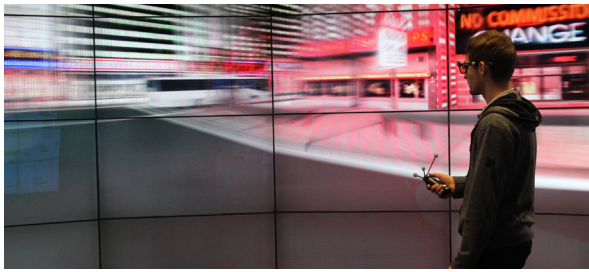


Drunk Driving Simulator

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Interaction inside Cave 2 virtual environment



"Normal" mode



"Drunk" mode

In 2015, in just the United States alone, **10,265** people died and **290,000** were injured due to alcohol impaired crashes. This project focuses on simulating the very real dangers of driving under the influence of alcohol. After the study of eye-opening statistical data from insurance companies, the government, and news sources, the Drunk Driving Simulator aims to join the campaign for a future without drunk driving.

The overall interaction includes the user as a first person character operating a vehicle. Placed into an urban environment, the user is tasked with driving the vehicle through a busy city. The city is populated with other vehicles, buildings, trees, lamp posts, and other moving and non moving figures. In order to make a realistic representation of drunk driving behaviors, the project utilizes night time, since statistically that is when most drunk driving situations occur.

In order to simulate the behavior of drunk driving, the ability to control the vehicle is tampered. Based on research, driving under the influence affects reaction time, increases drowsiness, blurs one's vision, and makes it difficult to concentrate. To achieve these by-products within the Unity game engine, a blurring and reaction effect was incorporated to the first person character.

With the Drunk Driving Simulator, the user can safely experience the dangers of driving under the influence of alcohol. This project, joins the campaign against drunk driving and hopes to spread the awareness necessary for a safer future.



View of the environment