



Three innovations in hazard perception research

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What is hazard perception?

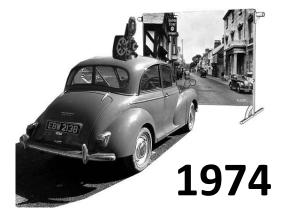


JELLY LEARN

- Hazard perception is a skill.
- A hazard perception test is a measure of that skill







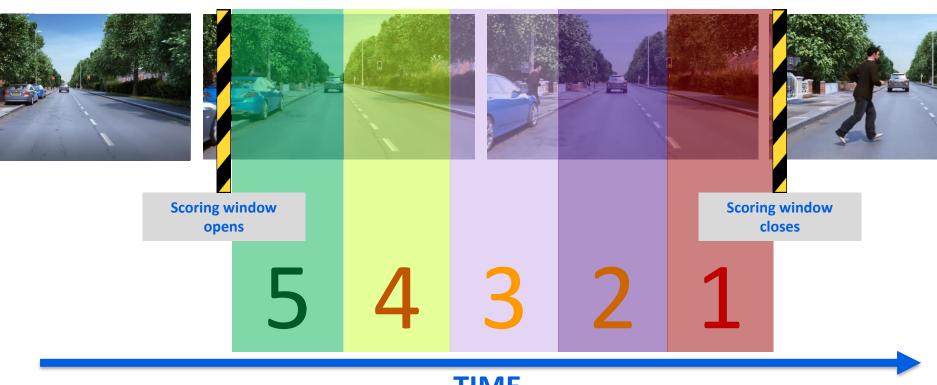




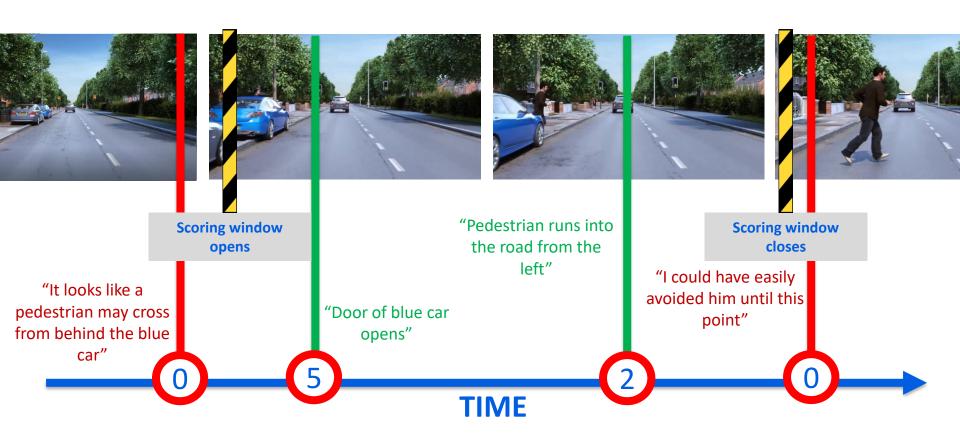




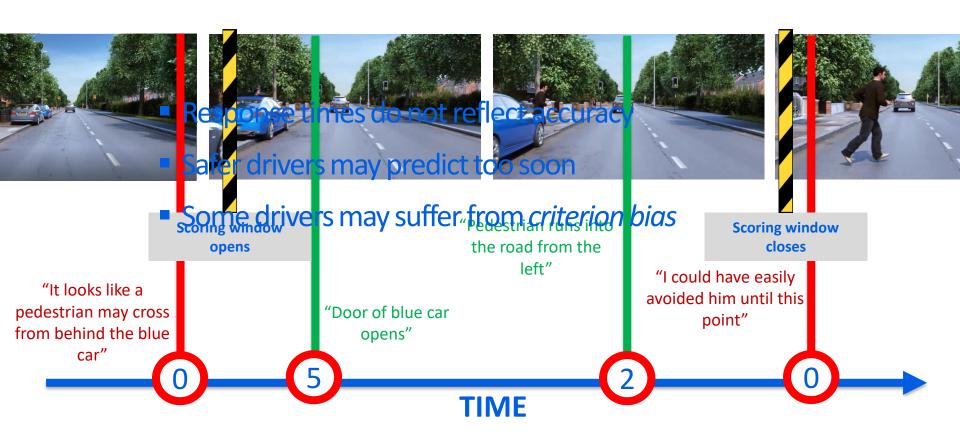










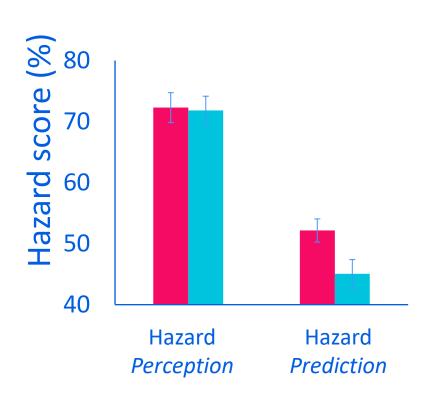






- Instead, we can use a Hazard Prediction test
- The clip stops just as the hazard develops
- We then ask, "What happens next?"
- You choose from 4 options





- Hazard prediction can better separate the safer drivers from less safe drivers.
- Hazard prediction is harder, but fairer.
- It's also great for training hazard skills.
- Some countries are looking at this as a national test

Innovation 2: Virtual Reality

- Current HP is limited by the view
- This limits the hazards you can use
- And may over-estimate drivers' hazard skills



Innovation 2: Virtual Reality

- We created video and CGI 360 hazard tests
- We also created singlescreen (SS) versions of the clips
- Then we compared learner drivers and highly experienced drivers on VR and SS

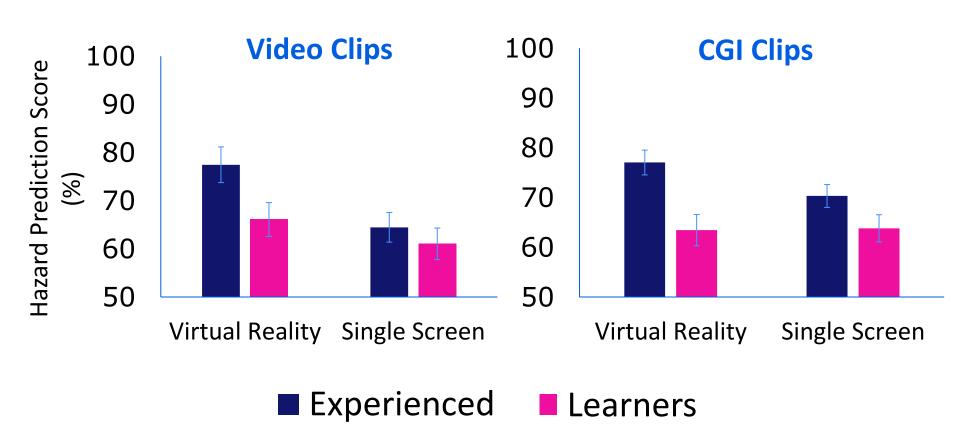






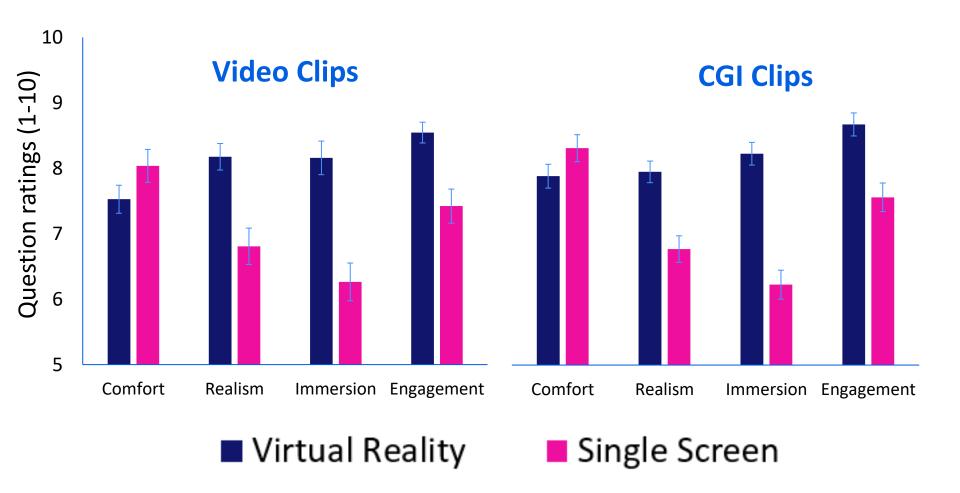








Innovation 2: Virtual Reality



- Hazard perception is only half the story!
- The same video techniques can be used to measure risk-taking behaviour
- Our current tests include:
 - The Tailgating Test
 - The Amber Gambler Test
 - T-junction Pull Out Test



























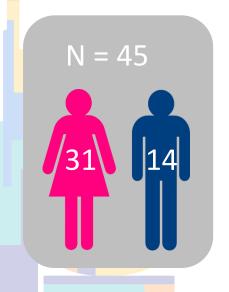




- 15 brief clips of close following
- Each clip is shown twice
- Following each clip we ask 1 of 2 questions:

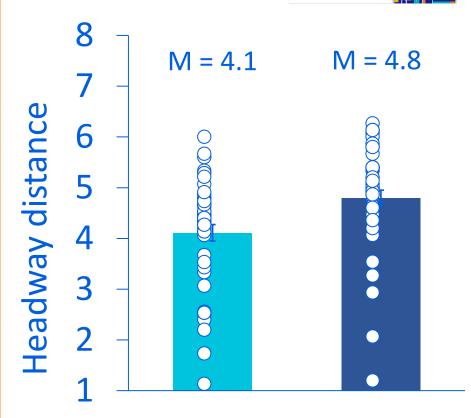
What is the minimum distance from the car ahead that you feel comfortable driving at?

What is the minimum distance from the car to stop safely in an emergency?



- 33 out of 45 chose shorter
 Comfort Headways than
 Safe Headways
- Do they know their comfort distances are not safe by their own admission?





Comfort Safety $(t_{44} = 4.9, p < .001)$

- Predicting Safe Headway scores from the DBQ
- DBQ predicts Safe Headway
 (F_{5,39}= 6.2, p < .001)
- As errors go up, headway increases!
- As ordinary violations go up, headway decreases!





Aggressive violations

Ordinary violations



Errors

Slips and Lapses



- Predicting Comfortable
 Headway scores from the
 DBQ
- DBQ predicts *Comfortable* Headway ($F_{5,39}$ = 4.6, p < .005)
- As ordinary violations go up, headway decreases!
- As aggressive violations go up, headway decreases!





Aggressive violations

Ordinary violations



Errors

Slips and Lapses



Conclusions



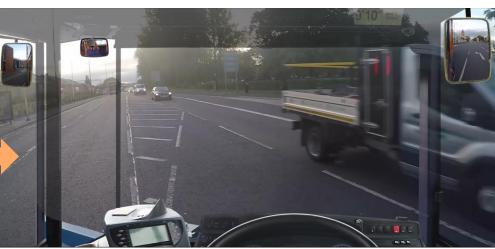
- Three innovations supported by evidence
- Many more innovations for those who are interested...



Bus hazard tests



HGV hazard tests



Van hazard tests



Classroom training



Online testing & training



VR training



THANK YOU

With thanks to: The DVSA Road Safety Trust **RAC** Foundation JellyLearn Victoria Kroll Petya Ventsislavova-Petrova Editha van Loon Thomas Goodge