

Procedural Justice for Law Enforcement Agencies: Organizational Change through Decision Making and Policy

Long-embraced by the USDOJ, Office of Community Oriented Policing Services the philosophy of procedural justice aims at the heart of an organization's culture and provides a structure for positive organizational transformation. The movement from a community reaction of "that's not fair" to "I understand" may begin within an individual police officer-community member interaction, but is more often rooted in the deeper culture of the law enforcement agency.

Developed by the Center for Public Safety and Justice at the University of Illinois Chicago, in partnership with key researchers and law enforcement executives, this 8-hour course introduces **sworn and civilian law enforcement supervisors** to the philosophy of procedural justice and provides practical steps for its implementation. Through interactive exercises and examples of national success stories, this course will provide guidance on incorporating procedural justice principles into organizational decision making, policies and procedures with the aim of creating an internal work environment where procedural justice core principles are supported and practiced at all levels of the agency.



Course Structure

Module 1: Introduction

Module 2: The Pillars of Procedural Justice

Module 3: Organizational Change through Leadership

Module 4: Incorporating Procedural Justice into Policy

Module 5: Recruiting and Recruit Training

Module 6: Evaluation, Promotion, and Retention

Module 7: Practices that Enhance Encounters with the Public

This course is the first course of the COPS Office Procedural Justice Four-part Training Series. It is instructed by a highly qualified two-person team, bringing the perspectives of executive level law enforcement and an allied profession.

To discuss bringing this training to your agency, please contact: BreAnna Moss, CPSJ Training Coordinator | bmoss@uic.edu | 312-355-1214



Center for Public Safety and Justice

