CRIMINAL JUSTICE SUITE

SPACE DESCRIPTION

The Criminal Justice Suite is a group of labs designed for teaching a wide variety of courses in law enforcement and public safety. Instructional formats include lecture, skills training, and hands-on, simulated interactions with the public in preparation for jobs in security, policing, corrections, and the court system.

Different courses and programs can be taught through Criminal Justice, and the needs of each space can vary widely by campus. The layout shown is illustrative of basic concepts and spatial needs and should be adjusted according to each campus' specific requirements. Every Criminal Justice program requires a **Flex Training Area**. Additional spaces may include a **Criminal Justice Classroom, Forensics Lab, VR/ Milo Simulator,** and **Public Service Offices**. Depending on campus programming, additional space and outdoor facilities will be needed. Sometimes, local law enforcement offers continuing education programs and/or training, occupying the space alongside regular academic programs. Verify and provide for any specific requirements.

SUCCESS FACTORS

Combined space: Training is most successful when instructors and students can move back and forth between lecture and skills practice.

Experiential: Students in the Criminal Justice program are learning to support law enforcement, the court system, the correctional system, and learning to interact with the public from those roles. They require all the necessary spaces, resources, and equipment to simulate real-life situations.

Technical Support: A robust technology package shall be provided for many purposes in addition to typical student use, such as faculty monitoring, intercom feedback, SIM scenario creation, and recording capabilities. It is crucial to provide cameras for recording and playback for video-assisted debriefings.

GENERAL

All perimeter walls shall extend full height to deck.

ADJACENCIES

Space is required for the following: **Flex Training Area** with adjacent **Storage, (2) Mock Interview Rooms,** and **Control Room.** Direct access to an **Outdoor Training Area** shall also be provided. Additional, optional program space may include a **Criminal Justice Classroom, Forensics Lab, VR/ Milo Simulator,** and **Public Service Offices,** all ideally having direct access to the Flex Training Area.

ACOUSTIC

Criminal Justice Labs are naturally very loud spaces due to the activities in the space. Provide absorbent panels on walls and ceilings for noise reduction and to decrease sound transmission to adjacent spaces.

Where Flex labs border acoustically sensitive spaces, perimeter walls should have a minimum STC rating of 50.

Acoustic Ratings for the VR / Milo Simulator Lab walls: STC 50.

Maximum recommended HVAC Background Noise: 40dBa

Follow the recommended methodologies and best practices for mechanical system noise control in ANSI Standard S12.60; the 2015 ASHRAE Handbook-- HVAC Applications, Chapter 48, Noise and Vibration Control (with errata); and AHRI Standard 885–2008.

MECHANICAL

Window or room unit systems are not acceptable in Classrooms due to poor acoustic performance.

ELECTRICAL & DATA

Verify equipment specifications and requirements with the program.
In the Flex Training Area, Criminal Justice Classroom, and Forensics Lab, provide:

- Place wall outlets at no more than 6' intervals or as necessary to allow for 30% coverage. When laptops are a requirement for learning, special consideration is necessary. Coordinate with data requirements.
- Provide power and data for standard Learn Anywhere technology package:
  o 2 (+/-) 75" touchscreen TVs on the front teaching wall
  o 1 (+/-) 75" smart TV and camera on the rear wall for virtual classes
  o Instructor station with PC
  o Audio/ sound system to include instructor microphone, soundbars and wireless connection to student headsets as needed.
- ALTERNATE: Provide power and data in ceiling for 2 projectors at the front wall, in lieu of touchscreen TVs.

Provide A/V system per program specifications.

Provide power and data for video-assisted debriefing system.

Provide power and data for VR/ Milo Simulator.

Provide power and data at 6' intervals along perimeter walls at locations which may be used for desktop computer workstations and/or lab equipment.

LIGHTING

Verify requirements with the program.

- Provide LED lighting system with appreciable indirect component and good diffusion for maximum visibility from all directions.
- Provide controls for zoning and dimming. Front row shall be switched separately with three preset dimmable levels: low, medium, high. Provide a dimmer switch at the Instructors Station.
- Provide low-brightness luminaires with high visual comfort probability (VCP) in all viewing directions.   Average 40fc at 30" A.F.F. Min CRI 80.
- Lighting watts per square foot and controls shall meet the latest requirements of ASHRE 90.1
- Police lights mounted to the ceiling of the Criminal Justice Classroom.

TECHNOLOGY

- Provide Wireless capability throughout the suite.
- Coordinate equipment for Learn Anywhere technology package, per Ivy Tech specification.
- Provide data outlets at same interval as power.
- Provide webcams in each mock interview room.

- Provide A/V system per program specification.
- Provide power and data for video-assisted debriefing system.

ACCESSORIES, EQUIPMENT AND FURNITURE

Verify requirements with the program.

In most spaces, movable furniture and equipment shall be provided for flexibility.

FINISHES

Ceilings:

Flex Training Area ceiling at 12'.

Virtual reality / MILO Simulator room ceiling at 12'.

Recommended Height for classroom and lab space: 9' to 10', with special consideration to acoustics when greater than 10'.

Ceilings shall have an NRC of .70 to .85.

In renovations, classrooms without full height perimeter walls shall have ceilings with high CAC (Ceiling Attenuation Class) values.

Floors:

Hard flooring is preferred throughout the suite; however, carpet tile may be preferred at the classroom for acoustic properties.

Walls:

Epoxy paint typical throughout.

DOORS AND WINDOWS

Classroom doors shall be minimum STC 30 with 6" x 30" Window Lite preferred for most offices, classrooms and labs.

Lites not recommended at interrogation rooms.

Doors to be without lites at Virtual Reality / MILO Simulator room. Provide function indicator lights at each door to indicate when VR / MILO room is in use.

Provide observation windows with one-way glass.

FLEX TRAINING AREA

SPACE DESCRIPTION

The Flex Training Area is a large, open room with a 12' ceiling. This space is used for all manner of instruction, from lecture to realistic scenario situations. Provide sound absorption on walls and ceilings to reduce sound transmission to adjacent spaces.

Adjacent spaces include a **Storage** room, (2) **Mock Interview** rooms, and an **Observation** room. The Observation room must have control stations with recording capabilities.

ACCESSORIES, EQUIPMENT AND FURNITURE

Provide tables, chairs, and movable partition panels all on casters.

Provide power and data for standard Learn Anywhere technology package. Technology for video-assisted debriefings shall connect to the Classroom's Learn Anywhere technology package.

STORAGE

SPACE DESCRIPTION

Adjoining the Flex Training Area, the Storage Room provides a secure location for the storage of equipment and supplies.

Provide lockset door hardware.

ACCESSORIES, EQUIPMENT AND FURNITURE

Verify with the program. Provide lockable cabinets for sensitive materials.

MOCK INTERVIEW ROOM

SPACE DESCRIPTION

Mock Interview Rooms provide a dedicated space for skills training and debriefing. This is realistic simulation space, where students can practice interviews and interrogations. Coordinate A/V system with cameras for recording and playback in video-assisted debriefing system.

Provide a viewing window with one-way glass to Observation room.

ACCESSORIES, EQUIPMENT AND FURNITURE

Verify equipment specifications and requirements with the program.

Provide the following:

- Small conference table with seating for 4.
- Window coverings for one-way glass viewing windows.
- A/V and cameras for recording and playback in video-assisted debriefing system.

OBSERVATION ROOM

SPACE DESCRIPTION

The Observation Room is a small space adjoining the Mock Interview rooms, designed for physical observation and recording of the space. Provide a one-way glass viewing window between the Observation and Mock Interview rooms. Workstation shall be provided with power and data connections. Coordinate power and data for connections to video-assisted debriefing system.

ACCESSORIES AND EQUIPMENT

Verify equipment specifications and requirements with the program.

Provide the following:

- A/V for recording and playback in video-assisted debriefing system.
- Task lighting
- Telephone

OUTDOOR TRAINING AREA

SPACE DESCRIPTION

The Outdoor Training area is a large, open space adjacent to a parking lot, that can be used as a breakout space for additional training and expos. There shall be space for parking police cruisers and other law enforcement vehicles.

PSEP cameras shall be installed for full coverage of the space and building entrances.

Provide a retractable awning on building exterior wall for shelter when needed.

CRIMINAL JUSTICE CLASSROOM

SPACE DESCRIPTION

Nearby the Flex Training Area, a Criminal Justice Classroom provides lecture and training space for hands-on instruction. The space may be dedicated space or shared with other programs.

See General Classroom/ Computer Lab standard for basic requirements.

ACCESSORIES, EQUIPMENT AND FURNITURE

Verify equipment specifications and requirements with the program.

Provide the following:

- Computer desks with power and data for network computers.
- Instructor's station with power and data.
- Learn Anywhere Technology Standard equipment.
- Smart boards.
- Police lights mounted to the ceiling.
- A/V and cameras for recording and playback in video-assisted debriefing system. Provide surround sound speakers.

FORENSICS LAB

SPACE DESCRIPTION

Adjacent to the Flex Training Area, a Forensics Lab provides lecture and training space for hands-on instruction. The space may be a dedicated space or shared with other programs.

See General Science Labs – Anatomy, Physiology and Physics Lab standard.

ACCESSORIES, EQUIPMENT AND FURNITURE

Verify equipment specifications and requirements with the program.

Provide the following:

- Learn Anywhere Technology Standard equipment
- Some programs may need movable furniture instead of fixed lab benches. Provide floor outlets.
- A/V and cameras for recording and playback in video-assisted debriefing system.

PUBLIC SERVICES OFFICES

SPACE DESCRIPTION

Adjacent to the Flex Training Area and VR/ Milo Simulator, Public Services Offices are an optional space for use by local law enforcement partners. Here, they will find administrative space to support their continuing education programs and/or training.

Verify and provide for any specific requirements.

Provide lockset door hardware.

ACCESSORIES, EQUIPMENT AND FURNITURE

Verify equipment specifications and requirements with the program.

Provide the following:

- Open cubicle Work stations per the Work station standard.
- Private office per the standard.
- Gun lockers.
- PSEP cameras shall be provided for full coverage of the space.

VR / MILO SIMULATOR

SPACE DESCRIPTION

Adjacent to the Flex Training Area and Public Services Offices, the VR/ Milo Simulator is an optional space for virtual reality training using advanced technology and equipment such as the Milo simulator. A corner of the room shall be designated as a control area with workstation.

Doors to be without lites at Virtual Reality / MILO Simulator room. Provide function indicator lights at each door to indicate when VR / MILO room is in use.   No Exterior windows.

Provide acoustic treatment and walls with minimum rating of STC 50.

Recommended ceiling height is 12'.

ACCESSORIES, EQUIPMENT AND FURNITURE

Verify equipment specifications and requirements with the program.

Provide the following:

- Power and data for workstation in control area

- Power and data for VR system

- SIM weapons