

Measuring behavior of forensic scientists

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Ever wondered how detectives react when presented with a crime scene? Curious to know how new forensic techniques are used to help reconstruct crime scenes? A new Dutch research project will contribute to answering these questions.

CSI The Hague: serious gaming at crime scenes, has started end of September 2009, and will combine gaming techniques with crime scene investigation. Observations at crime scenes will be carried out in order to investigate behavior patterns. The researchers will work with The Observer XT, video cameras and other equipment, to enable accurate measurement of behavior. A total of 13 companies and institutes combine strengths to apply innovative techniques in forensics.

Under the leadership of the Netherlands Forensic Institute (NFI) in The Hague, 13 project partners will develop new tools for observation and analysis of behavior for forensic professionals investigating crime scenes. These new solutions will be combined with the technologies used elsewhere to create a virtual reality and enable serious gaming within a forensic context. The Observer XT will serve as the central data integration software, into which a variety of data (video streams, movement sensors, tracking data, physiology, etc.) will come together.

The aim of CSI The Hague is to build a forensic research lab in which industry partners, knowledge institutes, and the NFI work together on the implementation of available knowledge and on the development of new techniques for:

- working on a crime scene to improve Human Factors
- digitalization of the crime scene for reconstruction purposes
- digitalization of the crime scene for training