

Decision

Reduce Impaired & Distracted Driving with One Simple Decision[®]

One Simple Decision is designed to modify driving behavior by illustrating the consequences of choices made behind the wheel. Through the combination of simulation. driving intense first-person interactions and consequences videos, drivers are immersed in a gut wrenching personal experience that results from "One Simple Decision" they chose to make when driving.



One Simple Decision also tracks driving violations real time displaying them on the screen as they occur. Driving violations captured include speeding, swerving, running stop signs or signal lights, making wrong turns, driving in the bike or center lanes, etc.

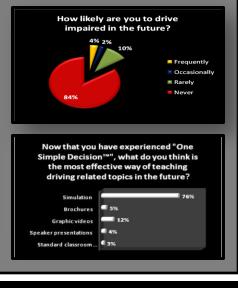
Survey Results Are In

One Simple Decision is proven to be effective in changing the behaviors that lead to destructive decisions.



As soon as I was done sending the message I looked up and this lady was coming across the street. I didn't have enough time to stop.

- Michael G, High School Senior



"It's as close to real life as you can get without putting someone in harm's way."

- Todd Emanuel, Mayo Clinic



/IRTUALDRIVER INTERACTIVE

One Simple

877-746-8332





www.driverinteractive.com



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Insurance





IDOT

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Virtual Driver

Interactive



"The distracted driving simulation is especially powerful, and schools throughout the state are eager to borrow the simulator."

- Robert Annese, Law Enforcement Liaison Maine Bureau of Highway Safety

"It's as close to real life as you can get without putting someone in harm's way."

- Todd Emanuel, Emergency Services **Mayo Clinic**

"The reason I like this is because teens today respond better to technology. It helps it click".

- Mark Carney, School Resource Officer **Kennebunk High School**

"If you wreck, it actually goes through the scenario of what would have happened. It takes you to the hospital, or it takes you to court or a police officer is right there and goes through the ticket."

- Neil Stokes, Injury Prevention Specialist **Covenant Healthcare**

"This is an opportunity to realistically engage teens in a manner they understand-video games, a simulation. Except at the end of a video game, there is no consequence. In real life, there is no game over. There is no inserting a guarter to continue. This is real life, and in real life there is no opportunity to press the reset button."

- Chris Connor, Spokesman **Allstate Foundation**

"So many people request to use it for their events because it is getting the message across how unsafe it is to be too distracted while you're driving."

- Julie Walcoff, Program Manager **Ohio Dept of Transportation**

















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