

FINAL YEAR PROJECT REPORT

A 3D CAR SIMULATOR FOR DRIVING PRACTICE

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By

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A 3D CAR SIMULATOR FOR DRIVING PRACTICE

ABSTRACT

This literature review is part of the "A 3D Car Simulator for Driving Practice: a validation study" project. It focuses mainly on driving simulator validation studies with regard to driver behaviour. The proposed project is based on driving simulator that is built on number of software modules. The propose software will be suitable for different types of applications, e.g. scientific research, driver training. While driver training and driver access programs generally use a fixed set of driving scenarios. Designers or Software Engineers often have new and different requirements for each investigation and therefore need flexible design tools to create their simulations. This proposed project targets the group of users for whom the simulator in fact will represent a laboratory task environment where they can setup their experiments and collect behavioural driver performance data.

The system first proceeds with the driving test of the user on the proposed simulator. Next, the user drives the car on given simulator on qualifying for his/her licence. Based on the output results, licence shall be issued. This system is designed to customize the efficiency for an individual user. Recommendations for future development and conclusions are also included in the report.

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