# **Extending Naturalistic Driving Research to the Patrol Car A Pilot Project** Teena M. Garrison, Ph.D. & Daniel W. Carruth, Ph.D **Center for Advanced Vehicular Systems -- Mississippi State University**

Objective	S
<ul> <li>Investigate officer driving behavior during patrol through naturalistic observation</li> </ul>	·
Related Research	
<ul> <li><u>Simulation (Garrison et al.</u></li> <li><u>2012):</u></li> <li>Impact of dispatch</li> </ul>	
communication on law enforcement patrol situations – National	
<ul> <li>Institute of Justice</li> <li>Observed patrol</li> <li>performance of an officient in</li> </ul>	Sp Ra
performance of an officer in a simulated and controlled environment	Ot Dr Ce
<ul> <li>Varied dispatch format and information availability evaluated memory for details</li> </ul>	Se Sn Gr
<u>Real-world comparisons:</u>	TC

What *really* happens in a patrol vehicle, day to day?



Frequency	Time Spent
24.3%	1:04:26
11.2%	0:18:09
7.7%	0:04:35
4.2%	0:02:34
2.9%	0:02:40
1.8%	0:03:13
0.7%	0:00:17
35.3%	0:19:09
6.6%	0:02:26
5.2%	0:03:16
100%	02:02:00
	24.3% 11.2% 7.7% 4.2% 2.9% 1.8% 0.7% 35.3% 6.6% 5.2%





## Implications

• Law enforcement patrol demands substantial attention across multiple tasks

Because multitasking is critical for performance, technology should support performance and mitigate distraction

Not all distractions result from technology – more difficult to limit officer engagement

- Mindset 'Mobile Office' Break from the monotony, stress of the
  - job demands

Comparison (RCMP Survey): 39% driving time spent interacting with equipment (MDT)

### References

Garrison, T. M. et al. (2012). Sources of Cognitive Load in a Simulated Law Enforcement Patrol Task. 4th International Conference on Automotive User Interfaces and Interactive Vehicular Applications. Portsmouth, NH.

Plecas, D. et al. (2011). An Analysis of Police Officer Vehicle Time: The case of Surrey RCMP Officers. University of the Fraser Valley

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