

ALCODRIVE

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ALCO'DRIVE
Drunken driving simulation

In Switzerland, the maximum quantity of alcohol contained in blood must not exceed 0.5‰ (= 0.5g/litre). Alcohol affects our cognitive performances such a coordination, tracking or reaction time, already after 0.3‰.

Vision impairments usually occur as well: the eye muscles are much slower which can result in blurred vision, reduced field of view, night vision and colour perception deterioration. Moreover, when we feel euphoric, we tend to take more risks than in our normal state.

This application simulates the reaction time decrease and vision impairments when drunken driving. Each time the driver finishes a lap on the circuit, we add another glass of wine to the system.



Image Processing and Computer Graphics Group @ Haute École Arc, Neuchâtel

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