Computer Crimes & Digital Evidence
Facilitator Guide

Session Overview

Introduction & Learning Objectives	05m
Cases Involving Digital Evidence	10m
Understanding Computer Equipment	10m
Consent Searches	10m
Search Warrants	15m
Break	**10m**
Legal Considerations	20m
Password & Encryption Considerations	15m
Who Will Search & Where	10m
Break	**10m**
Recognizing Potential Evidence	25m
Securing the Scene & Equipment Seizure	15m
Documentation	10m
Closing/Questions	05m
End of Session / Break	**10m**

Learning Objectives:

- Explain how to recognize and properly seize computer evidence

- Explain why a trained specialist is needed for seizing electronic evidence

- Provide examples of common situations that a forensic examiner may encounter

Total Session Time: 3 hours

Main Topics of Session:
- *Computer Basics*
- *Legal Considerations*
- *Recognizing Evidence*
- *Searches*
- *Seizure & Documentation*

Facilitators Needed: 1(outside instructor)

Location: Classroom

Materials Needed:
- *PowerPoint – Computer Crimes (brought by outside instructor)*

Students Should Already Have:
- *N/A*

NOTE TO FACILITATOR
This session is facilitated by an outside instructor from the Washington State Gambling Commission who will bring all the necessary materials.

An introduction of the instructor is all that is required.

BREAK/END OF SESSION