

# FUTURE IN-CAR INFORMATION SERVICES

Increase in in-car information services requires an information manager to prevent information overload and distraction.

2 | Information prioritise

#### Human factor guidelines for the design of safe in-car traffic information services

Traffic related information services will be presented more by individual means in vehicles ('in-car') and less by collective means on the road side (next or above roads). Due to this trend, more and also different parties will provide traffic information services to the road user via in-car systems and mobile durations.

With guidelines for the design of stark in-car traffic invironments here behaviory of infrastructure and invironment and the Dutch programme Connecting dobits and to support that in-car traffic science provides also that additional and apabilities of the driver into account will largely depend on how road users respond to the information, and there strukes rate systems are designed and how they interact with the driver.

 designers to develop safe in-car trathic information services
authorities that commission the development of traffic information services in specifying the tender and checking project proposals.



1 (Human factor goldeline

## **INFORMATION PRIORITISER**

- > User preference
- > The urgency of the message
  - Does it relate to a safety issue, the driving task in general or is it not related to the driving task at all?
  - > Does the message involve a behavioural change or is the message just informative?
- > The relevance of the message to the local circumstances (traffic and weather conditions)
- > The quality of the message
- > Driver's workload





- > Flitsmeister
- ) iOnRoad
- Bosch MyDriveAssist
- Waze
- > Zoof
- > Flow Patrol

ation priorit



## **ROAD TRIP UTRECHT -SOESTERBERG**

- > Flitsmeister
- ) iOnRoad
- Bosch MyDriveAssist
- > Waze



26 June 2015

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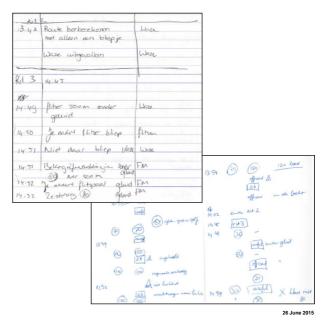
## **MAIN FINDINGS**

- Many conflicts between navigation messages and other functionalities
- Distracting sounds for less important messages or even no changes
- > Accuracy and reliability

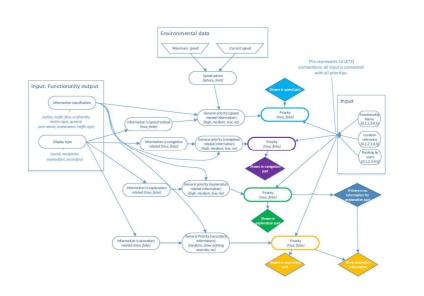
5 | Information prioritise

6 | Information prioritis

- Actively asking for feedback on traffic information turned out to be annoying.
- > Distracting emoticons for irrelevant messages
- > Dynamic speed limits were more accurate



BACHELOR THESIS PROJECT



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