Gamified Training for Vehicular User Interfaces - Effects on Drivers' Behavior

In densely populated areas, we currently see a paradigm shift in personal mobility. For the younger generation, car usership is gradually replacing the need of car ownership. However, for example, when relying on car sharing solutions, users often spontaneously drive cars they are not used to. Results are increased stress and a higher risk of accidents. For that reason, we present a mobile application-based training solution for vehicular user interfaces. The evaluation of the training application has shown that a short training cannot counteract the negative influence of operating comfort car functions while driving. The use of game design elements in the application increased the training motivation, but also lowered the information reception.