



## Victim Advocate: Female 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 ongoing feedback on their rapport level and conversation skills with the character and a post-conversation score on their mastery of the learning objectives.

### Scenario

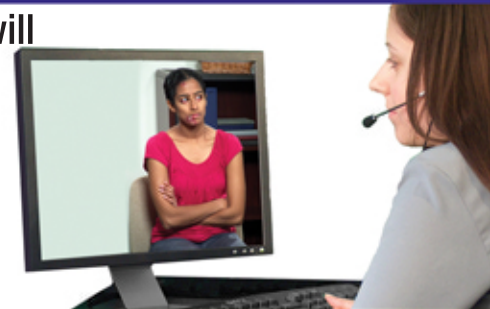
- User assumes role of victim advocate at a rape counseling center, working with a part-time college student named Angela Lopez, who was assaulted in her dorm room.
- Simulation focuses on developing rapport, using support skills, and informing Angela about her options.
- Victim behaves differently in 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 do the following:

- Offer emotional and psychological support to the 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 herself or her attacker



### Seat Time

- Approximately 2 hours of e-learning material.
  - Simulated conversations last 15-30 minutes.
  - Average user will require 5-8 hours to achieve mastery of the learning objectives, but can learn the basics in a few hours.
- NOTE: Figure does not account for longer-term "refresher" sessions, which will vary by user.