



44th
ITS

CIECA
congress
ISTANBUL

13-16 June 2012

PEARSON



Serious Gaming Techniques and their application to Hazard Perception Testing

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c/ieca
The International Commission
for Driver Testing



- Is there a role for Hazard Perception Tests in Driver Assessment programmes?
- DVA/DSA experience. HPT introduced in 2002
- TRL Study - drivers 'Cohort II: A study of learner and new drivers' 42,851 new drivers in the sample
- Reduction of accident liability 0.3%-3%
- Potential economic benefit of candidates taking a hazard perception test is between £8.6m and £86m per annum based on 2009 figures
- Safer drivers

WHY CONSIDER GAMING?

Good for Learning

Flow

**“A single-minded immersion...
harnessing the emotions
in the service
of performing and learning.”**

-- Mihaly Csikszentmihalyi



"If a child can't learn the way we teach, maybe we should teach the way they learn."

Sandra Day O'Conner

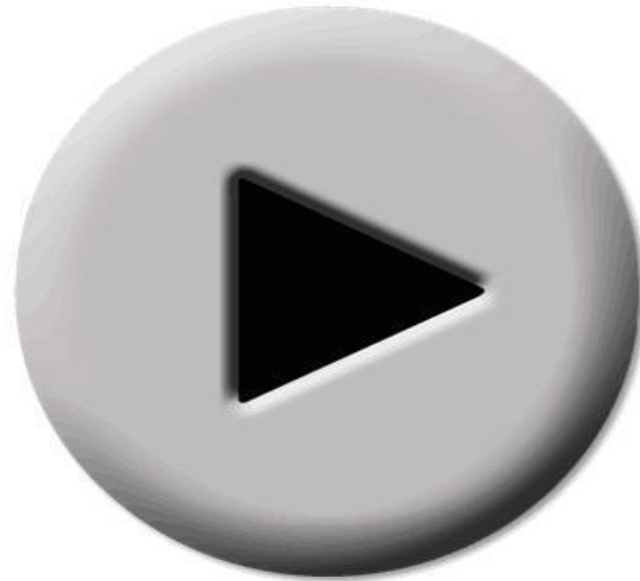




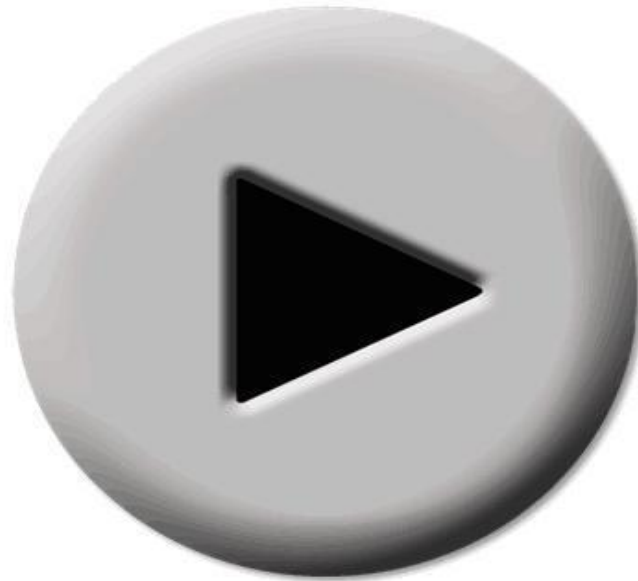
- Hazard Perception Test aims
- Enable an assessment of
 - Anticipation
 - Scanning
 - Hazard recognition
- Use of 'Real' scenarios
 - Advantage of video rather than CGI
- Demonstration

- Blended video and CGI Technology
- Drive down any road/route and capture an immediately usable video realistic environment. Customised locale
- Video captured in 3D using scanners, and multiple video cameras to create a 360° view.
- Blend CGI objects into video wherever required for realistic effects
- Tailor made scenarios for different Authorities

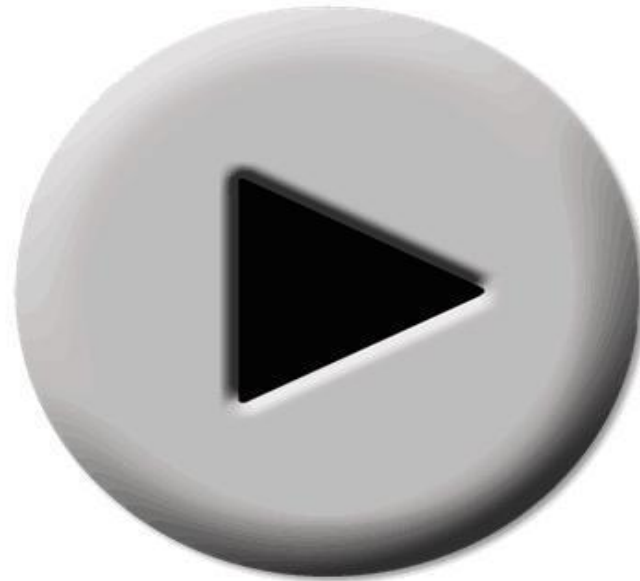
•Prototype Clip



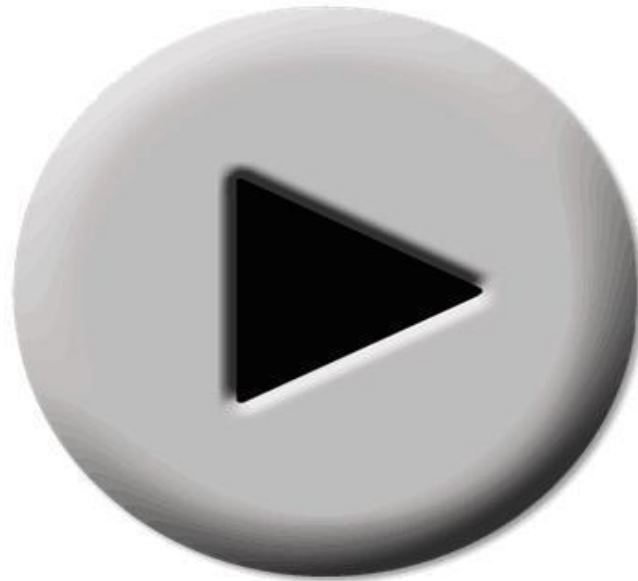
- **Add Dashboard Skin**



•Adjust Vehicle Height



• Simulated Weather



- Blend CGI Objects/Real Video



- Establish what constructs you want to measure
- Build scenarios that test and measure the constructs
- Research, pilot, review
- Fair, Valid, Reliable and Defensible
- Use technology to support your aims
- Technology, on its own, is not the answer

