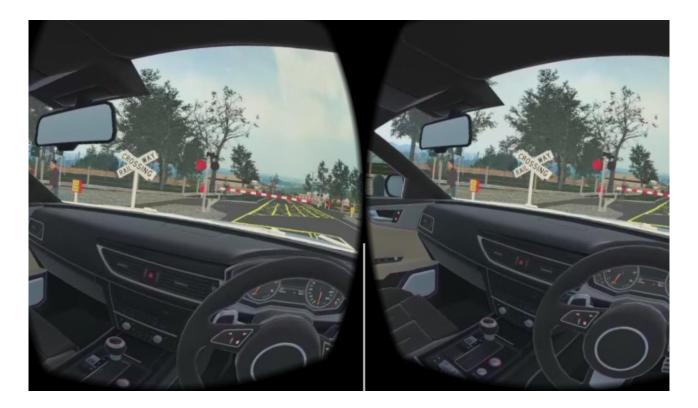
# Safe Roads Virtual Reality for Safe Systems Design



5<sup>th</sup> March 2019

Safe Roads



New Zealand Government

### **The Problem**



Safe Roads Alliance





#### **Developing the Safe Systems VR Model**

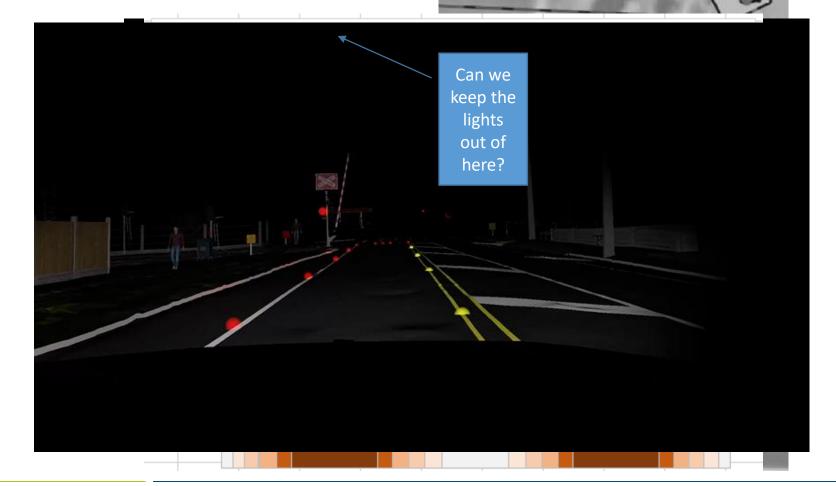
Safe Roads Alliance





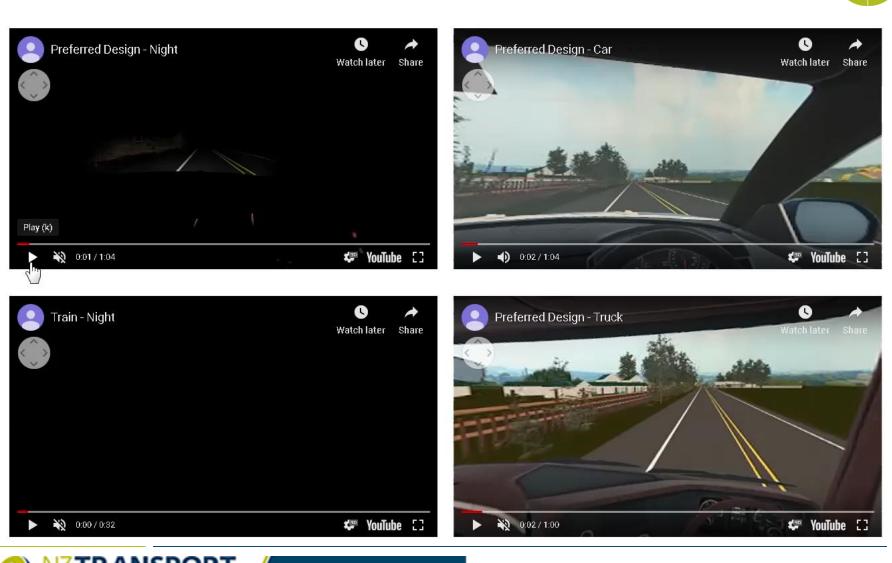
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## Optimising the Design through VR





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### Pedestrian Safe System VR Model





### **Summary – Why use VR?**

VR builds upon other design tools to enhance and improves designs;

- 1. Assess options via a 'human factors' approach as we can enhance safety as VR enables to focus on the human interaction with treatments;
- 2. Once model set up, repeatability of environment means we can efficiently test / innovate design treatments;
- 3. Multiple user perspectives enhances the designers ability to solve the problem;
- 4. Be more confident that new ideas will success in a physical trial (cost and time);
- 5. We can easily engage through 360 VR videos so acquire better feedback
- 6. Ability to change environment (add traffic, change weather, adjust speed,);
- 7. Can assess reflectivity, assess effects of increased porosity of signs, etc







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