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Purpose of Research

The article has focused on providing the effects of work change and tiredness on law enforcement officials when interacting with the public. Therefore, while there are rising cases on how the police react to individuals' situations, it is crucial to understand their work perspectives. The purpose of the research was to explore the effect of work alteration and exhaustion on police reactions with the public. Since the study had both chances of being safe and dangerous it called for a simulated environment. Additionally, the study was exploratory research as it aimed to investigate an issue that has not been examined or systematically explored in the past. Furthermore, an exploratory study is performed with better consideration of prevailing challenges but does not frequently result in a definite conclusion. On the other hand, the research hypothesized five different outcomes with the first being, the police are not more fatigued during their culmination of the day off as equated to their finish of work week. Hypothesis two was that more fatigued police will not probably treat individuals in less cooperative ways. The next hypothesis was that police working in day shifts will cooperatively treat individuals than those in night shifts. Also, police working on the day shift are less fatigued than those working at night. Finally, individuals are treated in cooperative ways when the police are at the end of their days off than at the end of week work.

Study Methodology

The quasi-experimental design method assessed interventions without using randomization. Besides, the method's purpose was to establish causality between involvement and the results. 50 police officers were involved in the study and required to react to several

remote situations in a housed laboratory allowing the utilization of force during testing. Every situation could finish nonviolently or fatal conditional on how the police officers will react. Also, police officials who operated at four patrol stations were verified on two instances namely after five successive shifts and seventy-two hours after finishing their last shift.

A cross-sectional design used in the study searched data from a population at one specific point in time. Also, participants were selected based on a certain interesting variable. For instance, the controlled variable included the police age and their year of experience. All participants had an average of 46.7 years and experience of 16.5 years (James et al. 2018). Similarly, the inclusion standards are working patrol and fit for duty. The police fatigue was measured using a ten-minute psychomotor vigilant test where every officer outcome on scenarios determined as either negative or positive. Notably, the dependent variables to be tested was the level of fatigue and work shift assignment, while the independent variable was the testing condition.

Summary and Study Implications

Police officers on the day shift had more probability of cooperating with individuals than those on the night shift because they had a 56 percent capacity of stopping the fatal result (James et al., 2018). Also, the police did not cooperatively treat the public at the end of their day off. Besides, they were not influenced by the fatigue in the way they handled individuals. The author managed to reach the three criteria of causality after establishing the association between shift, fatigues and officer reaction with citizens although it was challenging to understand if there was any enhancement of the independent variable by officer experience and age. Normally, non-spuriousness causality comes in when day shift officers have more interaction with the public hence having more experience in dealing with them on different occasions.

Reference

James, L., James, S., & Vila, B. (2018). The impact of work shift and fatigue on police officer response in simulated interactions with citizens. *Journal of Experimental Criminology*, 14(1), 111-120.

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