

# Overview of International Activities to Limit Distraction

IHRA-ITS

UN-ECE WP.29 ITS Informal Group

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# Distraction

**Distraction** is when drivers divert their attention away from the driving task to focus on another activity instead.

**Types**: Visual – eyes off the road

Manual – hands off the wheel

Cognitive - mind off the road

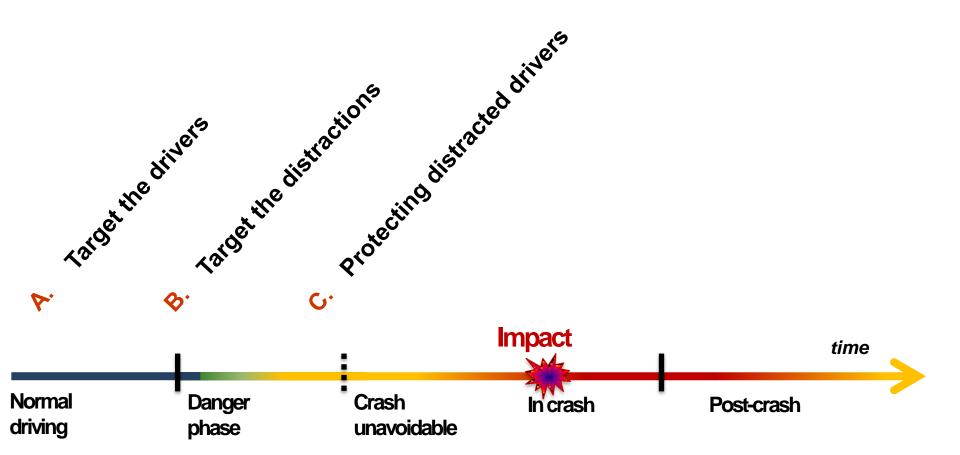
**Sources**: devices like navigation systems and smartphones, or more conventional distractions such as interacting with passengers and eating.

**Risk:** exposure and longer glances away from the road at the wrong time (inopportune glances - Victor and Dozza, 2011).

### **Distraction Countermeasures**

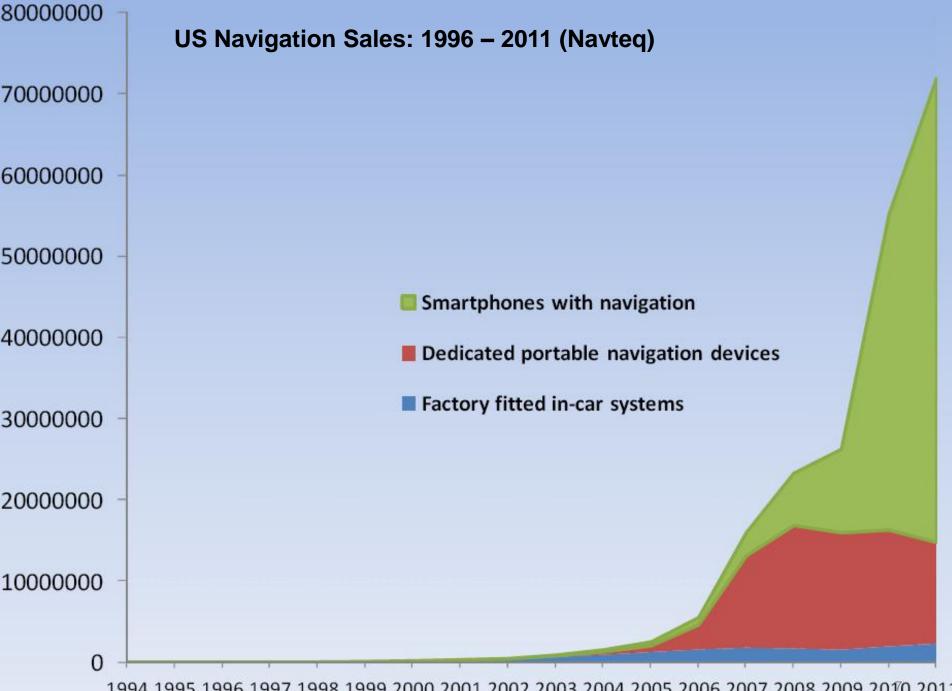
- A. Target the drivers
  - Awareness and Education
  - Deterrence
- **B.** Target the distractions
  - Design (e.g., display legibility, no moving images, adaptive interfaces)
  - Performance (e.g., level of safe driving)
  - Human factors design procedures
- **C.** Protecting distracted drivers











1994 1995 1996 1997 1998 1999 2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011

### **New Opportunities for Distraction**

- Smartphone applications (Apps)
- Over 1 million different Apps are available
- Games, education, social media, productivity, entertainment...
- Many different driving related applications for smartphones and the number is increasing rapidly











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### **Existing Guidelines**

- ESOP Commission of the European Communities (2007) Commission Recommendation on Safe and Efficient In-Vehicle Information and Communication Systems; Update of the European Statement of Principles on Human Machine Interface
- JAMA Japan Automobile Manufacturers Association Guidelines for In-Vehicle Display Systems, Version 3.0
- Alliance of Automobile Manufacturers (AAM) Statement of Principles, Criteria and Verification Procedures on Driver Interactions with Advanced In-Vehicle Information and Communication Systems, June 26, 2006



### **Related Activities**

#### International Standards Organization (ISO) TC 22 SC 13 WG 8 – Vehicle Ergonomics

Distraction metrics (measurement of distracting tasks) and design guidelines (e.g., prioritization)

#### Society of Automotive Engineers (SAE) Safety & Human Factors Committee

## Car Connectivity Consortium - Driver Workload Guidelines for MirrorLink<sup>™</sup> Mobile Applications

- "drive-ready" certification to MirrorLink™ apps. that are deemed not to adversely affect driving.
- Guidelines for developers are based on existing distraction guidelines (i.e., ESOP, JAMA and Alliance).

#### International Telecommunications Union ITU-T FG Distraction Recommendations

- P.UIA—ITU-T Recommendation on automotive user interface requirements.
- G.SAM—ITU-T Mechanisms for managing the situational awareness of drivers.
- G.V2A—ITU-T Recommendation on an automotive interface for applications external to the vehicle gateway.



## **US NHTSA Distraction Guidelines**

- Minimize driver distraction from electronic devices by encouraging better driver-device interfaces
- Conformance is voluntary; these are not a FMVSS
- Guidelines implementation in three phases:

Phase 1 –Visual-manual interfaces for devices installed by vehicle manufacturers (soon)

Phase 2 – Portable and aftermarket Devices (proposal in 2013)

Phase 3 – Voice-based auditory interfaces (proposal in 2014)

(Garett et al., 2013)



## Summary

- Driver distraction continues to be a concern as opportunities for distraction increase.
- There are some regional and industry codes of practice that help to limit distraction.
- There are no international guidelines for limiting distraction in vehicles.
- Efforts to develop new requirements for limiting distraction are ongoing.



# Thank you