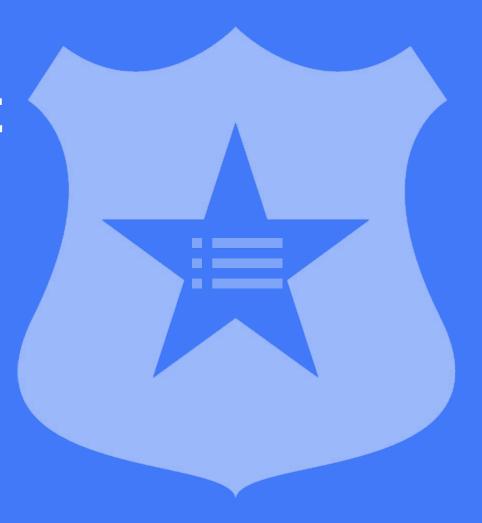
# **Smart Checklist**

An integrated checklist system for the police

Mochen Liu, Adhithya Ramakumar, Raffi Feinstein





### **Action Triggers**

"They eliminate the need for conscious deliberation by making people "pre-decide" what they are going to do, and that they protect goals from tempting distractions, bad habits, or competing goals."

Peter Gollwitzer Professor of Psychology

### Positive Reinforcement

"...involves the addition of a reinforcing stimulus following a behavior that makes it more likely that the behavior will occur again in the future. When a favorable outcome, event, or reward occurs after an action, that particular response or behavior will be strengthened."

Cherry, K. 2015.

### **The Problem**



Officers are overworked

Officers face tremendous pressure

Officers can be subjected to negative consequences

Being a police officer is considered a 'thankless job'

These hardships lead to fatigue.

Wear and tear on an officer causing mistakes or missteps while conducting daily activities.

### **Design Constraints**

The design should not get in the way of an officer's current on-site routine. If the solution is going to support routine activity, it needs to allow the officer to create his or her flow through the procedure.



The design will work with existing technology, including in-car computers and smartphones. Considering police departments of all sizes and budget limitations, the solution should be accessible to all departments technologically.

### Challenges building this system

#### Adapting to a New Framework

Police officers are used to using a particular system and might be complacent with existing systems and resilient to change. Hence the system should give officers a solid reason to adapt to a newer framework.

#### **Utilizing Current Standards**

The current Computer Aided Dispatch (CAD) framework consists of certain parameters that are displayed on their devices already. The original system should transpose existing features onto the new system to support an evolution of behavior.

Positive reinforcements to help officers in alleviating pressure and stress is an arduous problem to solve. A robust but simple system should be designed to stand the test of time in creating a healthy incentivizing system.

The way police officers function need to be considered - the design needs to take into account the existing devices they use, their current procedures and behaviors and how a checklist fits into their routine, contextually.

### **Research & Insights**

Action Triggers can be utilizes to help officers get into a flow, for procedures they already know

"Officers can always refer to the written directive, but they are expected to know this stuff."

Michael Diekhoff
Police Chief



"Action triggers eliminate the need for conscious deliberation by making people 'pre-decide' what they are going to do"

Popper, Pam. 2015.

### **Research & Insights**

"Unless a citizen approaches the officer and thanks them for their service, police officers generally do not receive positive feedback or reinforcement. This is perhaps why police officers have a lot of stress and consider their job a 'thankless job'."

Brice A. Teter Lieutenant "Supervisors look over reports. They let the officer know when something goes wrong, but don't let the officer know when something went right"

Michael Diekhoff
Police Chief

Positive reinforcement during the report process is a niche space

"even a small win—can make all the difference in how they feel and perform."

Teresa, A., Kramer, S. 2015

Designing for fatigued officers is about accessibility. By focusing on how we can make the system usable, simple and supportive for officers in the worst situation, we create a system that supports ease of use, proper behavior and a motivation for thoroughness in officers of all states.

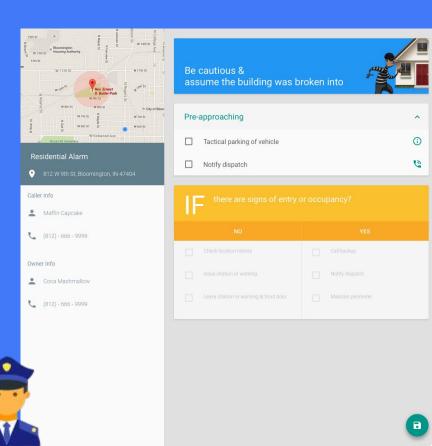
"Of all the things that can boost emotions, motivation, and perceptions during a workday, the single most important is making progress in meaningful work. And the more frequently people experience that sense of progress, the more likely they are to be creatively productive in the long run."

#### Design Solution

While Officer Amy receives an alarm call, the 'call' screen populates with information from the CAD system and a checklist of the necessary procedural actions, including an action trigger based on the call type.

#### Why it works

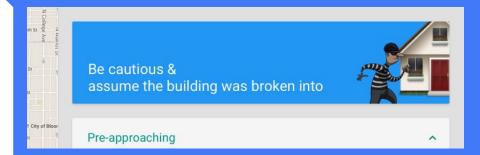
This screen is primarily meant to be something to look over right before getting out of the car. Officer Amy does not need to take any action yet, but as she takes in the visual cue of the action trigger she starts to get into her flow, which will help her complete the rest of the procedure.



#### **Building Action Triggers**

Seeing the first step or warning every time a routine action occurs trains the brain to react, using less brain power over time to complete a task. This is known as an action trigger. The highlighted first step of the procedure is a guiding action that acts as the 'trigger' and the procedure that follows is the officer's behavior, which is a repeated 'action'.

As the trigger is utilized more frequently, the brain associates the trigger with the rest of the behavior, forming an automatic reaction. As the trigger sets in, the officer can get into an immediate flow, stressing the officer a little less each time a call comes in. Over time, this should decrease the brain power needed to memorize any procedure, and allow officers to perform the same behavior every time, even if the cop is emotionally or physically drained, zoned out or fatigued.



#### Design Solution

Officer Amy reaches the call location. She gets out of the car and starts to secure the perimeter before calling for backup. While she is posted in a secure location and waiting for backup, she quickly glances at her phone to remind herself of the next steps.

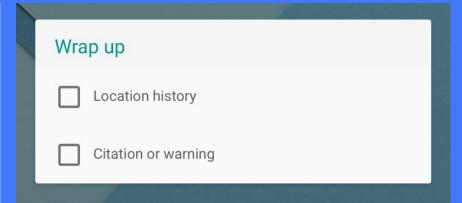
#### Why it works

The solution has a mobile component, so that Officer Amy can take the system with her. More importantly is the glanceability of the mobile checklist. As it is listed on her lockscreen and each item is abbreviated, she can use her mobile device without taking her attention away from the situation.



#### Extremely Brief Mobile Checklist

A tool that can be utilized during a call needs to pull as little attention away from the surrounding scene as possible. The mobile checklist, which appears on the officer's lockscreen or in the native application on a call, uses 'glanceability' to keep the officer focused. Glanceability is the ability to view all the relevant information at a glance (2 to 5 seconds, including pulling the phone out and putting it away). The mobile checklist acts as extremely brief notes, where each item is summarized down to keywords. Having this simplified checklist on hand will not distract an officer from the procedural flow, and provides a refresher in moments of fatigue, distress, or just in case.

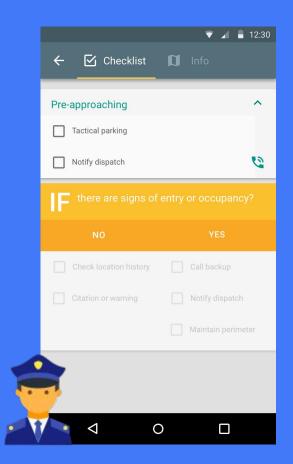


#### Design Solution

Officer Amy has completed checking out the alarm call and has declared the scene 'all clear.' It was just a tripped alarm. On the way back to the car she pulls out her phone, opens the native application and starts to check off each action to make sure she did everything that was required before leaving the call location.

#### Why it works

By having a mobile component, Officer Amy can complete her duties in or out of her automobile. Having the ability to be 'on-the-go' through mobility supports efficiency and safety. Officer Amy does not have to sit in her car to finish her work and can get call information even before getting into her car.

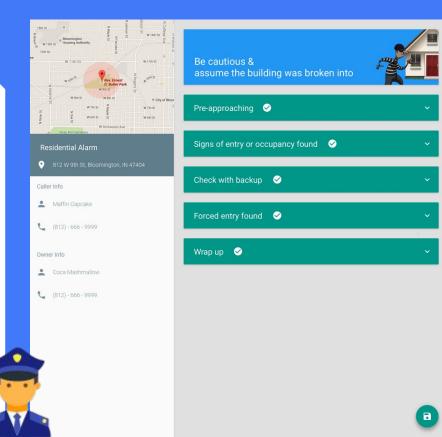


#### **Design Solution**

Officer Amy does not finish the checklist on her phone, so she continues to complete it in her car. Once she has checked everything off, she can click the submit button in the bottom right corner.

#### Why it works

Having the versatility to move seamlessly between the phone and car computer makes the system intuitive to use. This makes Officer Amy's daily activities that much easier, making her more productive and less stressed.

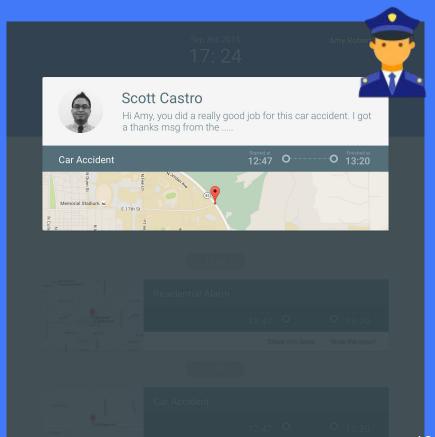


#### **Design Solution**

Officer Amy proved that she completed all the required actions for the alarm call by checking off everything she did. Having just completed the checklist and her focus is still on the screen, a message from her supervisor appears, giving her the good feedback on a previous report.

#### Why it works

This little bit of positive feedback lets Officer Amy know that she is doing well on her reports and has done everything right for the checklist. She feels better knowing that someone has validated her good work and takes pride while on the next call and throughout the rest of the day. Officer Amy has a small but renewed sense of meaning in her routine tasks and has a stronger bond to completing the checklist.



Small Wins in a Human Relationship

This system uses a supervisor's positive remarks on an officer's previously submitted report as a small affirmation for the officer. The officer receives the positive remark when he or she has completed a checklist, including all the procedurally required actions. This is known as a 'small win,' which helps to make that day feel more meaningful, especially when built on other wins throughout the day. The positive remark positively reinforces their behavior to complete all the required actions involved with a call. This system inspires motivation in daily routines and validates officers' hard work while they are in uniform. The action is a metaphorical pat on the back from officer to officer, human to human, which helps make each day worth the effort and assists in preventing fatigue over long work hours.



#### **Scott Castro**

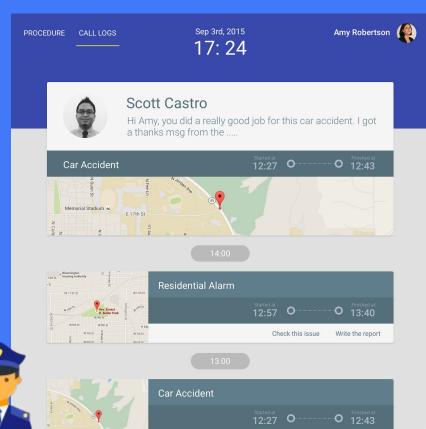
Hi Sarah, you did a really good job for this car accident. I got a thanks msg from the .....

#### Design Solution

As Officer Amy prepares for her next call, the positive reinforcement sticks to the top of the call log. From this screen she can review her past calls and edit today's calls, if necessary.

#### Why it works

The call log screen is the application's home base. From this screen Officer Amy can hold onto the good feeling that her supervisor gave her by completing the checklist properly and look up other procedures for review.



### **Challenge Adopting The System**

#### **Against Adopting**

Officers who are set in their ways may not want to try a new system. They believe they do not need something new or it will not make them better or they just do not want to learn something new, when their old way is not broken.

#### Extra Work

Having to complete a checklist as part of a call is one more thing to do, when there are already a huge amount of things that need to be done to complete a call.

#### The Police Make Mistakes

A system like this is about reducing mistakes, which means that to use it means that the police are admitting to being able to make mistakes. While departments will like this idea, individual cops may have a harder time accepting this.

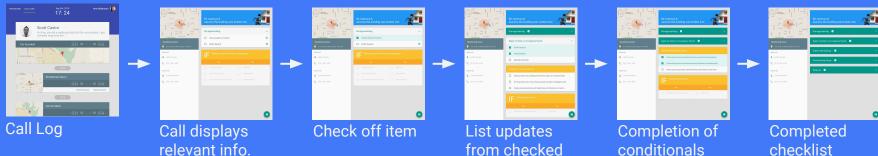
#### Loss of control

Police officers may feel a loss of control trying to understand why they need a system like this. In many ways, having a checklist that a supervisor can monitor can feel like a micromanagement system.

### **Design Overview**



#### **Computer Officer Flow**

















### Conclusion





#### Table of Contents

- 24 | References
- 25 26 | The Problem Delving Deeper
- 27 31 | Annotated Officer Computer Screens
- 32 36 | Annotated Officer Mobile Screen
- 37 39 | Annotated Supervisor Screens

### References

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#### **The Problem - Delving Deeper**

#### Why are officers overworked?

The number of officers on duty for the amount of calls coming into dispatch during peak hours is usually low. Due to a limited number of resources each police department can afford, officers are assigned too many calls over, what could become, very long hours. This leads to fatigue, which in-turn could potentially lead to mistakes being made on the job.

#### Why are officers subject to negative consequences?

Irrespective of officers' efforts, one mistake can be highlighted over many procedurally correct actions. When an officer makes a mistake, the officer is punished and any good work the officer did for the day can is overlooked. This constant focus an officer's negatives can lead to stress and fatigue, making working without committing errors an arduous task.

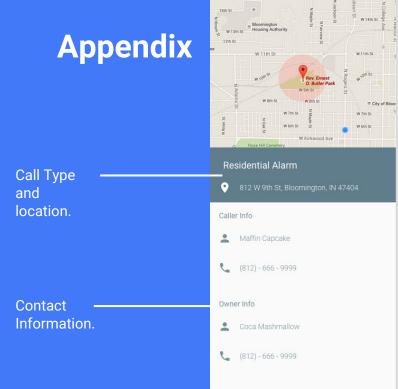
#### **The Problem - Delving Deeper**

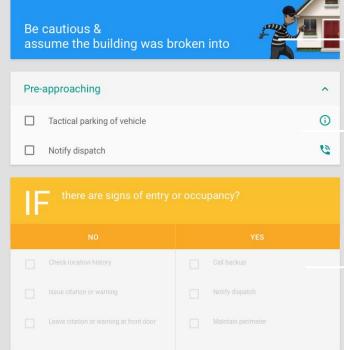
#### How are officers under so much pressured?

Officers can feel a tremendous amount of pressure trying to fulfill all their daily responsibilities. For each call that comes in the officer is not only expected to be flawless in their procedure delivery, but they must complete paperwork, submit evidence and more, which may differ for each type of call. When each completed call goes on the officer's record, which is evaluated for raises and promotions, there is a lot at stake and the officer may feel that weight pushing down on him or her.

#### Why is being a police officer a 'thankless job'?

Enforcing the law and keeping our streets safe is not easy. People do not like getting tickets or getting arrested or having a report taken on an accident. So when officers are doing their job, they tend to receive the brunt of people's issues. They get yelled at, avoided, called pig, hunted, glared at, which does not begin to cover the regular abuse they take. This can start to wear on an officer's well being, making daily routine unpleasant.





Action Trigger Block. Changes based on call coming in.

> Checklist area. Is determined by type of call.

Conditional checklist items format



Location Map and directions.

Caller information.



Residential Alarm

812 W 9th St, Bloomington, IN 47404

Caller Info

Maffin Capcake

(812) - 666 - 9999

Owner Info

(812) - 666 - 9999

Be cautious & assume the building was broken into



^

6

Pre-approaching

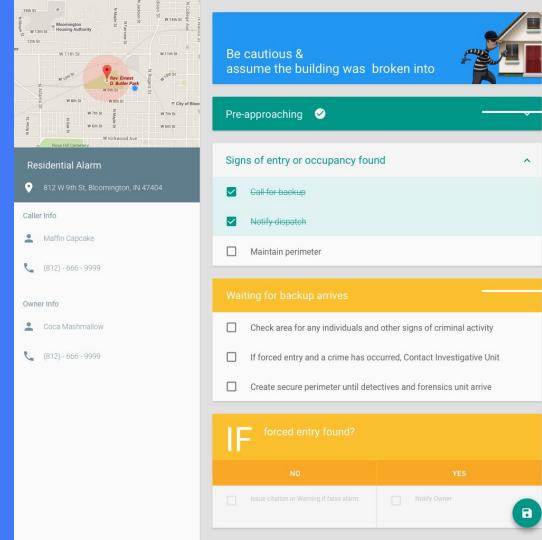
Tactical parking of vehicle

Notify dispatch

Checked-off list.

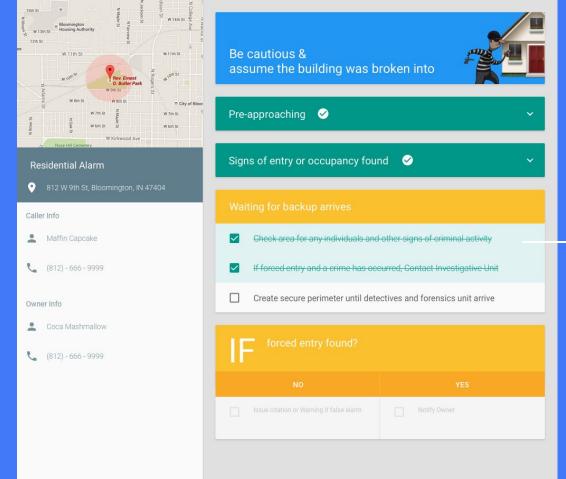
Actionable button based on task.

Tasks based on user's selection of above condition.

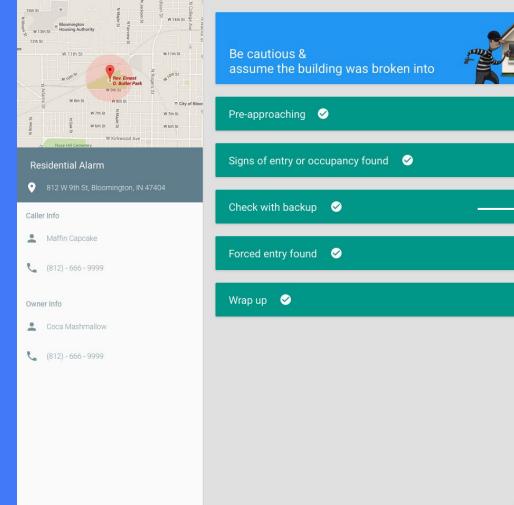


Completed list of tasks.

List view of conditional tasks once the user has selected an option.

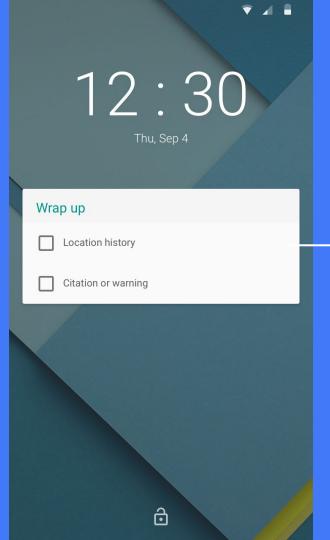


Tasks for conditional checklist completed.



Completely finished set of tasks.

-



Mobile lockscreen with immediate brief checklist items.

12:30 **☑** Checklist **I** Info Pre-approaching Tactical parking Notify dispatch

^

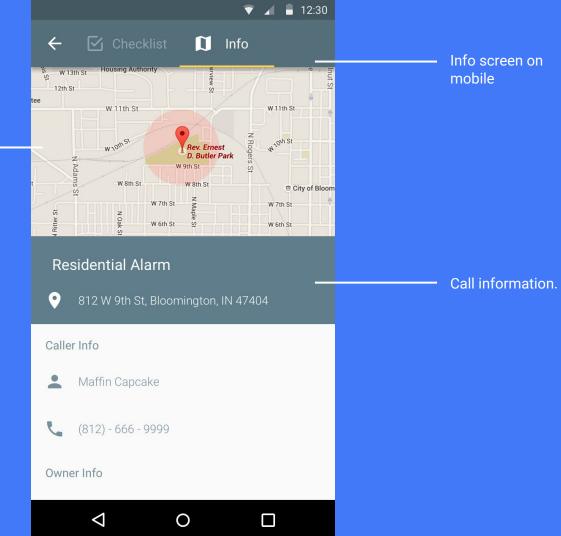
3

Tabs to select checklist or information screen on the mobile app.

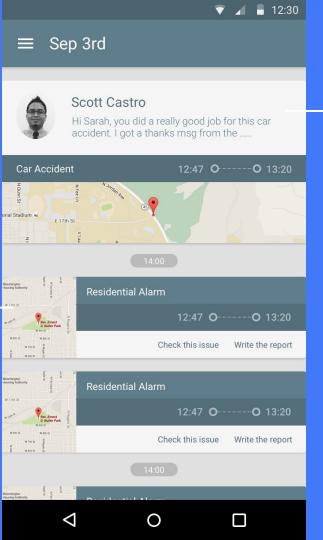
Mobile checklist view.

Mobile conditional task view.

Map to call location

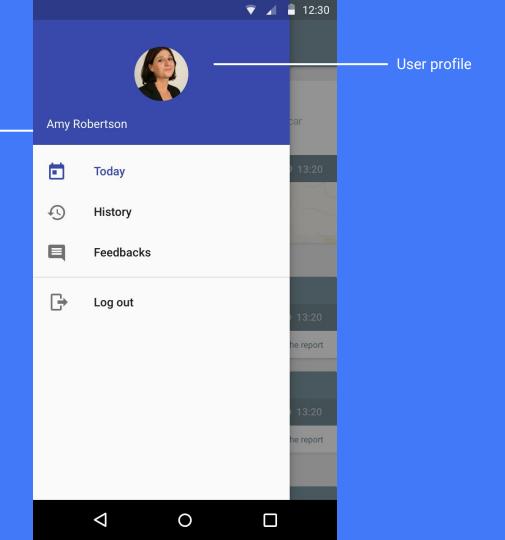


History log of calls



Positive reinforcement on the mobile screen.

Pull-out menu on mobile screen.



Log of incoming

calls for the officer.

PROCEDURE CALL LOGS

Sep 3rd, 2015 17: 24



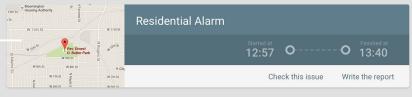




#### **Scott Castro**

Hi Amy, you did a really good job for this car accident. I got a thanks msg from the .....





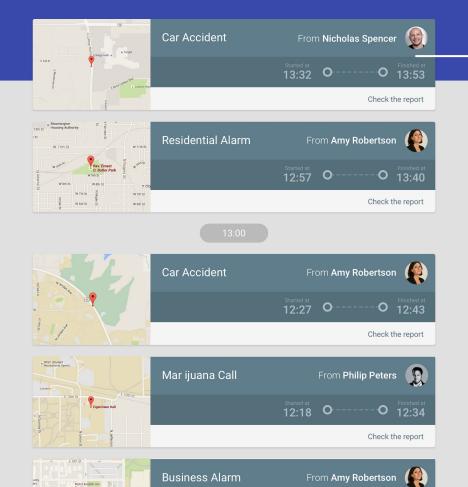


Positive reinforcement on the desktop.

Sep 3rd, 2015 14: 24







History of calls with high level details.





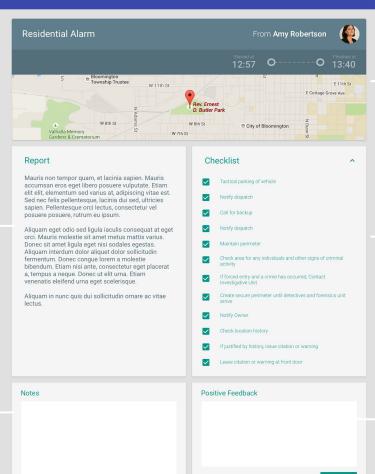
SUBMIT



# **Appendix**

Submitted police report.

Area for general supervisor notes.



**Supervisor Screen** 

Checklist of officers displayed in real-time.

Text-area to send officers positive message for positive reinforcement.