Virtual Kids: Using LLMs for Role Playing in Professional Communication Training

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Abstract

The Virtual Kids project develops a learning platform for criminal investigators to train the interrogation of children who are, potentially, victims of sexual abuse. These interrogations must follow specific guidelines and rules of communication, such as avoiding suggestive questions, to be valid for prosecution and to protect the children from (re-)experiencing trauma.

The learning platform consists of multiple virtual characters of children that have their own story and different demographic properties. The trainees select a case and communicate with the characters via speech technology. The virtual characters are rendered in 3D and respond dynamically in real-time.

A specific contribution of the project is that the interrogations do not follow a pre-determined path consisting of multiple-choice branches. Rather, the trainees are free to formulate and ask their own questions in their own language.

In our presentation, we will showcase how forensic psychologists prepare the cases, how we detect unwanted questioning techniques, and how we alter the virtual characters' behavior accordingly in a dynamic fashion using Large Language Models (LLMs).