

# Virtual Reality, Implicit Racial Biases, and the Unique Demands of the Courtroom Setting

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## Why Virtual Reality?

- Existing Suggestions for Reform:
  - Raising Awareness
  - Screening with the IAT
  - Diversification
  - Weakening Stereotypes

## The Virtual Room



## Avatars

**Female / Young Adult**



**Female / Middle-Aged**



## Avatars

**Male/ Young Adult**

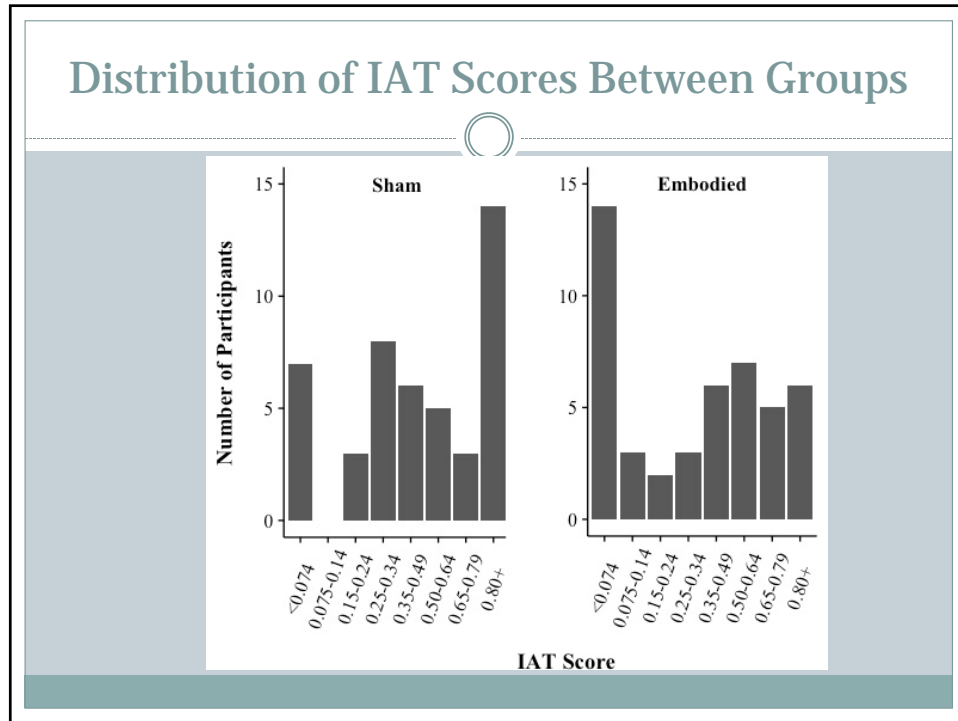
**Male/ Middle-Aged**



## Emphasis on Subtlety







## Application to Mock Crime Scenario

**JUDGMENTS OF GUILT**

**EVALUATIONS OF AMBIGUOUS EVIDENCE**

**DURATION OF EFFECTS**

## Results

### Findings:

- Embodied group:
  - ✦ Lower IAT Scores
  - ✦ Less Guilty verdicts overall
  - ✦ More confidently rated defendants Not Guilty
  - ✦ Rated ambiguous evidence as less indicative of guilt
  - ✦ Evidence ratings best predicted comprehensive verdict scores\*

### Next Steps

- **Replication**
  - Increase and Expand Participant Pool
  - Vary Geographic Setting
  - Include Additional Avatar Characteristics
  - Address Shortcomings of Mock Legal Scenarios
- **Increase General Exposure to VR**
- **Embrace Unconventional Proposals**

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