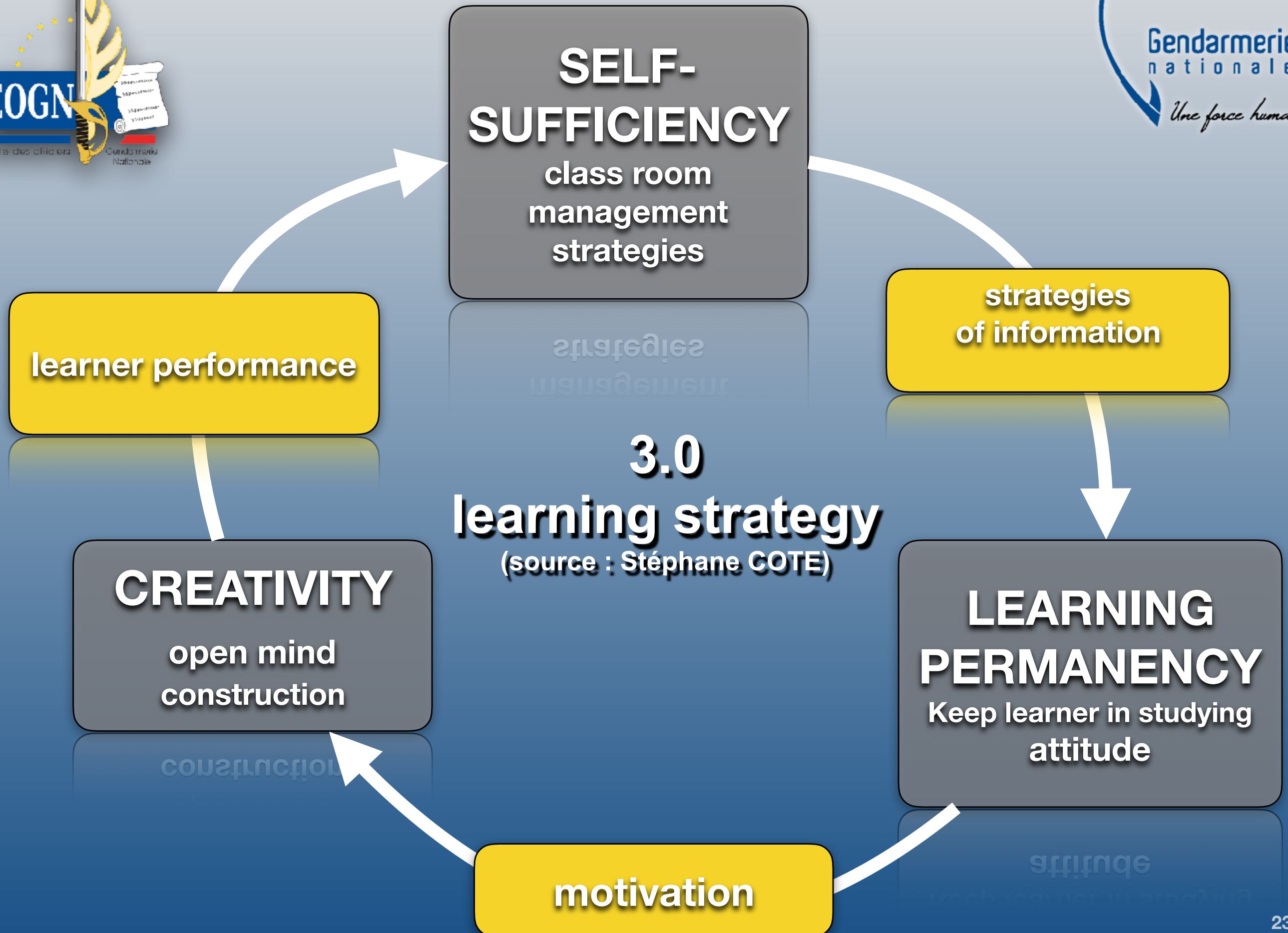
**LEARNING**

**3.0 LEARNING STRATEGY**

**TECHNOLOGY**

**RESEARCH AND  
DEVELOPMENT**

**DELEGATION**



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## Part III

### ORIENTATIONS

LEARNING

3.0 LEARNING STRATEGY

TECHNOLOGY

RESEARCH AND  
DEVELOPMENT

DELEGATION

**INCREASE FACTORS**

**IMMERSION**

**AUGMENTED REALITY  
VIRTUAL REALITY**

**REALISM**

**LASER WEAPONS**

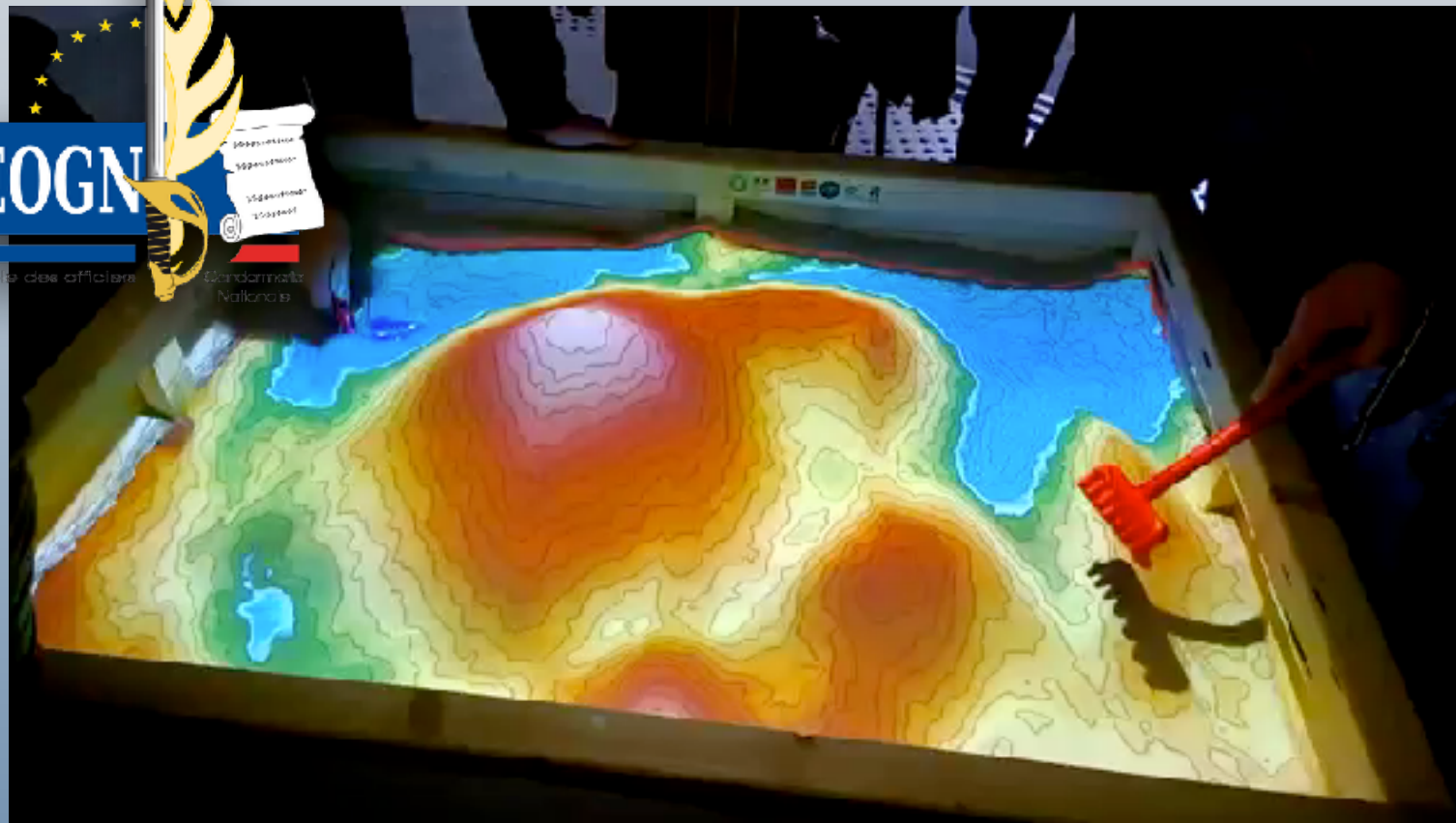
**CROSS CURRICULAR**



EOGN

École des officiers

Gendarmerie  
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Gendarmerie  
nationale

Une force humaine



©Forces Operations Blog





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