



Designing and evaluating an inclusive VR-based hazard perception course for young people

David Crundall
Victoria Kroll
Simon Mitchell



Reed in Partnership





Our motivation





Reed in Partnership

Our mission: to positively transform people and their communities.

We work in partnership to deliver inclusive public services.



MORE Course

BEDFORDSHIRE Road Safety Partnership









The previous VR content





- A group of teenagers
- Texting and distraction
- A traumatic collision
- Death and severe injury

 But evidence now suggests that shock tactics don't work



Course Structure





- What is the DVSA hazard test?
- Into VR: Two hazard clips + feedback
- How do we spot hazards?
- Into VR: Three hazard clips + feedback
- Training
- Into VR: Five hazard clips + feedback
- Recap and conclusions









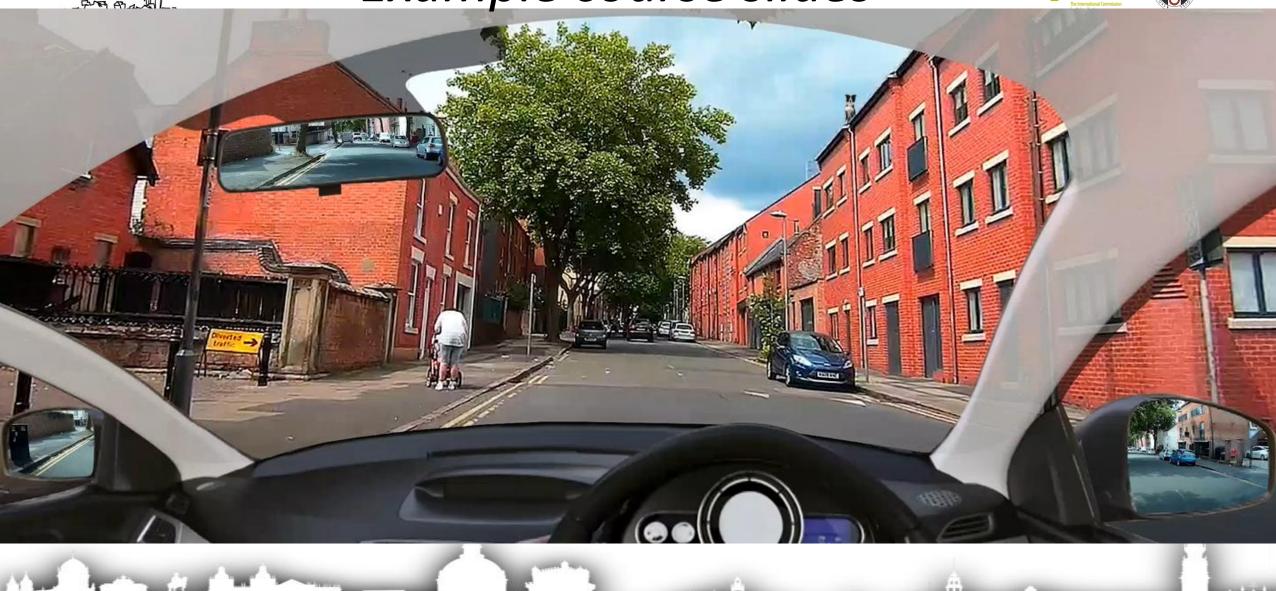


You have 5 seconds to find the dog!













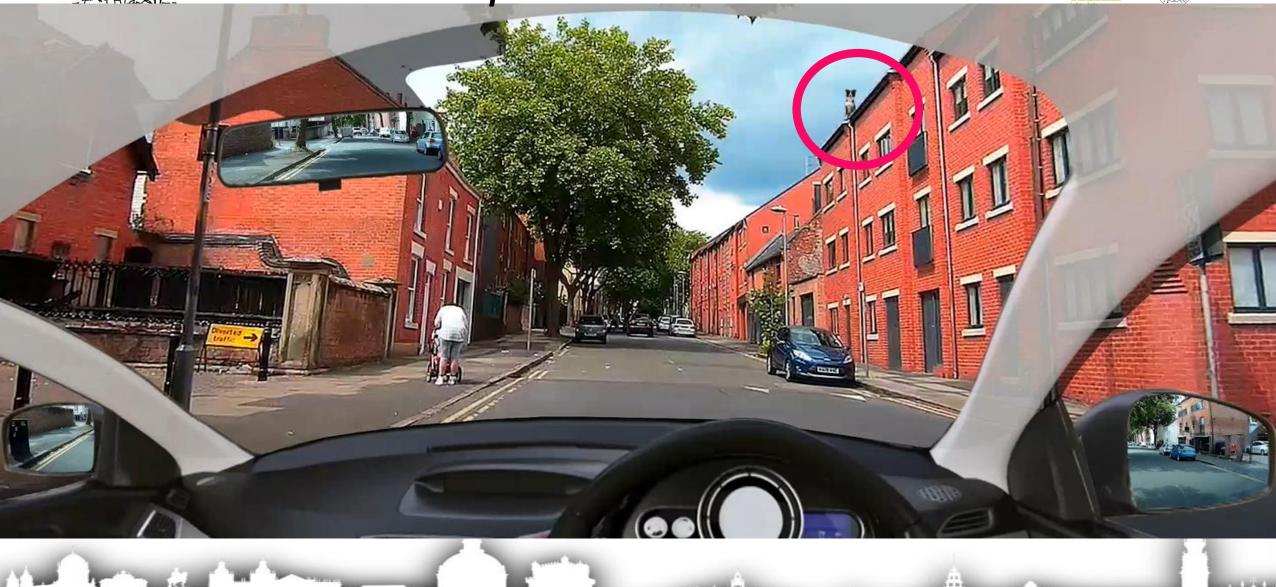
Did you find the dog?











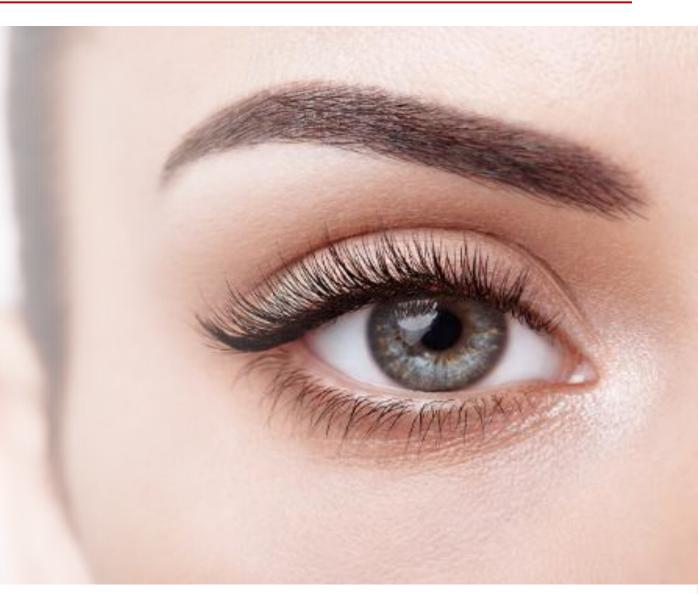




Where you look is a big determinant of what you see

We learn that some things tend to appear in certain places (e.g., dogs are likely to be on the ground!)

In the same way, through experience we learn where hazards are likely to come from

















- 18 one-hour courses
- 160 young people
- 38% female
- 25% SEND participants

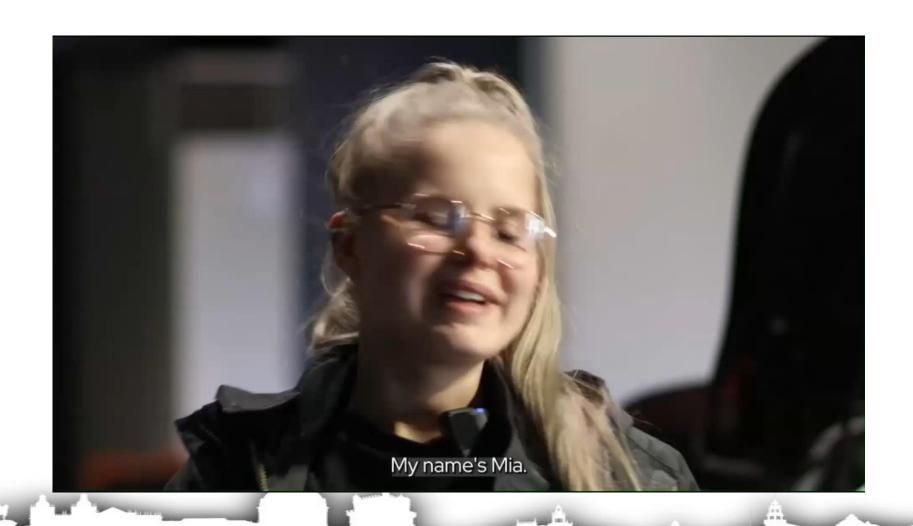
- Non-drivers (70%)
- Learners (14%)
- Recently passed (16%)
- Pre/post evaluation



Feedback

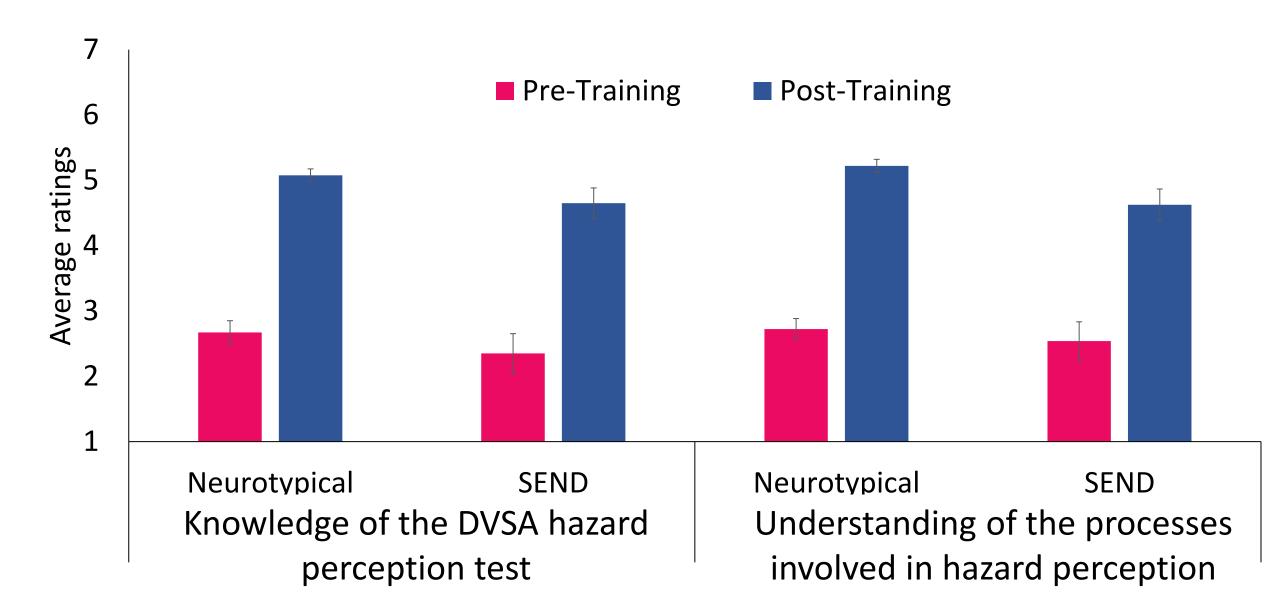






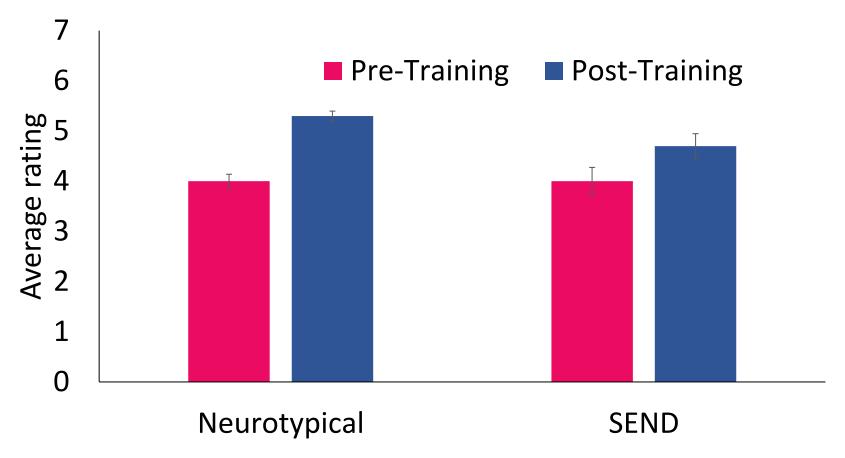








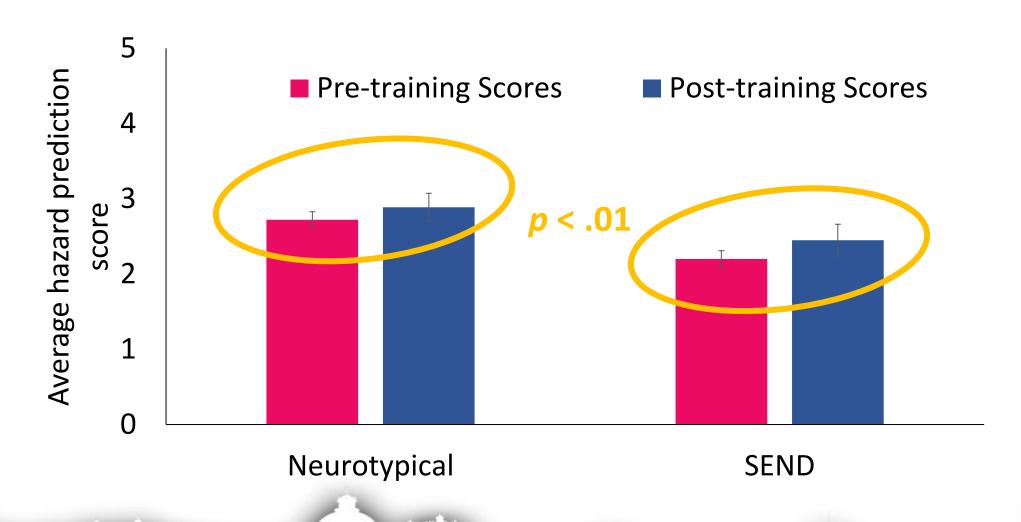




How good do you think you are or will be at spotting hazards?









Conclusions



- The course was well received by parents and students
- Students thought the course improved
 - *knowledge* of the test
 - understanding of the processes
 - their ability to spot hazards in the future
- Scores on the test are moving the correct direction, but available time prevented more robust measures
- SEND students have greater hazard perception challenges





Thank you for listening





www.esitusolutions.com
David@esitusolutions.com

