The Interaction of Cinematic Depictions of Risky Driving and Person Factors on Imitation in Simulated Driving

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Introduction

- Previous experimental studies
- Different types of media & exposure
- Different dependent measures
- Different intervening variables
Hypotheses for Current Research

- Higher levels of risky driving expected following aggressive driving movie exposure
- Larger effects expected for:
  - males
  - higher trait aggression & sensation seeking
  - higher driver anger & driver vengeance
  - more self-reported infractions & collisions
  - more self-reported viewing of aggressive driving movies & video game playing
Measures & Procedures

- Video Clips (15 min)
- Scales & Surveys
  - Sensation Seeking (AISS)
  - Trait Aggression (TAS)
  - Driving Vengeance (DVQ)
  - Driving Anger (DAS)
  - Driving history
  - Movie viewing history
  - Video game playing history
- Simulator apparatus
- Driving course
- Procedure order (Between S’s)
Results

- No significant main effect of video condition
- Speed, time to completion, passing frequency, mean acceleration during first passing opportunity
Significant correlations between scale & survey factors
- Driving measures & scale and survey factors
  - Sensation seeking & trait aggression significant predictors of course mean speed & time to completion
  - No interaction with video condition
  - Higher sensation seeking resulted in greater passing frequency
• Provoking racing scenario: Mean acceleration
• Violations significant predictor (~ 8%)
• Main effect of violations
• Main effect of passing yellow car
Conclusions

- No main effect of video condition
- Certain intervening factors significant predictors of aggressive driving
- Implications:
  - Susceptibility to aggressive driving media
    - Sensation seeking
    - Trait aggression
  - Driving history - violations
  - Racing scenario