

# i-DARE:

## A feasibility and pilot quasi-experimental efficacy study

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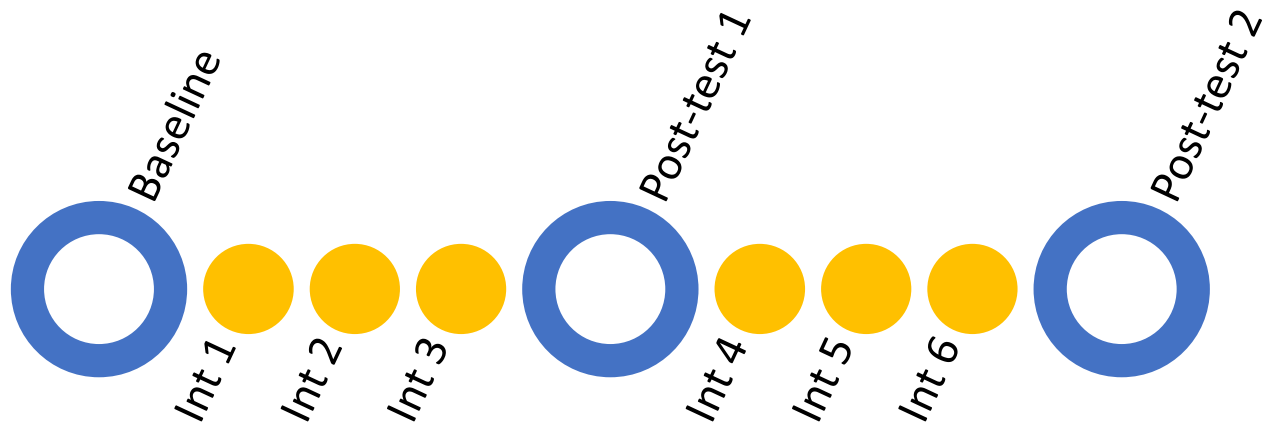
# The Gap: Hazard Detection

- Effectiveness of traditional driver's education classes
- Focus on phones as external sources of distraction
- Computer or multimedia-based training has yielded superior results over paper-based training
- Limitations of static image or non-interactive dynamic displays

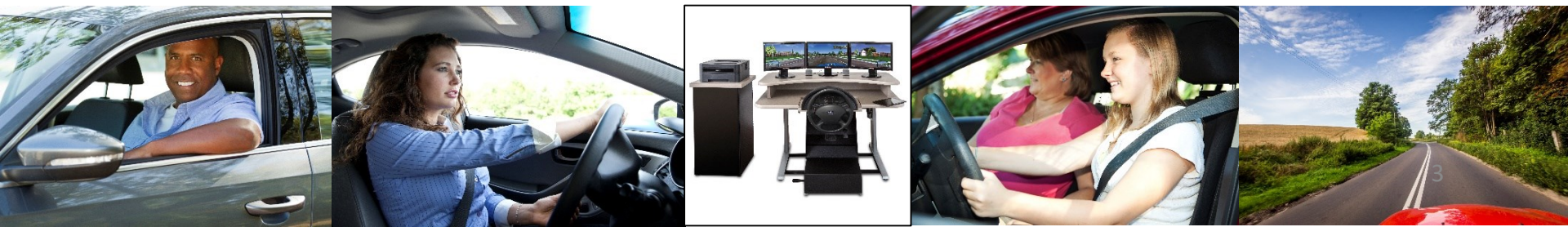
McDonald et al., 2014; 2015; Mayhew et al., 1998; Petzold et al., 2013



# Methods



**Primary outcomes:** number of visual scanning and adjustment to stimuli errors



# Hazardous events

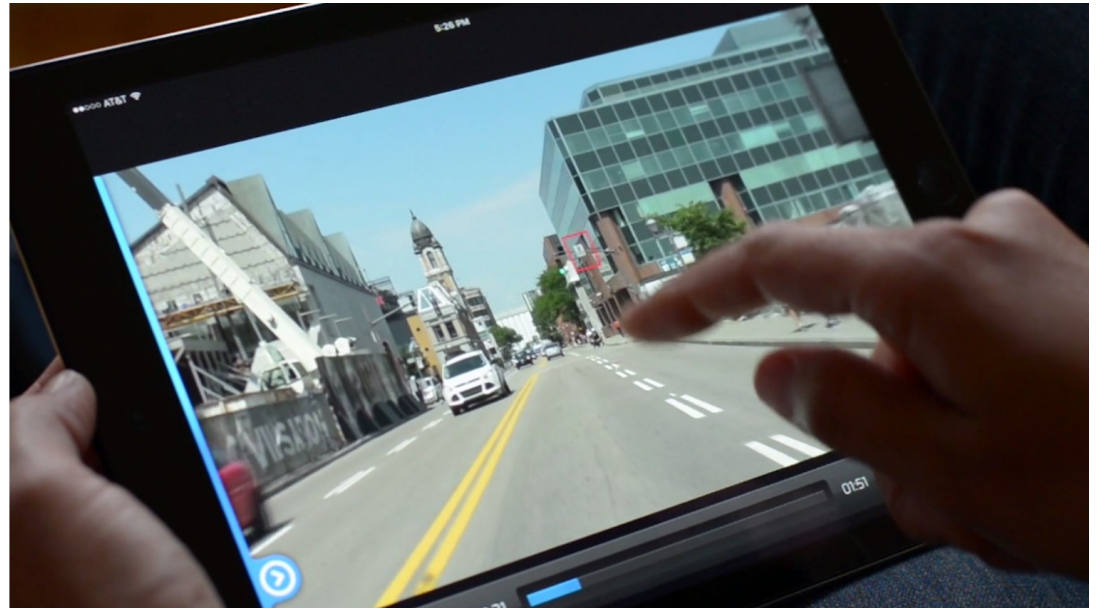
Pedestrian crossing  
Car pulls out in front  
Car makes sudden lane change  
Go-no-Go light  
Strategic: Navigation task



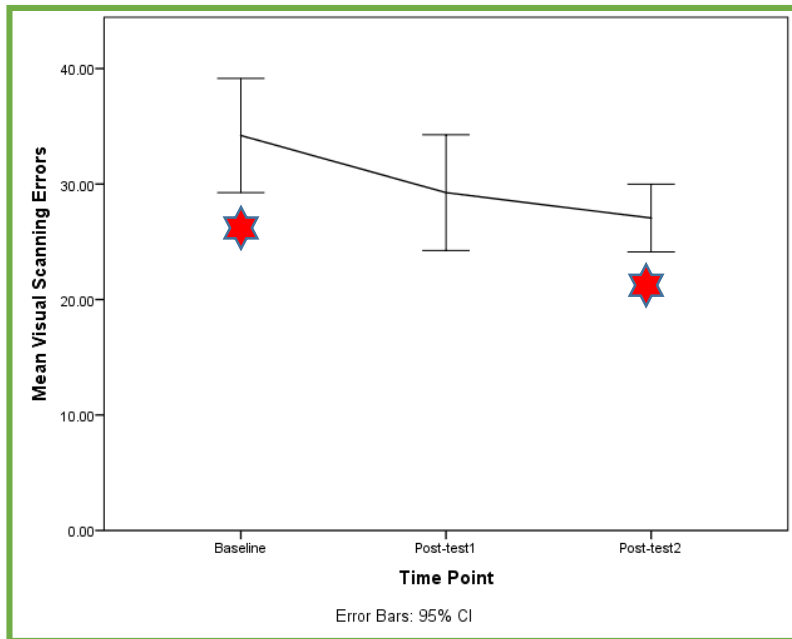
# Methods

## The intervention: DriveFocus app

- Designed by an OT/CDRS
- Fidelity and usability-tested with the teen population
- Provides a structured approach to learning to detect and respond to critical roadway information

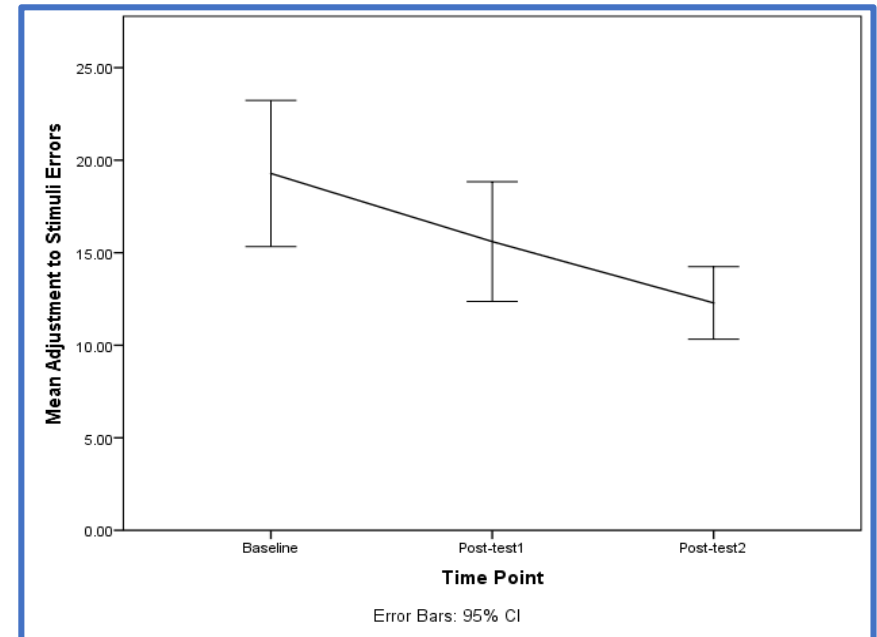


# Visual Scanning



$p=.022$

# Adjustment to Stimuli



$p=.004$

# Impact

- Preliminary empirical evidence
- This study lays the foundation for an RCT to determine effectiveness of the intervention
- Normative data set to expand intervention to clinical populations
- Simulator scenarios that target hazard perception for young drivers

