Understanding Driver-AV Interaction Using Neuroergonomics

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SHAPE-I1

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Project aims & objectives

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- Understand the **cognitive processes** underlying driver-AV interaction
- Assess driver-AV interaction using neurophysiological measurement
- Derive recommendations for design of predictable AVs

Key concepts

- Mental workload
- Attention
- Transition of control



Methods (A)

• Driving simulator & test track experiments



Driving simulator @Ulm University



AV prototype & test track @Bosch Renningen



Munich Stakeholder Meeting – October 2022 – Nikol Figalová (ESR1)



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• Electroencephalography (EEG)



Oscillatory brain activity

(e.g., alpha and theta brain waves)



Event-related potentials (ERPs) (e.g., P3 component)





Findings so far – experiment 1

Ambient light conveying reliability of an AV helps drivers **perform better** after a take over request without increasing their mental workload





Group



- Vehicle jerk performance A)
- Self-report mental workload B
- C) Alpha and theta power

Current focus – experiment 2

Do drivers **allocate** their **attentional** resources differently when driving an SAE L2 and SAE L3 AV?

Expected results:

Brain response to disturbing sounds on L2 is different than on L3

• Three stage model of distraction





Challenges & future orientation

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- Are all the methods we use **valid** and **reliable**?
- \rightarrow Evaluation and validation of methods assessing driver's state



Thank you for your attention

Questions?



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