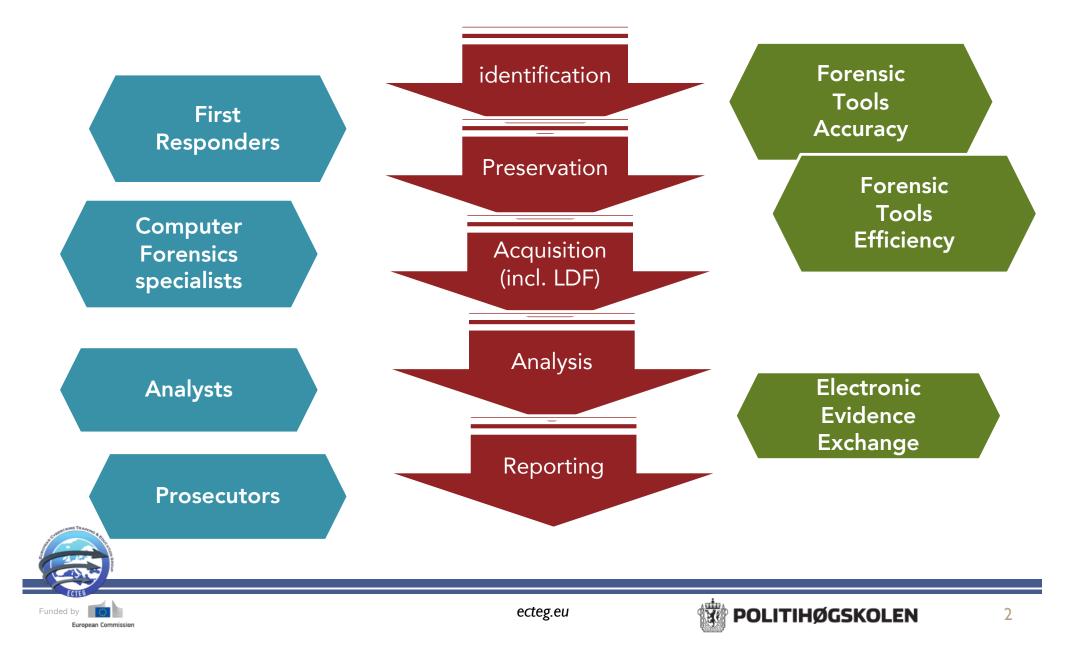
Electronic Evidence Role of the First Responder in an IoT world





Yves Vandermeer, MSc ECTEG Chair Norwegian Police University College

Actors and Tools



First Responder ?

- Each police officer
 - On the field (patrol, house search)
 - At the office, when taking victim's complaint
 - During the investigation
- >=1,5 millions Law Enforcement users only in EU
 - Not well skilled on new technologies
 - Not all able to acquire knowledge in English
 - Not available for usual course attendance



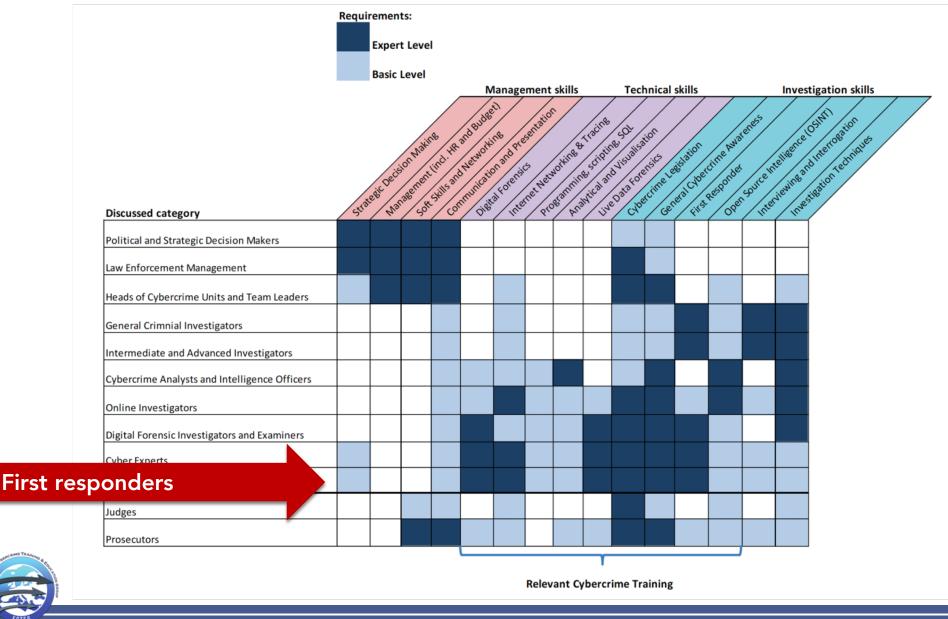
Dedicated tool(s)

- Live Data Forensics
 - Memory acquisition
 - Essential Information
 - Encryption
 - Cloud
 - Crypto currencies wallet
- FREETOOL project





Training Competency Framework



Funded by

Skills and competences

- **Identify** and **seize** items with potential electronic evidence •
- Take urgent measures to preserve (electronic) traces •
- Live Data Forensics whenever needed
- Understanding the importance of electronic evidence •
- Welcome & correctly support victims •
- Protect evidence integrity
- Case specific victim aid & advice
- Contribute to citizen awareness •
- Prevention













Project : E-learning first responders

- Driver : ECTEG & Portuguese Judicial Police
- Deliverables :
 - E-learning in seven EU languages
 - Opt-in update tool
- Planning :

Phase I	English only	September 2018
Phase II	+14 languages	Spring 2019



The project team



- « Computer Forensics / Crime » LEA experts
- First responders
- I pedagogical expert
- I psychologue
- I web designer
- I coordinator





English	Dutch
Portuguese	Polish
Norwegian	Danish
Spanish	Finnish
Italian	Swedish
Greek	Arabic
German	Thai
French	



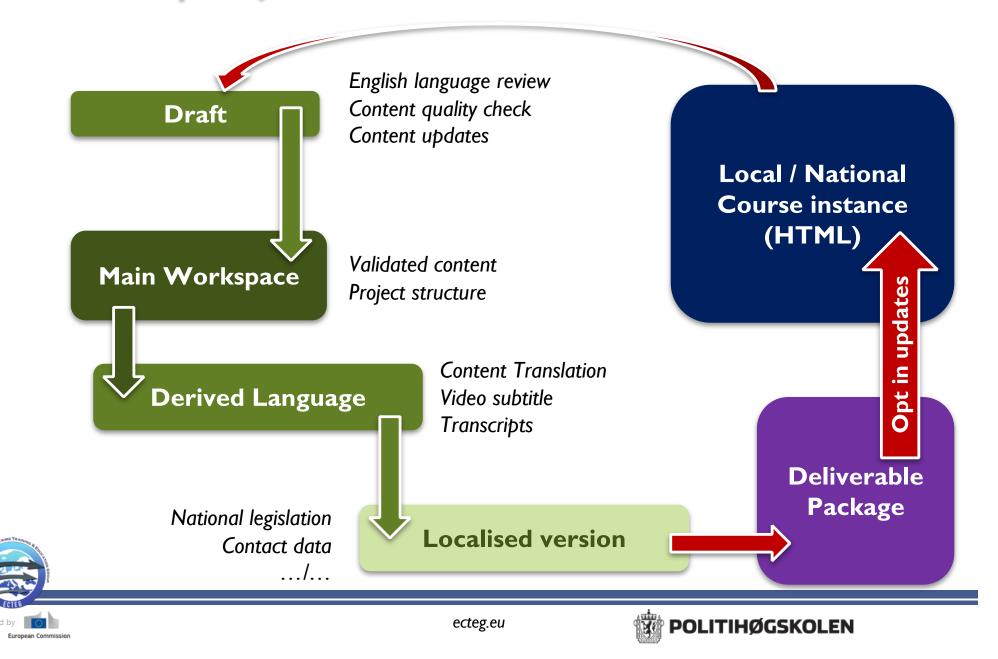
The project architecture

- Based on open source Scenari e-learning development software (www.scenari.org)
- Running on dedicated server
 - Linux server
 - Scenari server package
 - Open office





The project architecture













Project management

- Versioning
- Viewing and Editing rights
 - By Workspace
 - On some specific items
- Reuse of existing resources
 - Other ECTEG projects
 - Europol communication materials

• /...



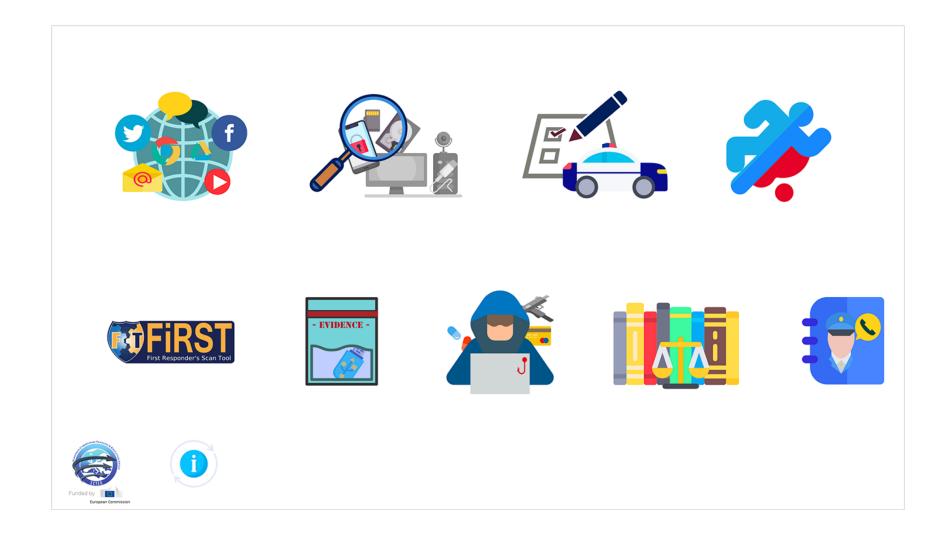


The project content

- A knowledge base
 - Interactive
 - Multi media
 - Including « Electronic Evidence Guide » from the CoE
 - Including Europol-EC3 materials
 - Referring to the FiRST software (FREETOOL project)
- Serious gaming part











Phase 2 – May 2019

- Adding new phenomena
- Adding interactive gaming cases
- Sync scripts (on demand updates)
- SCORM compatibility
- Localisation in +14 EU languages
 - Support from the Council of Europe
 - Support from UNODC
- Adding national legislation, contact points, ...



Outcomes

- Reaction against new phenomenon facilitated (usually 2 weeks)
- Harmonisation of the terminology
 - Inside LEA community (national & international) 0
 - Magistrates and prosecutors
 - Citizens and law makers
- Identification of human resources
- Course materials available for advanced courses





What's next?

- Updating phenomenons
- Additional languages
- Version for prosecutors ?
- Version for general citizen awareness ?
- New domains:
 - Decryption awareness
 - Automotive basics





Obtaining e-first ?

- English package **freely** available from ECTEG
 - Accessible on the ECTEG Moodle
 - Or to be installed on your local web server
 - Apache server (or equivalent)
 - Works without internet connexion
- Win-win approach
 - Contribute to quality improvement
 - Provide usage stats





Electronic Evidence Exchange

- Cyber crime don't know borders
- Electronic Evidence content is sometimes partially
 unknown
 So what's your idea
- Some standards needed







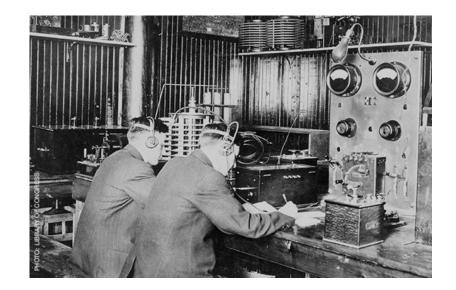
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contact data



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