# Using Gamification to Increase Safe Driving Awareness

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## Improving Safe Driving Behavior Traditional / Core Methods

- Fleet Safety Policy
- Motor Vehicle Records
- Training
  - Online
  - Behind-the-Wheel
- Risk Profiling









## Improving Safe Driving Behavior New Trends

- Telematics
- Collision Avoidance Systems
- Back-up Cameras











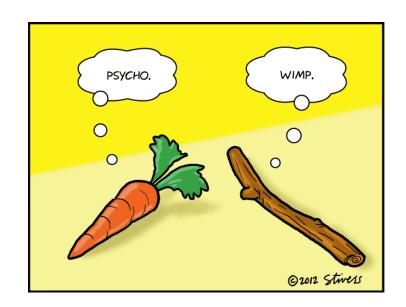






### Negative vs. Positive Reinforcement

- Traditional / core methods are essential, but typically driven by:
  - Pre negative behavior (prevention)
  - Post negative behavior (reprimanded)
- How do you reward good drivers and make them even better?
  - Positive Reinforcement









## Reward Good Driver Behavior with Positive Reinforcement

- Loosely defined, "Gamification" is a term used to describe the following type of system:
  - Measuring/ranking a group of people using standard criteria

 Influencing these people by rewarding them when they exemplify good behavior













### Ranking & Rewarding... And More

 In fleet, ranking can be as simple as a list of all drivers in the fleet from best to worst in a certain behavior category

#### OR FOR MORE COMPETITION:

 Organize drivers into groups – where each group competes together, and then the groups are ranked

•	 POINTS
TEST	
L Doug Becker	2,103
2 JOHN ROUND	1,794
3 Ted Lewin	1,435
4 JAMES ATHENS	1,397







## **How Can Safety Be Gamified?**

#### Example Competition:

- A competition must be time-boxed –
  whether months or years
- Ongoing content reminders like safety tips, pledges, and quizzes can reinforce driver focus in a competition
- Drivers/teams are rewarded each week for being "accident-free" for past 90 days
- If in an accident, a driver is placed in a "penalty box" for 90 days – others earn points
- Members of winning team (or individuals) earn a prize

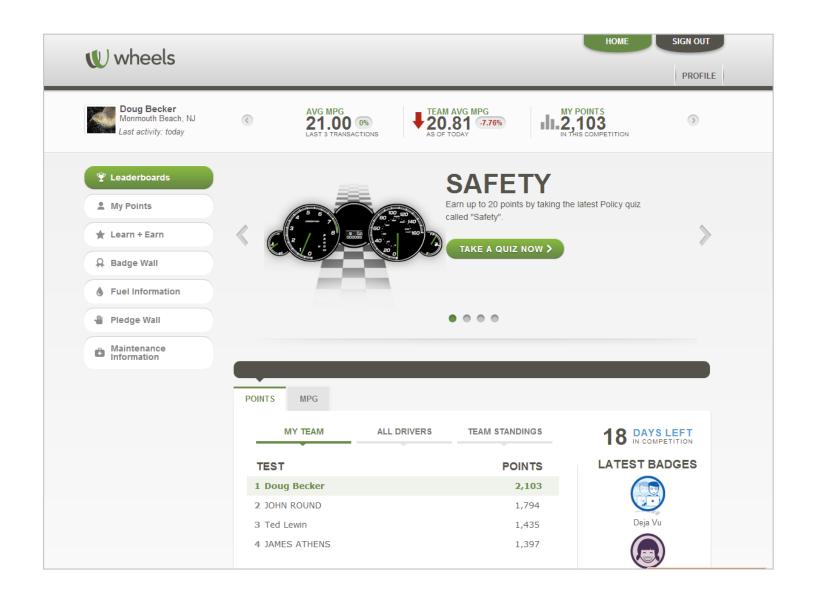




















# Gamifying Fleet Can Lead to Improved Safety Results

- Results from safety culture change are determined over a longer period of time – such an entire year
- As a part of an encompassing safety initiative, gamification has helped contribute to at-fault accident reduction up to 40%
- Driver "chatter" inside an organization changes from gripes about compliance and online training, to new excitement and collaboration







## What Works Best: A Holistic Approach to Safety

- A broad gamification roll-out can help engrain safety in the culture with the carrot.
- A targeted traditional safety program targets those drivers needing punitive measures (the stick).



**THANK YOU!** 









### **Questions?**







