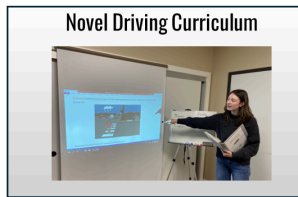
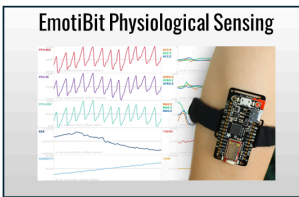




# AI-BASED VEHICLE TECHNOLOGY SIMULATOR WITH BEHAVIORAL STRATEGIES

## PROJECT CHALLENGE

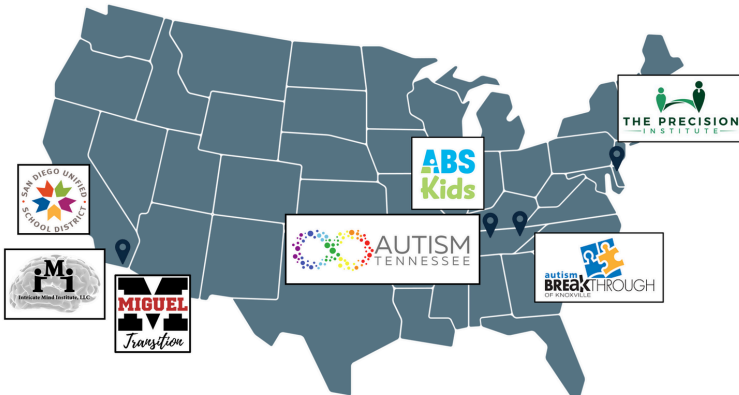
Address the transportation and employment challenges faced by autistic adults in the US using a cost-effective AI-based virtual driving instruction platform and a novel driving curriculum that teaches executive functioning and emotion regulation skills used to drive.



## PROJECT APPROACH

We employ a mixed-method quasi-experimental design in three service settings (schools, clinics, and vocational training programs) across multiple regions with seven different programs over two cohort iterations.

### OUR COMMUNITY PARTNERS



## PROJECT INNOVATION

**Engage** a diverse group of civic partners in a collaborative effort to thoroughly assess the effectiveness of our driving training program for autistic individuals.

**Address** field deployment challenges and financial sustainability of the program through research pilot implementation.

## PROJECT OUTCOMES

We've completed the program with 25 participants, and the feedback has been overwhelmingly positive.

- 92% of participants reported the driving program helped them and was worthwhile, and 96% reported the simulator helped prepare them for driving.
- A change from 42% of participants reporting an interest to pursue driver's license before the program to 92% after the program
- 96% reported positive feelings about driving after completing the program
- 88% of Caregivers reported overall program satisfaction and 88% reported observing positive changes towards driving in their teen/adult

VISIT OUR PROJECT WEBSITE!



CONTACT US:

[abigale.l.plunk@vanderbilt.edu](mailto:abigale.l.plunk@vanderbilt.edu)

### OUR TEAM

**P.I.**

Nilanjan Sarkar, PhD

**Co-P.I.'s**

Keivan Stassun, PhD

Mary Baker-Ericzen, PhD

**Project Manager**

Dave Caudel, PhD

**Researchers**

Abigale Plunk, PhD Student

Juliette Meehan

Amanda Ferrell, MS

Reilly MacDonald, MS

**Software Engineer**

Devon Wilson

