

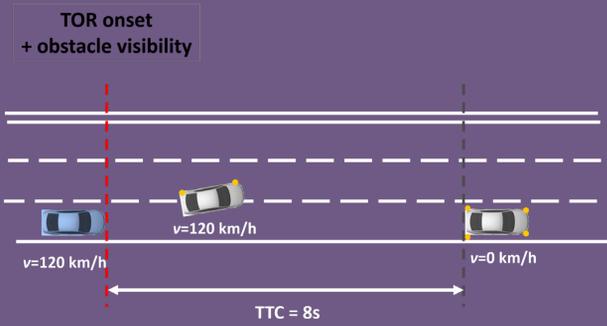


Simulator Studies on Take-over Times following naturalistic Non-Driving-Related Tasks

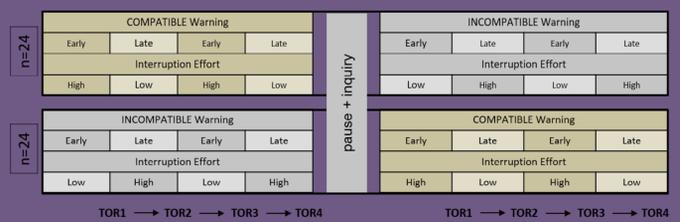
STUDY 4: ADAPTIVE WARNING TIMING

N=48

Test Scenario

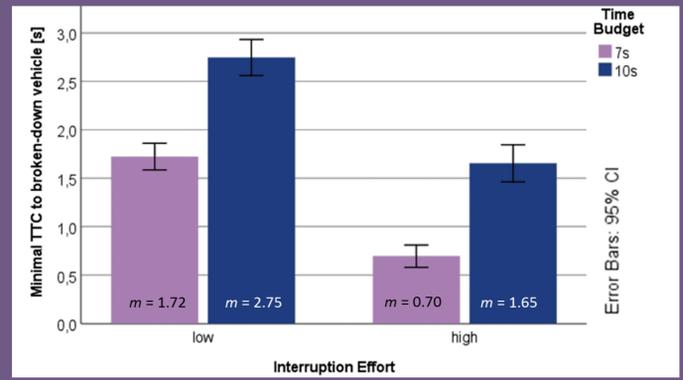
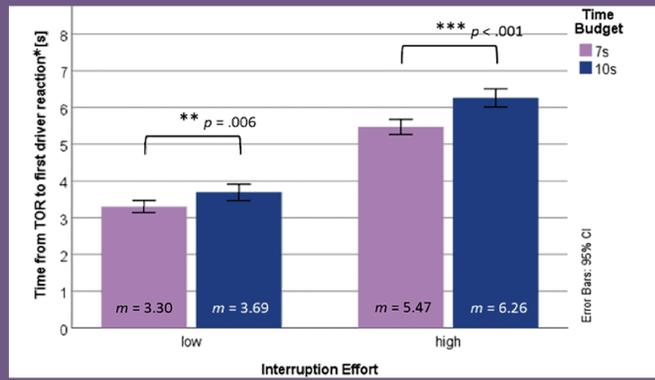


Study design



Point of first driver reaction
(button press, braking or steering wheel angle $>2^\circ$)

Minimal Time To Collision (TTC) to broken-down vehicle

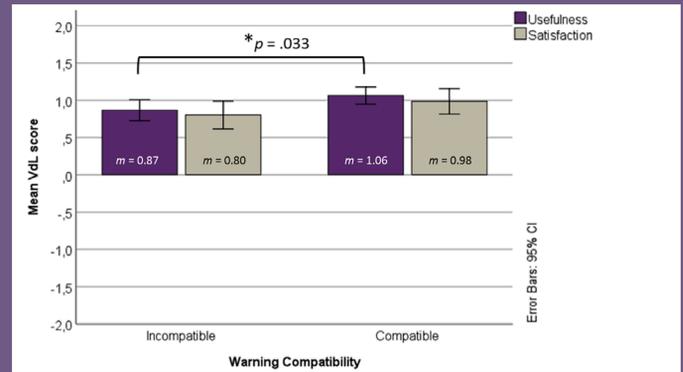
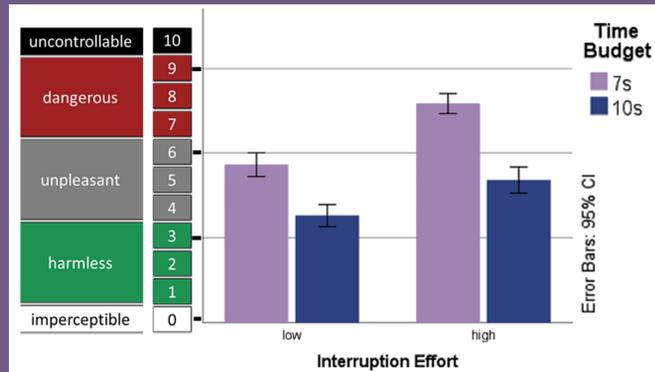


* Button press, braking or steering wheel angle $>2^\circ$

- High Interruption Effort of the NDRT strongly increases take-over times and decreases TTCmin
- Results also differ between time budgets: Drivers „hurry up“ more with short take-over time budget - they take over vehicle control up to 800ms earlier than with larger time budget

After each situation:
„How critical was the situation?“

Final inquiry:
Van-der-Laan Scale



- Shorter time budgets as well as increased interruption effort raise criticality ratings
- Compatible combinations of warning and interruption effort were rated significantly more useful

KEY RESULTS:

- Take-over times and quality, as well as subjective ratings of take-over situations **vary significantly as a function of the investigated NDRTs** (IZVW study 1)
- An important factor in that context is the **number of motoric steps necessary to interrupt the NDRT** (e.g., pausing, laying objects aside, packing and stowing), which may vary considerably within naturalistic NDRTs (IZVW studies 2+3)
- Drivers adapt to the remaining take-over time budget especially when task interruption effort is high. They take over vehicle control quicker when time budget is small than when time budget is larger. Explanation: They perform motoric interruption steps faster or slower, respectively (IZVW study 4)