
A Social Serious Game Concept for Green, Fluid and Collaborative Driving

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Deskriptoren

Verkehr; Armaturenbrett; Mobilität; Fahrzeugverhalten; Server

Abstract

People spend daily a significant amount of time in cars, and vehicular mobility has remarkable social implications (in particular traffic and pollution). In this context, there is room for drivers can improve their own behavior, also in a common good perspective. This position paper presents a new type of serious gaming application based on the cloud. The serious game processes vehicular data in order to reward and coach the driver. Scores and analytics are computed, and displayed on the automotive dashboard and on smartphone screens, keeping into account the simultaneous presence of various vehicles and stimulating behavior enhancement. The SG has been specified and its development has started both on the client and server side. In a user-centered design perspective, the next steps of development of the application will involve early simulations and user tests in lab in order to check fulfilment of requirements and verification of end-user acceptance.

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