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)
HEADLINES

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HEADLINES
Part I

2 LESSONS LEARNT

LEARNER NEEDS

INSTITUTION NEEDS
HEADLINES
Part I

2 LESSONS LEARNT

LEARNER NEEDS
INSTIGATION NEEDS
HEADLINES

Part I

2 LESSONS LEARNT

LEARNER NEEDS

INSTITUTION NEEDS
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Part II

EOGN DIGITAL LEARNING STRATEGY

BUILT-IN AND COHERENT LEARNING ENGINEERING ORGANISATION

BUILT-IN AND EFFICIENT DIGITAL TOOLS
EOGN DIGITAL LEARNING STRATEGY

BUILT-IN AND COHERENT LEARNING ENGINEERING ORGANISATION

BUILT-IN AND EFFICIENT DIGITAL TOOLS
HEADLINES
Part II

CURRENT EOGN DIGITAL LEARNING STRATEGY

BUILT-IN AND COHERENT LEARNING ENGINEERING ORGANISATION

BUILT-IN AND EFFICIENT DIGITAL TOOLS
COHERENT ENGINEERING LEARNING PROCESS

STRONG COMMUNICATION POLICY

SOCIAL-CONSTRUCTIVISM PROCESS (learners)

CO-CONSTRUCTIVISM PROCESS (teachers)

MOODLE

AHEAD TUTORING

RESPONSIVE TRACKING

TEACHERS TRAINING

MOTIVATION (learners/teachers)
Cold War Assault (Operation Flashpoint: Cold War Crisis) campaign. Part 1
ANNEXE 3.2
ESPACE TI - TACTIQUE - COMMANDEMENT

MATÉRIEL IP

Caméras dôme liaison filaire

ESPACE MAAA

SALLE SIMULATIONS

ESPACE MSAA

PLACE D'ARMES

ETAT MAJOR

Caméra embarquée sur Chef liaison sans fil
IMMERSIVE SIMULATORS

SELF SUFFICIENCY IN COMMAND

MAKING DECISIONS

REALISTIC FACTORS

CROSSING CURRICULAR

SOCIAL CONSTRUCTIVISM LEARNING
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LEARNING

3.0 LEARNING STRATEGY

TECHNOLOGY

RESEARCH AND DEVELOPMENT
HEADLINES
Part III

ORIENTATIONS

LEARNING

3.0 LEARNING STRATEGY

TECHNOLOGY

RESEARCH AND DEVELOPMENT
SELF-SUFFICIENCY
class room management strategies

CREATIVITY
open mind construction

LEARNING PERMANENCY
Keep learner in studying attitude

motivation

strategies of information

learner performance

3.0 learning strategy
(source : Stéphane COTE)
HEADLINES
Part III

ORIENTATIONS

LEARNING
3.0 LEARNING STRATEGY

TECHNOLOGY
RESEARCH AND DEVELOPMENT
INCREASE FACTORS

IMMERSION
- AUGMENTED REALITY
- VIRTUAL REALITY

REALISM
- LASER WEAPONS

CROSS CURRICULAR
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