



# GEDRIVER

## Green & Efficient Driver



Experimental works of the geDRIVER project ("Green and Efficient Driver") aim at developing and validating the simulator for training to ecological driving according to 3 major topics within the "serious game" axis:

- ▶ To develop the models allowing analysing eco-driving and the follow-up of performances in a context of training using simulator, which latter logically follows training on real vehicle.
- ▶ To reinforce the interest of driving experience in order to support the attractiveness of training. For that, the project will draw from the experiments and the techniques already implemented in video games.
- ▶ To contribute to enrich knowledge in the field of validity of driving training simulators.

## TECHNOLOGICAL OR SCIENTIFIC INNOVATIONS

In the context of emergent requirements regarding vocational training (European directive 2003/59 CE) and growing eco-driving trend recorded over the past years, geDRIVER aims at exploring the feasibility of affordable solutions for automotive training (desktop simulators). Consequently, "Serious Game" approach coupled with existing simulation suite SCANeR is considered in the framework of geDRIVER project, according to the following axes:

- ▶ enriched gameplay (based on real life situations such as home-to-work or taxi itinerary) allowing to involve the driver into the simulation,
- ▶ virtual guiding metaphors (both visual and audible) allowing to push the simulation as far as possible to the driving reality,
- ▶ data reading / analysis from a real vehicle.



A special attention is put on the evaluation of project's result (behaviour-based measures will be taken in order to issue recommendations and to make simulator-based training as close as possible to the real car-based training; simulator's sickness analysis is a part of evaluation).

## STATUS - MAIN PROJECT OUTCOMES

The project will produce and test prototypes/demonstrators allowing to:

- ▶ integrate video "game"-based approaches and paradigms into "serious" automotive simulation,
- ▶ integrate new interactive visual and auditive guiding techniques,
- ▶ get real vehicle data (via CAN bus).

Demonstrations will be available for light vehicles' and trucks' drivers.

## CONTACT

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## PARTNERS

Large companies:  
OKTAL SA, RENAULT

Intermediate size enterprise:  
OKTAL SA

Associated partners:  
MACIF, RENAULT TRUCKS

SMEs:  
KEY DRIVING COMPETENCES SA

Research institutes, universities:  
ARTS - INSTITUT IMAGE -  
LEAD-CNRS, LABORATOIRE  
LE2I

## PROJECT DATA

Coordinator:  
OKTAL SA

Call:  
SERIOUS GAMING

Start date:  
December 2009

Duration:  
18 months

Global budget (M€):  
1.2

Funding (M€):  
0.7