

#### 5<sup>th</sup> conference

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# An overview of promising and not promising countermeasures

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#### Countermeasures at a pre-crash level

Strategic	Tactical	Operative
Fatigue management systems	Driver support system (feedback – warning)	The infrastructure rumble strips
Hours of service regulations	Road signs	Driver support systems (warning & intervention)
Information/Education	Parking areas	
Strategies for planning	Route guidance to parking areas	
Fit for duty test		
Enforcement/Control		

#### Inspired by Michon (1985)





# Fatigue (Active or Passive) - Sleepiness



#### May and Baldwin, 2009



Anund et al. 2009





# Preference for a nap differ with driver group

	Efficient		
	= stop for a nap		
	Odds	95% CI	р
Model with univariate predictors	Ratio		
Age			
18–25			
26–45	1.22	0.82-1.83	0.32
46–64	1.86	1.28-2.70	<0.01
65 or older	1.01	0.68-1.50	0.97
Gender – Male vs female	2.83	2.04-3.93	<0.01
Higher education vs lower	1.28	0.98-1.66	0.07
Professional drivers vs non prof	3.43	2.05-5.73	<0.01
Exp of sleepy driving vs not	2.76	2.11-3.60	<0.01
Exp of sleep related crashes vs not	2.80	2.01-7.19	<0.01
Shift workers vs day workers	1.25	0.87-1.81	0.23
Persistent sleepiness vs not	0.87	0.60-1.25	0.45
Snoring vs not	1.70	1.16-2.50	<0.01
Poor sleep quality vs good	1.43	0.88-2.32	0.15
Sleep duration < 6h vs more	1.74	1.30-2.32	<0.01

Functional energy drink = YES

#### **DRIVING INCIDENTS - Active Vs Control Drink**



(Reyner et al. 2001)

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#### Caffeine = YES Nap = YES Caffeine & Nap=YES (even better)



(Horne et al, 1996; Reyner et al. 1997; Philip et al. 2006)

#### Cold air = NO Radio = NO (tendency)



Reyner et al. 1998

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#### Radio or open window – not for sleepiness



Schwarts et al 2011





#### Blue light = YES



Taillard, J. et al. 2012



- Detection popular but most drivers already know
- Warning not so popular but what is needed to convince a sleepy driver to stop?



Independent evaluations is needed



# Infrastructure rumble strips = YES





110 km/h - mv

**90 km/h – 1+1** Normal (8-10m) Killed and severe injured **- 7%** 

*Narrow* (<8m) Killed and severe injured - 30%

(If we adjust for the regression effect those figures increase)

Single killed or sever injured - 30 %

(correcting for regression effects)



# Conclusion



- Countermeasures are available and needed
- Awareness and knowledge of not promising countermeasures are important
- Parking areas attractive to stop at is necessary
- Rumble strips are effective
- Driver support system is promising but the reason behind needs to be considered
- More focus on the warning concept is needed
- Fatigue management is coming....
- Do not forget those that reduce the sleepiness development like sound, road environment etc.





# Thank you for listening! Questions: anna.anund@vti.se

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