



Victim Advocate: Male Sexual Assault Victim

Summary

- Users practice supporting victims of sexual assault while informing them of their options.
- Intended for, but not limited to: victim advocates, counselors, residential directors, student health services, and workers at crisis intervention centers.
- Simulated character moves quickly between various moods and emotional states, forcing users to adapt their communication approaches to every conversation and creating a unique experience with every play.
- Users receive both ongoing feedback on their rapport level and conversation skills with the character and a post-conversation score on their mastery of the learning objectives.
- Created in partnership with experts from the Maryland Coalition Against Sexual Assault and other agencies.

Scenario

- User assumes role of victim advocate at a rape-counseling center, working with a part-time college student named John Taylor, who was assaulted after a party.
- Simulation focuses on developing rapport, using support skills, and informing John about his options.
- Victim behaves differently in each conversation, based on emotional state (fearful, numb, or angry) and level of trust in the user.
- Topics that the user/victim advocate can discuss include:
 - Introducing yourself and your duties as a victim advocate
 - Addressing concerns about victim's physical needs and well-being
 - Identifying the different reporting options and exam types
 - Listing the different safety options (e.g., protective order)
 - Screening the victim for potential suicidal/homicidal thoughts
 - Explaining the long-term counseling options available for the victim



Learning Objectives

After achieving mastery through repeated conversations, the user will be able to:

- Offer emotional and psychological support to sexual assault victim
- Explain resources available to address a victim's short-term and long-term needs
- Inform the victim of safety and medical options
- Avoid conversational pitfalls
- Recognize behavior that suggests the victim intends to harm himself or his attacker



Seat Time

- Approximately two hours of e-learning material
 - Simulated conversations last 15 - 30 minutes
 - The average user will require 5 – 8 hours to achieve mastery of the learning objectives, but can learn the basics in as little as three hours
- NOTE: Figure does not account for longer-term “refresher” sessions, which will vary by user.