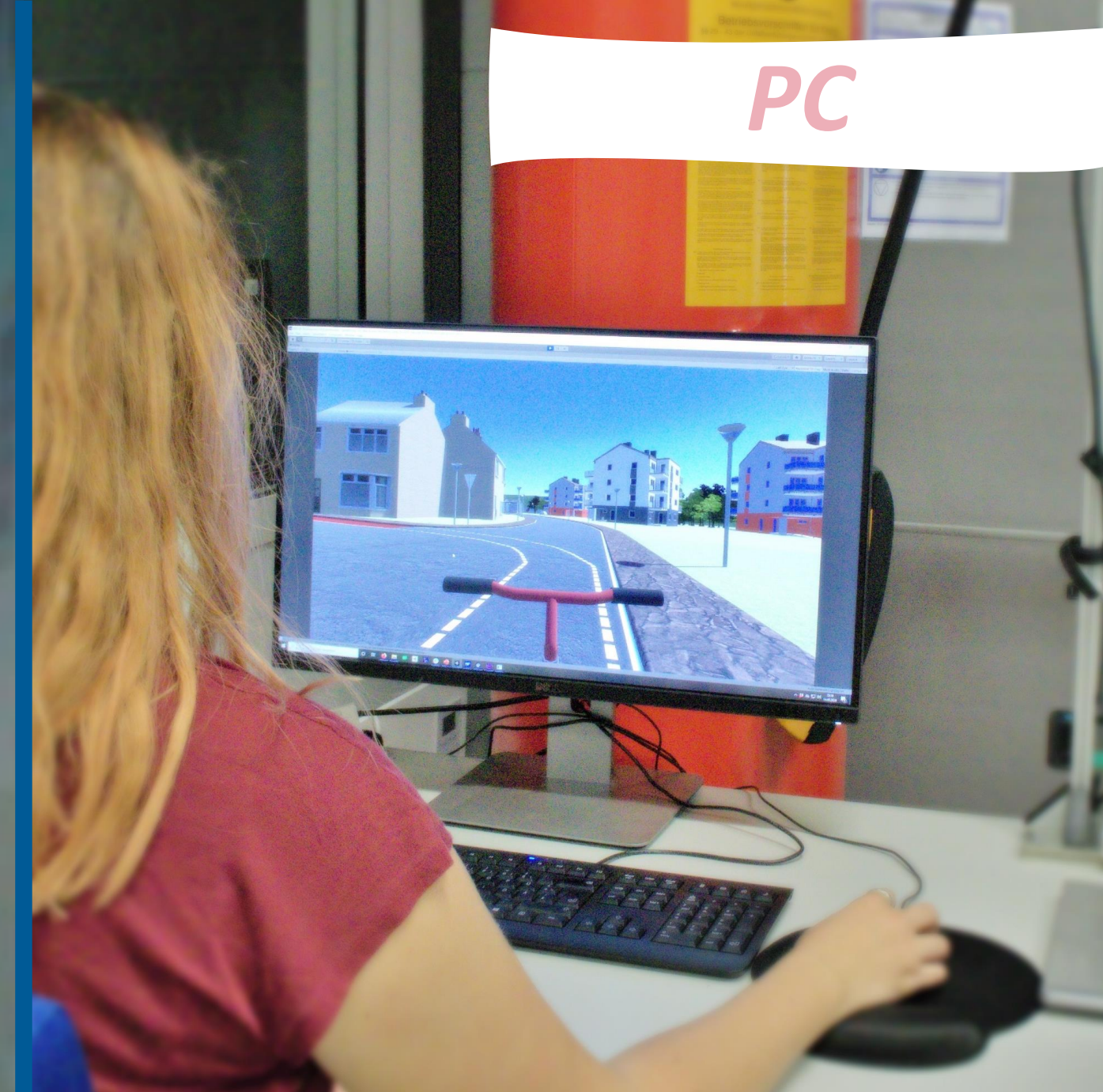


CAVE



PC



VR Headset

The Next Stage of Road Traffic Education: A Mixed Reality Bicycle Simulator to Improve Cyclist Safety

Tamara von Sawitzky, Thomas Grauschopf, and Andreas Riener

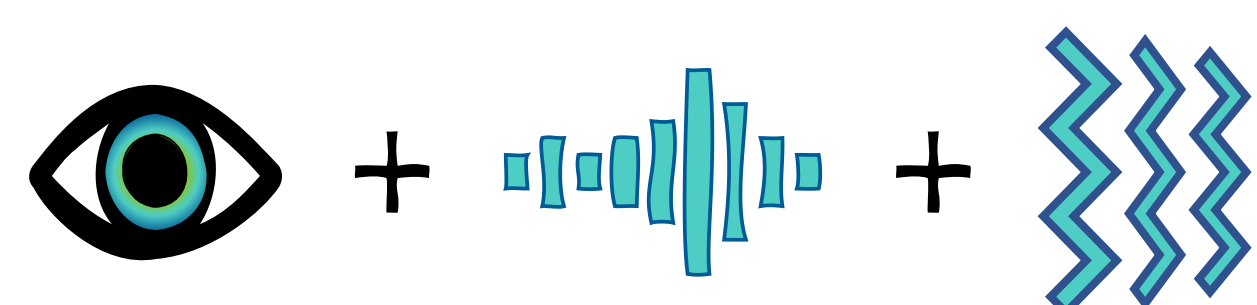
USE CASES

Traffic Safety Education

- › Students can experience dangerous situations and learn to detect hazards in traffic
- › Interactive learning

Developing and Evaluating Novel Concepts to Increase Road Safety for Cyclists

- › Novel safety concepts with warnings displayed on HUDs based on Smart Traffic (connected vehicles)



- › New infrastructural concepts

SIMULATOR COMPONENTS



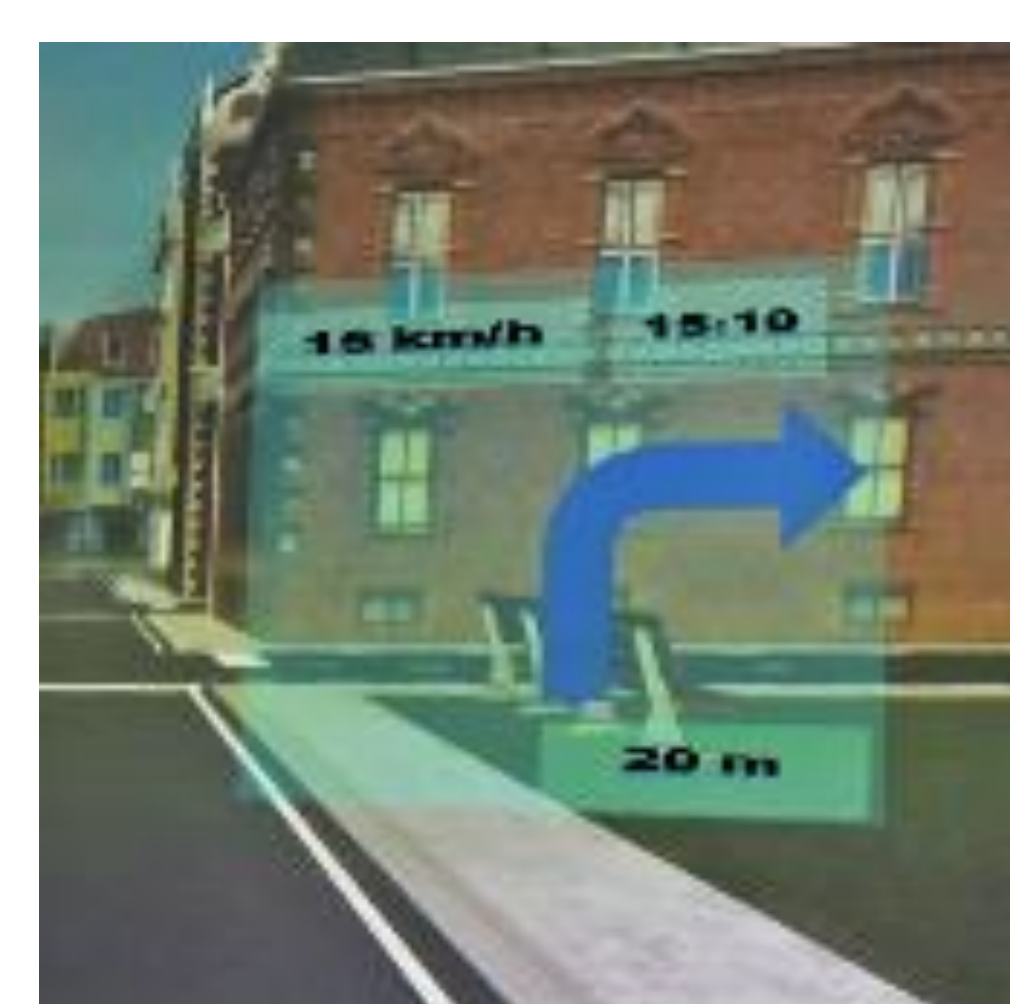
Services

- › Navigation (comfort)
- › Warnings based on location services and smart traffic
 - Wrong-way cycling
 - Approaching vehicles
 - Occupied, parked vehicles
 - ...

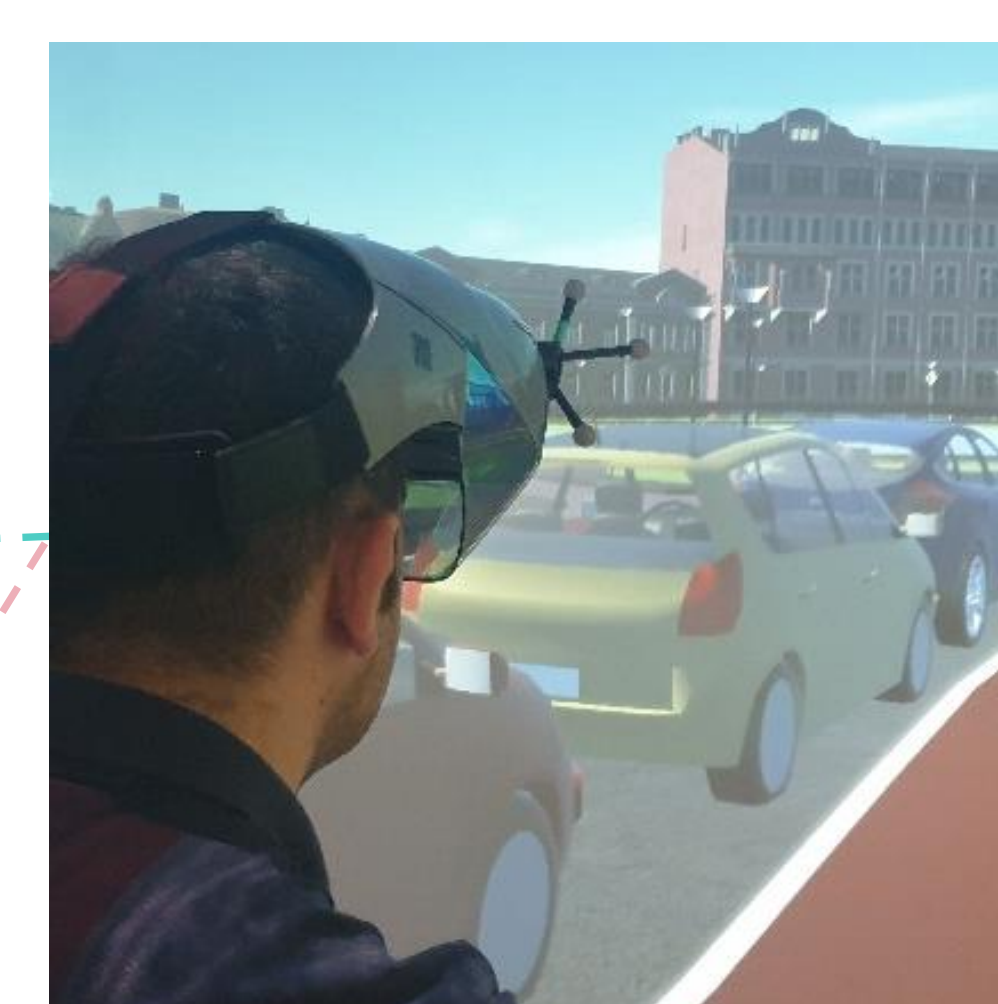
Services are modularly extendable

HEAD-UP DISPLAY

Virtual HUD



External HUD



VR Headset

CAVE

PC

SIMULATION ENVIRONMENT

- › Unity 3D
- › Input for bicycle movement
 - PC
 - Mouse
 - CAVE and VR-glasses
 - Head movements
 - Steering angle and velocity from physical bike on roller trainer

NEXT STEPS

- › Multi-user integration
- › Open Source Project (planned) including
 - GUI
 - Example scene
 - Cyclist safety service (base)
 - Documentation

CONTACT INFORMATION

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