

View Points 360 Video Pitch



View Points

Immersive Experience about Anti-Social Behaviour

Teacher Manual

**we care
we listen
we act**



Police Service
of Northern Ireland

**we care
we listen
we act**



Police Service
of Northern Ireland

Teacher Manual - Front and Back Cover

Learning Objectives

- To create discussion with participants on anti-social behaviour among teenagers
- To encourage participants to consider how their social actions/behaviour affect their community and its members

Lesson Preparation

Discuss the following questions

- What social activities do you do at the weekend?
- What is anti-social behaviour?

QR Codes

Before the participants begin the immersive experience, divide them into two groups as evenly as possible. Within the presentation box, there are 2 QR code cards each with a different colour, with one being lighter than the other. Give one of the groups the light card and the other group the dark card.



Group 1



Group 2

Environment Health and Safety

- Ensure all seats, bags and any other belongings are safely placed out of the way
- It is recommended that a clear open space is used e.g. assembly hall, during the presentation
- Ensure that all participants are safely and evenly spaced apart from each other

Technology

The participants must have the following requirement in order to view the 360-video experience:



INTERNET

The videos are online, so an internet connection will be required



MOBILE PHONE

A mobile must be placed within the Google Cardboard to view the 360-video



HEADPHONES

For the best immersive experience, headphones will be required

Direct Cues

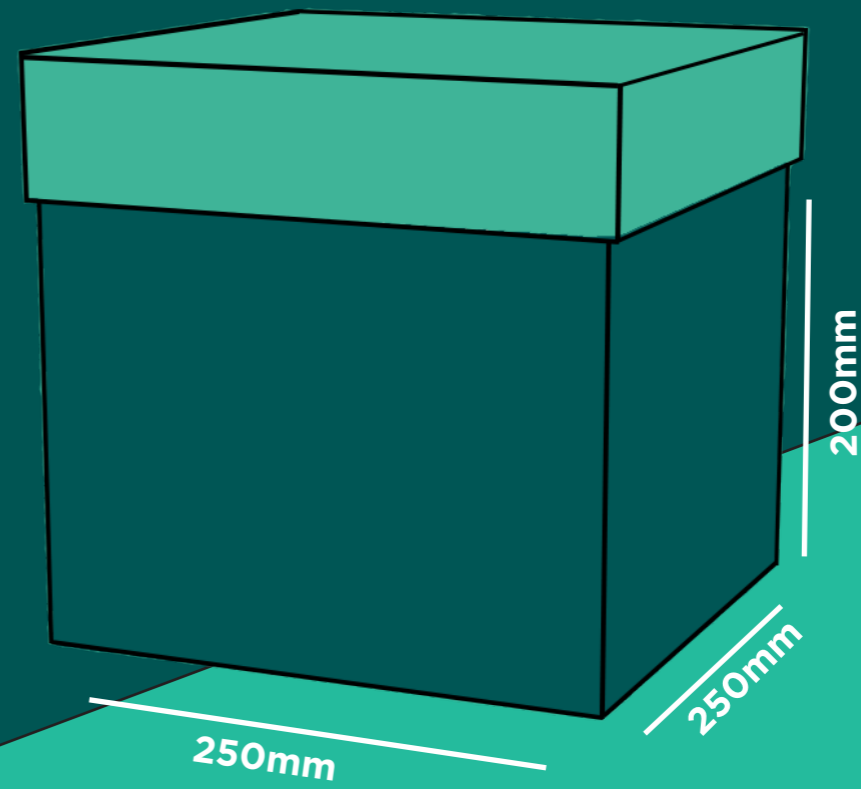
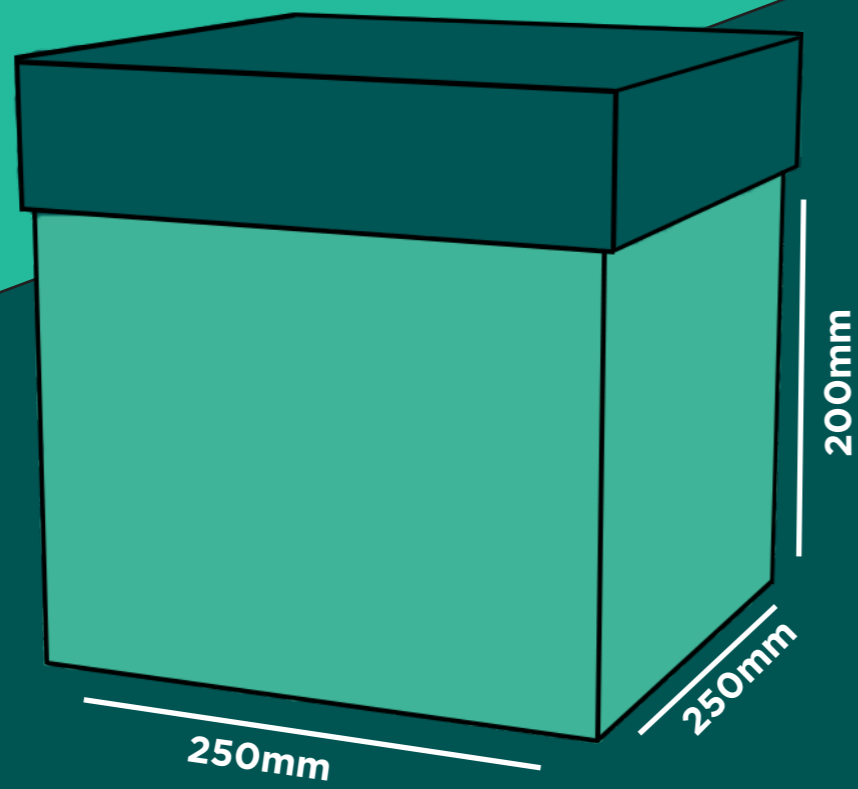
Before the presentation begins, instruct the participants to remove their headsets once the 360-video is complete



Police Service
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Sticker Design - Four Circular and One Long PSNI Brand



Box Designs - W 250mm x L 250mm x H 200mm

Learning Objectives

- To create discussion on anti-social behaviour among teenagers
- To encourage you to consider how your social actions/behaviour affect your community and its members

Lesson Preparation

Environment Health and Safety

- Ensure all seats, bags and any other belongings are safely placed out of the way

Participant Health and Safety

- If you feel unwell or dizzy, remove the headset and inform your instructor
- Do not move your arms or legs when you have the headset on to avoid potential accidents

Technology

To participate in the 360-video experience, you must have the following requirements:



INTERNET

The videos are online, so an internet connection will be required



MOBILE PHONE

A mobile must be placed within the Google Cardboard to view the 360-video



HEADPHONES

For the best immersive experience, headphones will be required

Discussion Worksheet

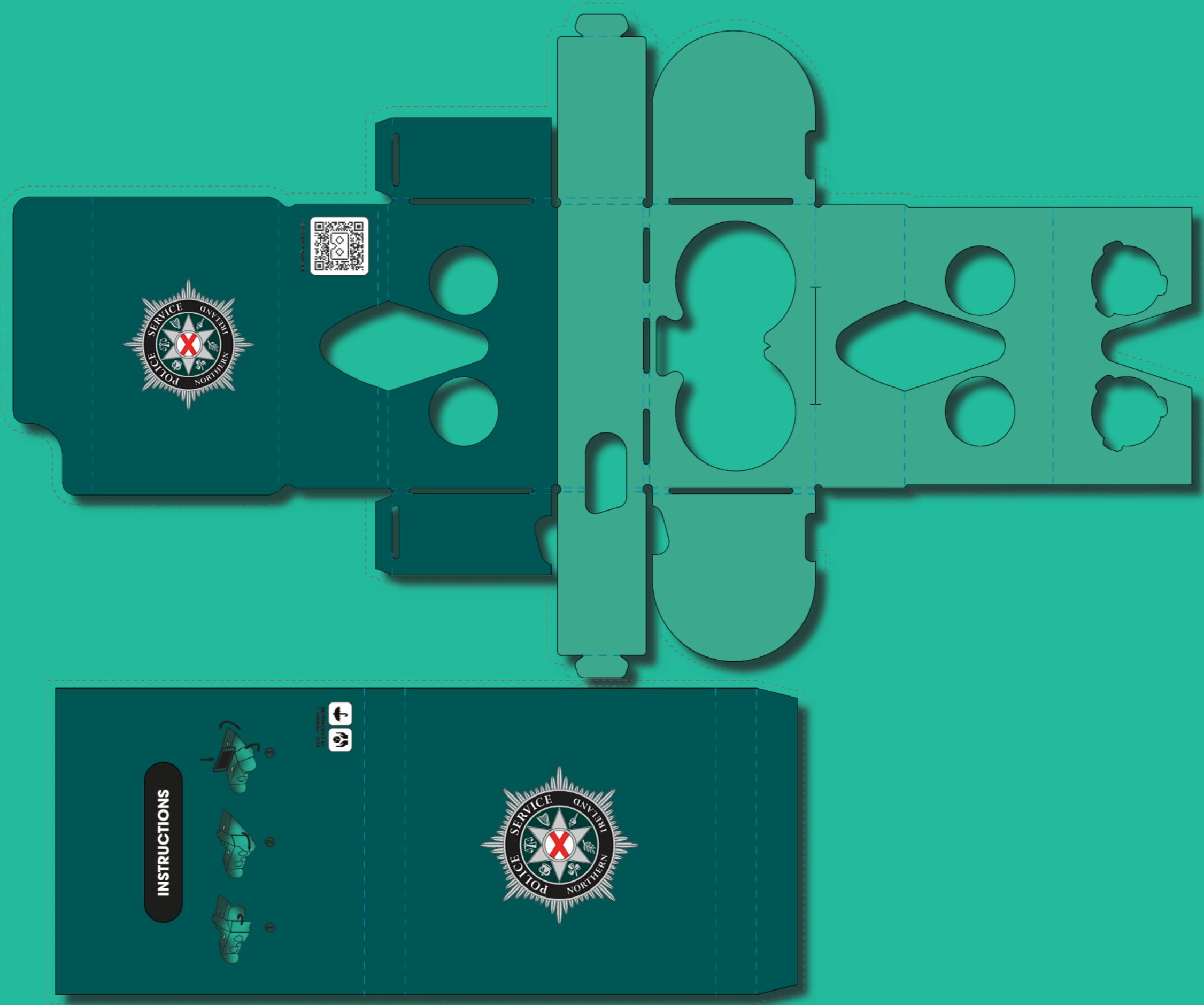
Discuss the questions with the class

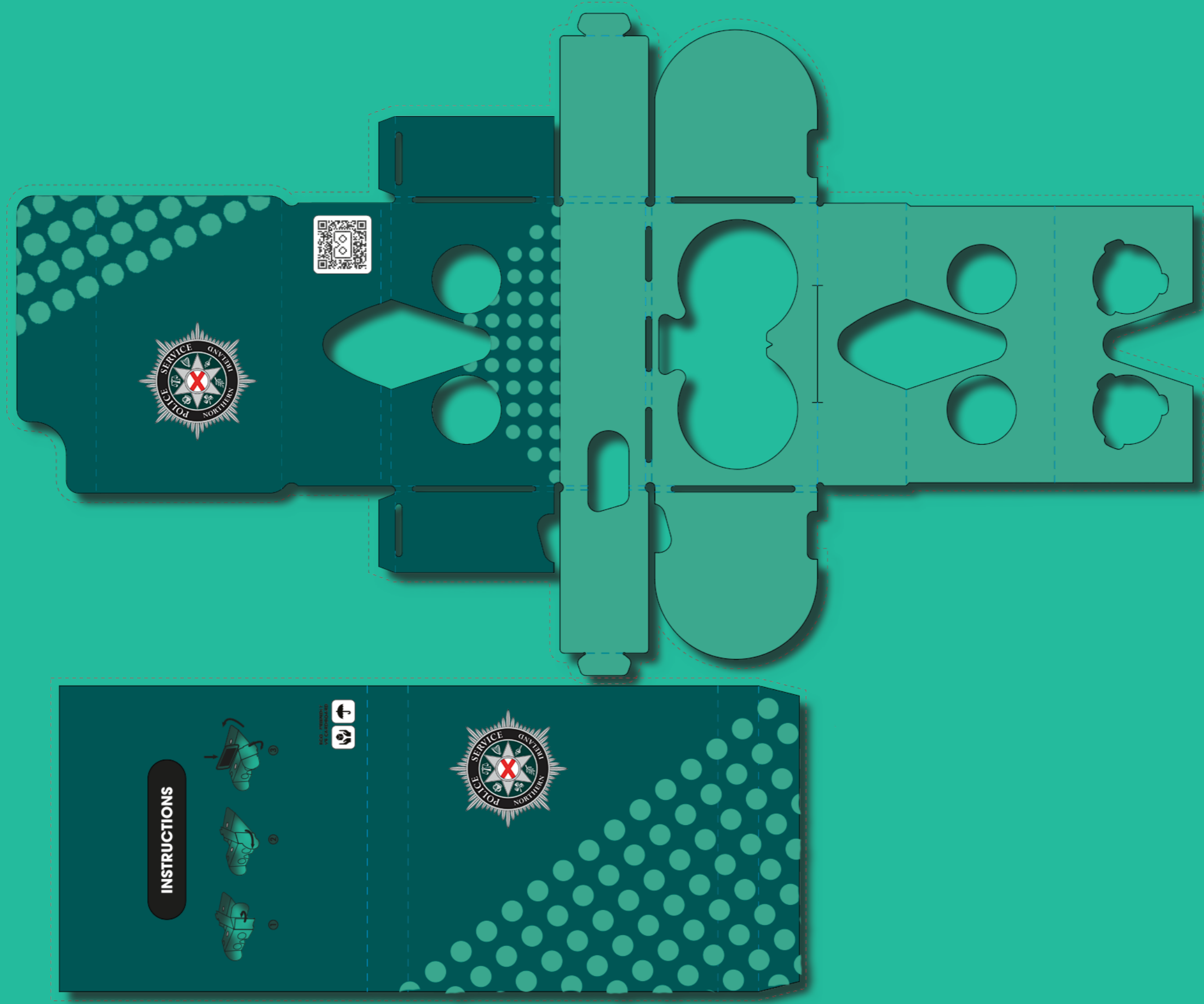
- Q1.** Describe the video (What did you see? What happened? etc.)
- Q2.** How did the video make you think and feel?
- Q3.** For those who watched the video with the teenagers, do you see anything wrong with what the teenagers were doing?
- Q4.** For those who watched the video with the community member, what are your thoughts on the activity happening outside the house?
- Q5.** How do you think the teenagers should have acted while they were socialising?
- Q6.** If you were the community member, how would you have felt?
- Q7.** What did you think of the overall experience using 360-video?

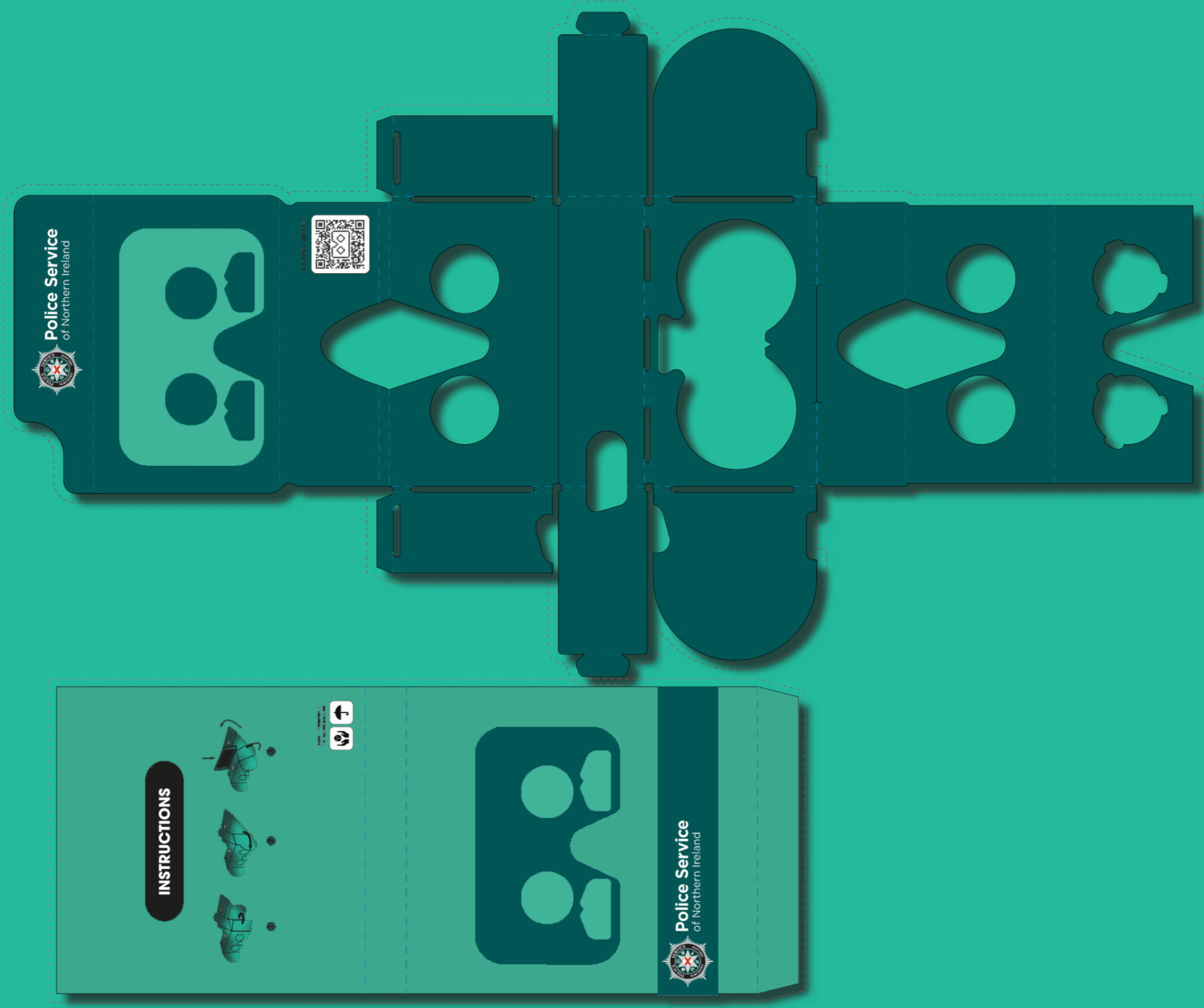


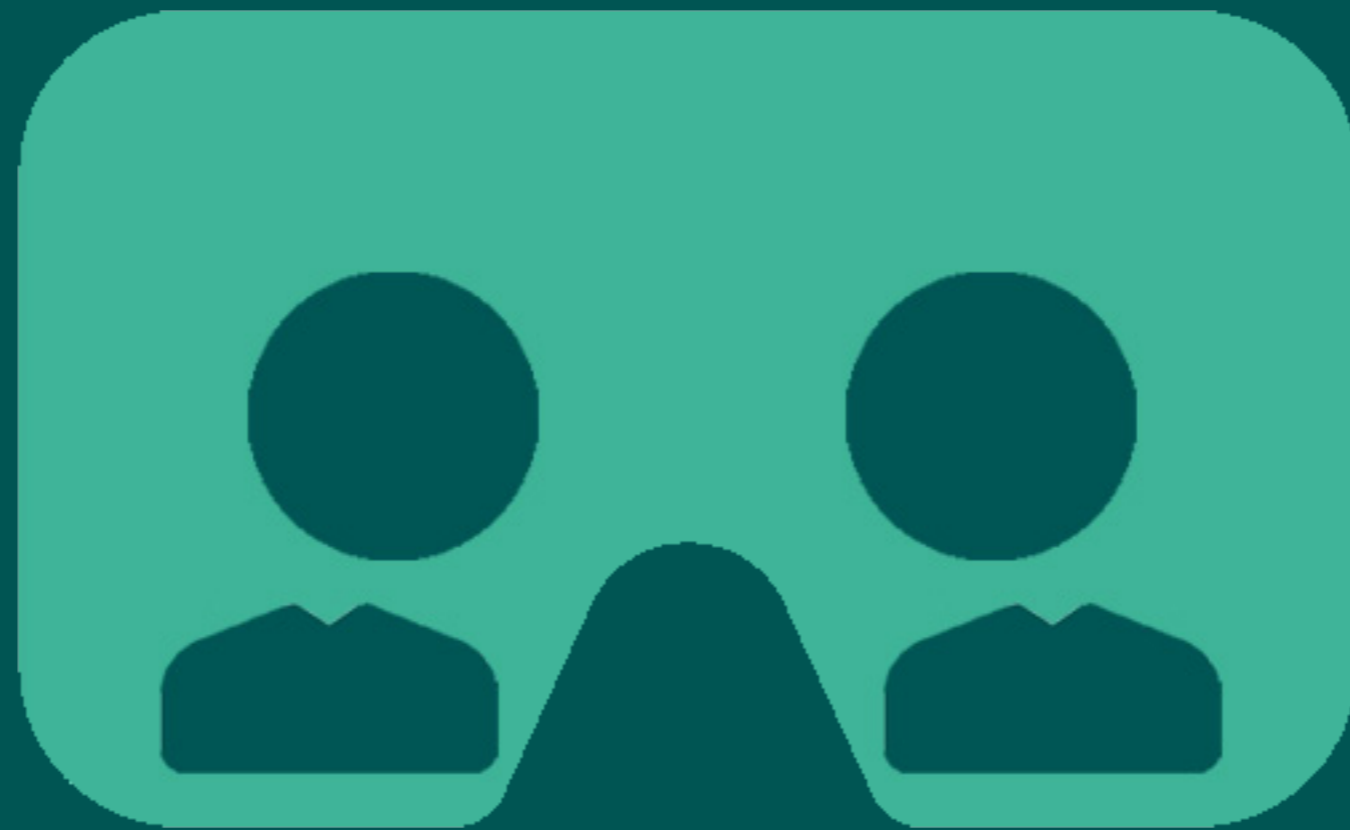


QR Code - One For Each Perspective









Storyboarding - POV of Participant/Watching Vulnerable Member

Teenager POV

Scene: 1



POV teen approaches their group of friends with a football (music in distance)

Scene: 2



POV teenager greets his mates and they begin to chat

Scene: 3



Teenagers start to talk louder and also begin to play music louder

Community Member Home POV

Scene: 1



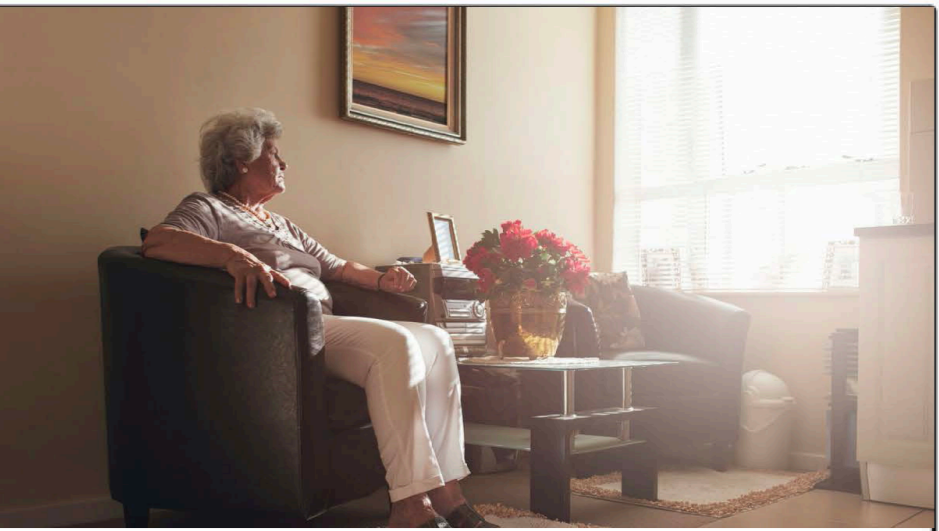
POV teen is sitting down with the community member in the living room of their home

Scene: 2



Teenager then gets up and makes tea for themselves and the community member

Scene: 3



As the teenager walks into the living room, the community member gets off their seat as they begin to hear noises and shouting outside

Teenager POV

Scene: 4



One of the teenagers notice a glass bottle on the ground

Scene: 5



The teenager begins to kick the glass bottle and passes it to another one of the teenagers

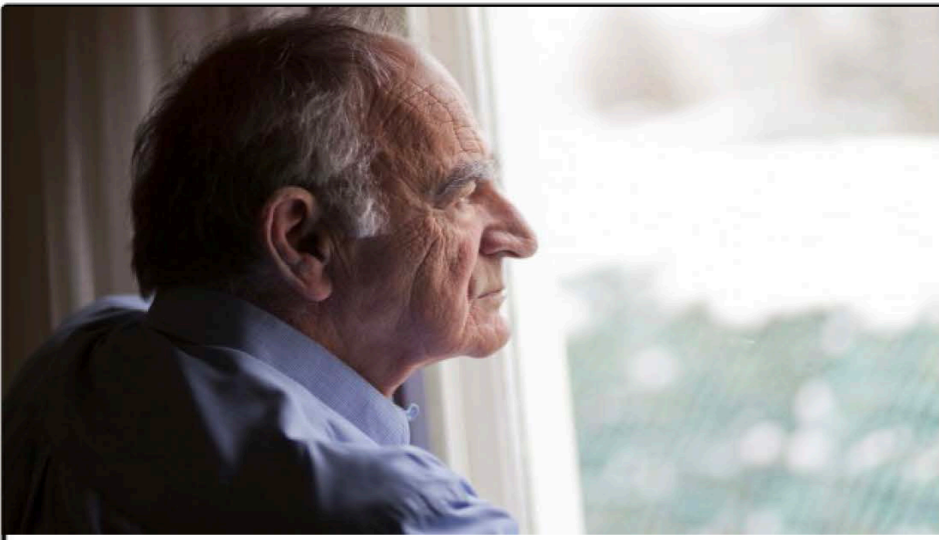
Scene: 6



After a few passes, the first teenager picks up the bottle and throws it down the street

Community Member Home POV

Scene: 4



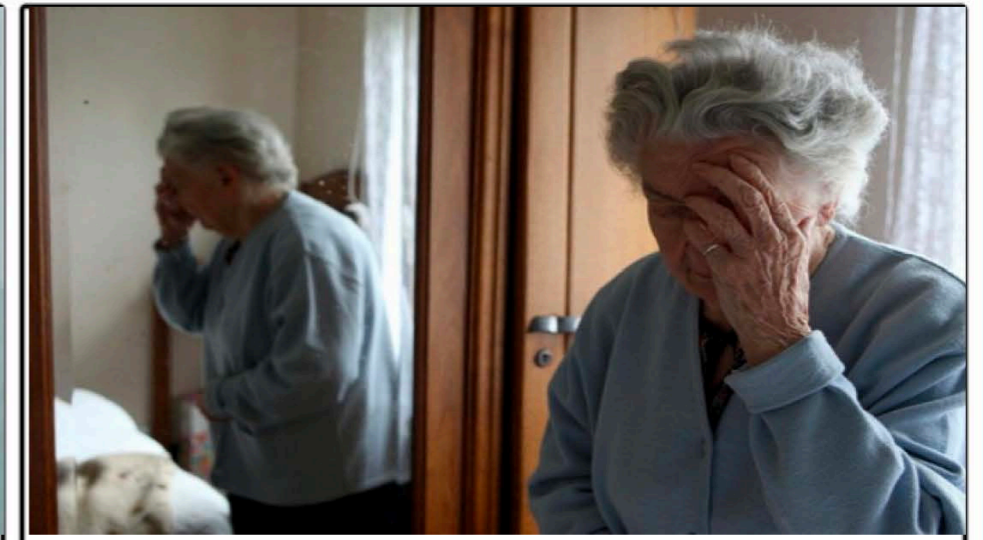
Community member then approaches the window to look outside

Scene: 5



Community member begins to get worried as they hear glass being kicked around outside

Scene: 6



Community member starts to get upset as they feel unsafe

Teenager POV

Scene: 7



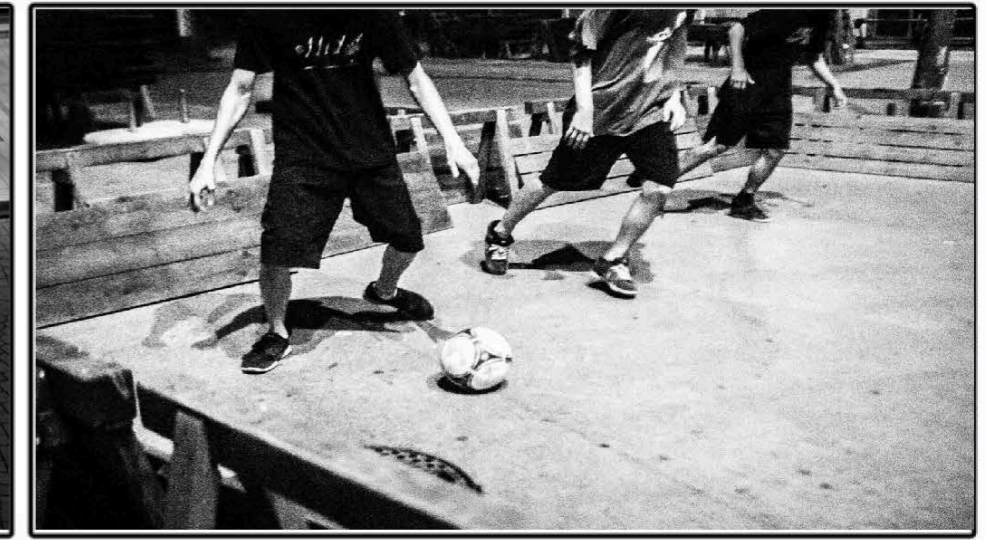
The bottle smashes in the distance and the teenagers begin to laugh and shout

Scene: 8



The same teenager then takes the football off the POV teenager and starts to kick it against the wall

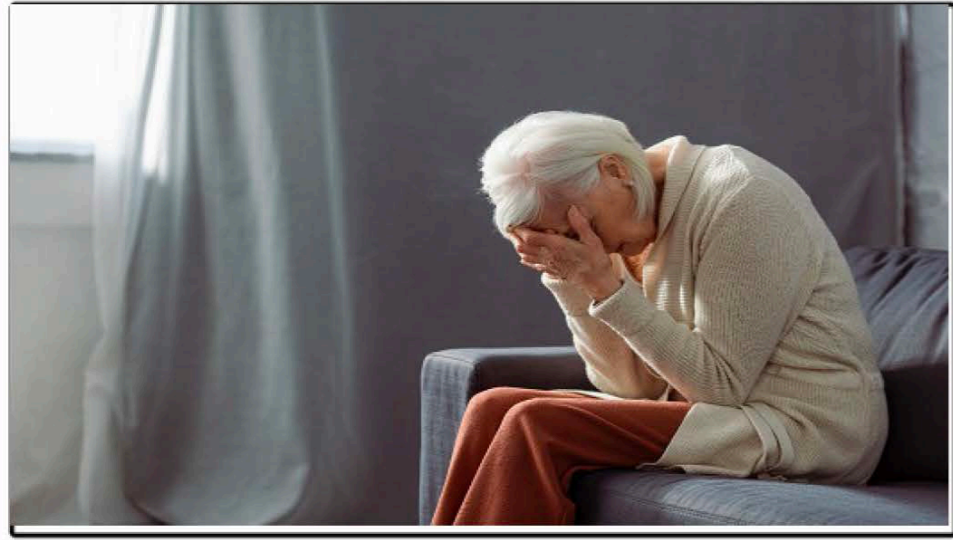
Scene: 9



The teenagers begin to pass the ball to each other while they shout and the music continues to play

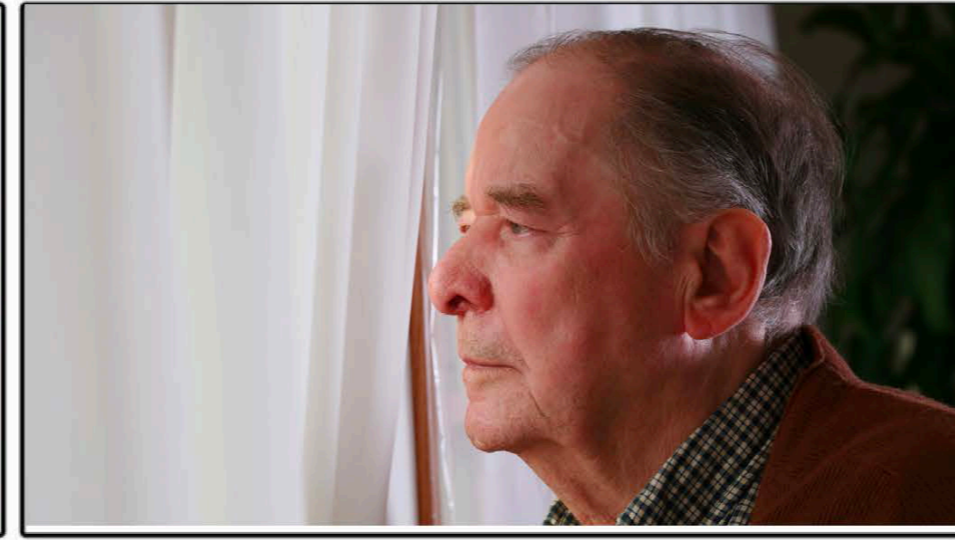
Community Member Home POV

Scene: 7



Community member sits down while still upset

Scene: 8



They approach the window again as they now hear a different noise

Scene: 9



They still appear upset and worried about their safety as they continue to hear noise



Storyboarding - POV of Whole Group/Entire Houseview

Outside View

Scene: 1



Youth start to gather in the street socialising

Scene: 2



They start to chat and hang around in a small group

Scene: 3



Music starts getting played and the chatting becomes cheering and louder.

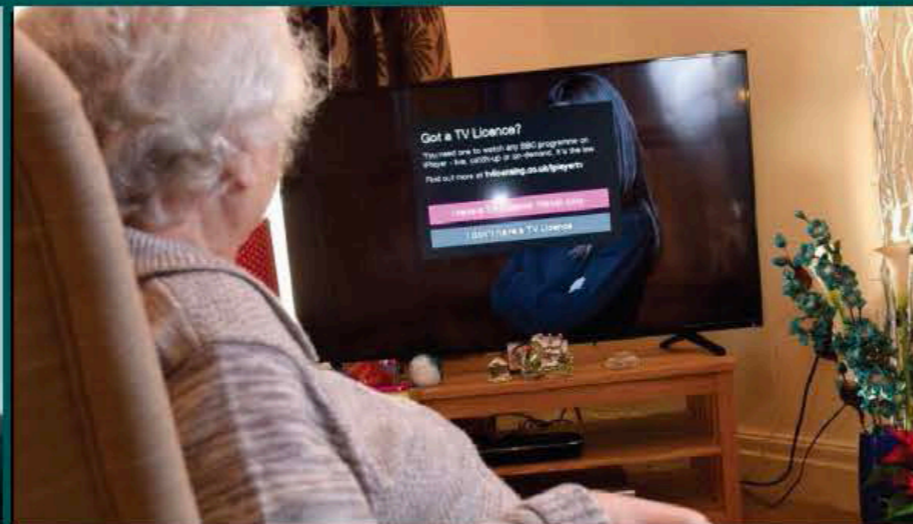
Inside View

Scene: 1



Elderly/Vulnerable person relaxes into the living room with a cup of tea.

Scene: 2



Television switched on, signifying the person getting relaxed and comfortable

Scene: 3



Vulnerable person begins to notice the sounds from outside their home.

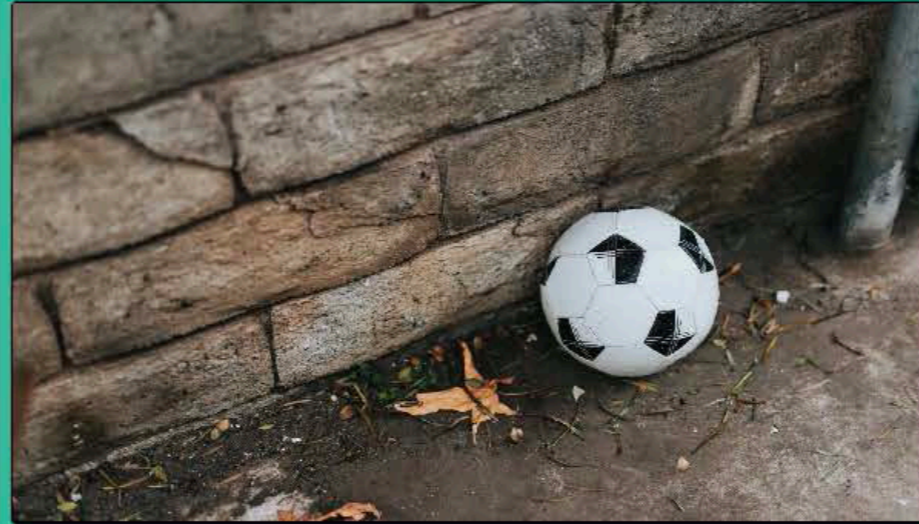
Outside View

Scene: 4



The youth begin playing football in the street.

Scene: 5



The football is kicked against the wall, creating a loud bang

Scene: 6



The youth now continue playing music but begin to get louder and rowdy

Inside View

Scene: 4



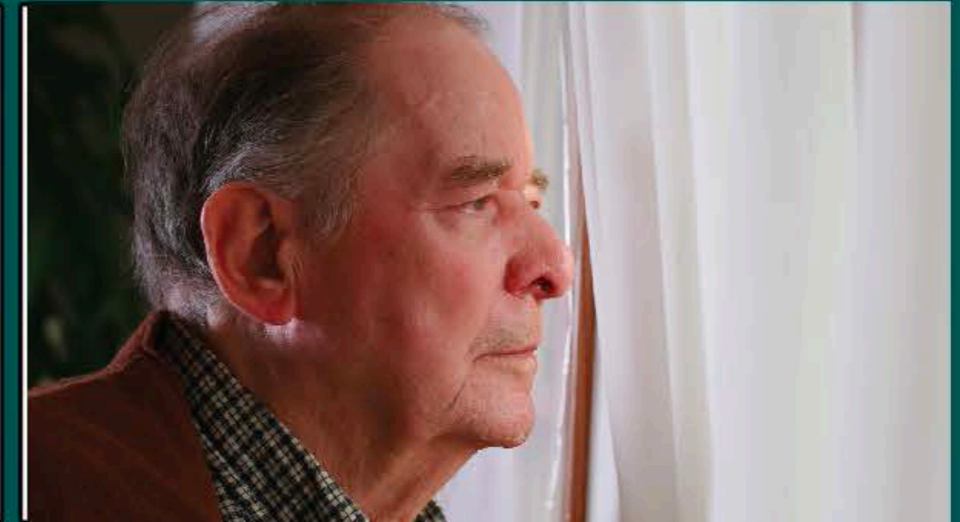
Becoming aware of what is outside the vulnerable person becomes concerned but is still seated and watching television

Scene: 5



The elderly person, now startled by the loud bang, begins to look outside to see what is going on.

Scene: 6



The vulnerable person begins to get worried at what is happening and how loud they are being.

Outside View

Scene: 7



Someone outside brings out small fireworks and begins to light them

Scene: 8



The firework is thrown down the street and explodes

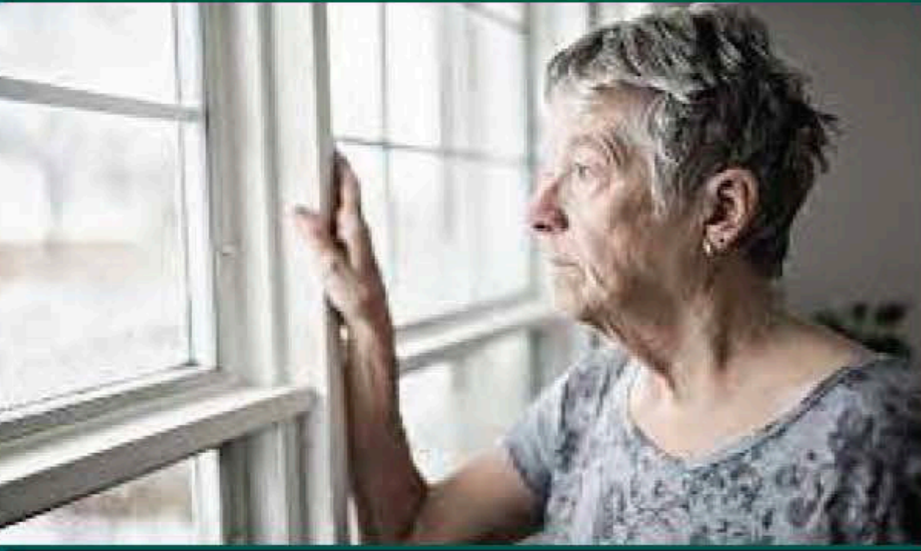
Scene: 9



The young people outside continue to be loud and disruptive outside

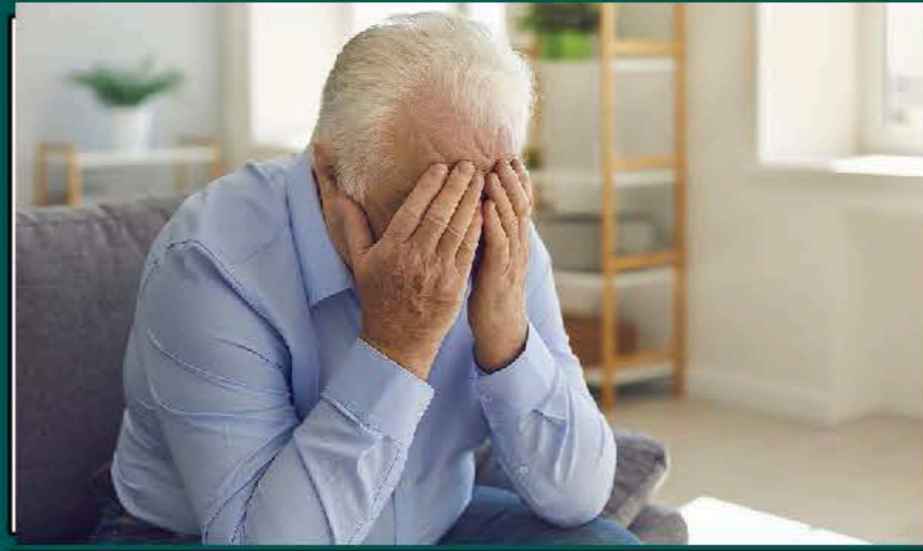
Inside View

Scene: 7



The elderly person begins to panic and watch their every move due to the fireworks being played with

Scene: 8



The elderly person gets upset and distressed over the explosions and doesn't know what to do

Scene: 9



The elderly person still visibly upset sits down and is shaking in fear at the events