



“Driving”

Interactive CD-I Script

***Section: “Curves” Module Introduction
Scenes 1000–1999***

***Section: Main Menu
Scenes 440–455***

Developed by:

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(A subsidiary of iLearn Systems)***

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OVERVIEW

Section 1: Introduction

OBJECTIVES

- *Learners must understand basic concepts necessary for taking this course*
 - *Curves contain more risks for them than many other parts of the roadway*
 - *They must recognize that there are more factors involved in successfully negotiating curves than they may be aware of*
 - *There are limits to their ability to perceive and react to factors as quickly as curves can present them*
 - *Speed is critically linked to successfully negotiating most curves*
- *They must become behaviorally and emotionally involved in taking the course*
- *They must be convinced they need, and want to take this module—and that applying their best efforts will be in their best interest*

— Module Overview

In the module overview, the narrator will welcome learners to the course and briefly explain the purpose for their taking it. He will also prepare them for participating in the following discovery exercise.

— Discovery Exercise

Notes

This discovery exercise will be designed to do two things. First, it will be designed so that learners intuitively discover from their interactions that:

- Curves present more risks than other parts of the roadway
- There are more factors involved in successfully negotiating curves than they may be aware of
- There are limits to their ability to perceive and react to factors as quickly as curves can present them
- Speed is critically linked to successfully negotiating most curves

Second, while adding support to their understanding of the above points, feedback provided by the narrator will “advertise” critical areas of the course material to follow, such as:

- Exercises in “Perception” where they can practice improving their accuracy and speed at risk factor recognition
- Animations in “Reaction” that show how lane position may affect their success in negotiating some curve situations

- Interactive scenarios in “Reaction” where they can experiment with the relationship between braking, the vehicle’s weight transfer, its available traction and the driver’s steering input
- Exercises in the “Performance Tests” that will help them gain a better understanding of their own skills and abilities related to successfully negotiating curves.

Narrators

There are three narrators in this pilot: a Tour Guide, Nick, and Rachel. All narration will be done in voice-over (there will be no on-camera narration.)

Our first narrator is the “Tour Guide,” an authoritative gentleman who will guide our pilot reviewers through sections of the course that are either not developed or are developed less fully than they will be in the completed version of the course.

This Tour Guide will not interact with our learners nor will he interact with either of our other two narrators. His first appearance will be at the sign-on screen, where he will explain how learners will sign-on to the system when the course is fully developed.

The second narrator is Nick, a young man with two year’s driving experience (one year on a permit and one year with a license), and an accident under his belt. Two years ago Nick would have been typical of the audience we are going after—young, bright, a risk-taker, cocksure of himself, and hoping to get licensed as quickly and easily as possible.

However, the law of averages caught up with him on a curve last year. It was a serious crash. Nick survived, but his passenger unfortunately didn’t. Severely humbled by the experience, he is not eager to discuss it. Yet, when in a reflective mood, he is willing to share what he’s learned with those just learning to drive.

We learn about his accident, and his painful experiences resulting from it, slowly. During the Introduction section we begin to sense a sadness in his voice at times. He seem to be trying to reach out to us...trying to tell us something...something difficult for him to say or admit to. Although we’re not sure what it is, we leave the Introduction section with the sense that Nick has experienced something that has had a profound impact on his life.

In the Perception section, we learn from Nick’s feedback during the activities that he did have a crash on a curve. This explains why he takes such a personal interest in this subject. We begin to realize he is offering us insights into what he’s learned to try to help his friends avoid the same kind of experience.

It isn’t until our learners are involved in exercises in the Reaction section that we learn that Nick’s friend, a girl he wanted to go steady with, died in the crash. This fact is revealed as a consequence in a practice exercise. At a point in time when an exercise freezes as a result of hitting the critical level of risk accumulation, the scene cuts to a close-up of the girl’s parents shouting directly at our learner...screaming “Why did you do this to our daughter? What were

you thinking? Couldn't you tell the road was wet?" After freezing on the last frame of this video, Nick reluctantly apologizes to our learner and says "I'm sorry you had to hear that. It wasn't meant for you. It was meant for me. Those were the parents of the girl that got killed when I crashed."

By revealing his painful story slowly during the course, our learners will develop empathy for Nick and his pain, and a greater respect for curves. However, we do let our learners experience some of the unpleasant consequences Nick had to experience as a result of their mistakes in the course's practice exercises.

Our third narrator is Rachel. A young woman in her mid 20's. She is also bright—and very knowledgeable on the subject of driving. Although we do not learn it until much later in the course, she is a driver education instructor to whom Nick was assigned after his crash. She is very supportive of Nick but does not allow him to slide back into his old and dangerous attitudes about who is responsible for managing risks and preventing crashes.

She corrects him when he forgets and speaks as if things other than him caused the crash (e.g. "the curve came up too fast," "the tires couldn't hold the road," "rain made the car slide"). She never lets him forget that he was in control of all of these factors.

Although Rachel is intimately familiar with Nick's case, she remains discrete. She never reveals information about his crash. She lets Nick speak for himself—but she does encourage and support his sharing what he's learned.

Rachel's primary role in this course is to provide our learners with detailed information on the topic of curves which Nick has yet to learn. Many of her comments are meant as much for him as they are for our learners. There will be insightful dialogues between them during the course—usually in the form of activity feedback.

Discovery Exercise

The discovery exercise will be comprised of a series of video sequences shot from the drivers' perspective as their cars approach and negotiate curves. Taking somewhat of a "gaming" approach, learners will be expected to react to risk factors by clicking on them as soon as they appear on screen as the cars approach and travel through the curve. These factors will appear as either words or graphic icons depicting various risk factors normally encountered by drivers negotiating curves.

These factors will appear slowly at first and increase in speed and complexity with each progressive video sequence. It will become more and more difficult for the learners to successfully click on the factors as the curve's conditions become progressively more riskful.

The learner then begins the first of three runs. In this first run, there is again a limited number and variety of factors. Most learners should have little difficulty clicking on and dealing with the hazard factors as they appear. Upon completion of this run, the narrator will explain that

this was not a typical curve, and that it was over-simplified. The next curve will be a little more challenging.

Once again, the first frame is presented to the screen and the learner is prompted to begin. Although this run is more difficult, it is not impossible to successfully negotiate, yet it is challenging. Many will fail, only to be given an opportunity to try again. The trick is to entice the learner into utilizing what they feel is their *best* attention and reaction skills.

As in the first run, none of the factors presented in this second run are unusual, although they will come up faster since the car is now traveling at precisely the curve's posted speed limit. Also, none of these hazards are what we would call random or unexpected.

Upon completion, the narrator once again provides positive and supportive feedback and introduces the third and final run. Although this run represents a typical curve—just like many they will encounter almost daily in their driving career—it will be nearly impossible for a beginning driver to negotiate. The car will be traveling only four miles per hour over the speed limit (39 mph versus 35 mph.) Nothing unusual, much less illegal. However, because of the slight increase in speed, the factors will appear faster than the learner can recognize and react to them. They will crash. They will be permitted to try again. Again, they will crash. The factors will change with each new attempt. At the end of each run the learner will be given two choices: Try Again or Continue with the course. The learners may try as many times as they like.

Once they finish and select Continue, the narrator will explain that there are more factors involved in curves than beginning drivers are generally aware of—and he will reassure them that their ability to respond to these factors, and successfully negotiate nearly any curve situation, will improve with proper practice—practice that results in the development of good driving habits.

The narrator will then ask the learner to try an experiment. He will point out that they can change the vehicle's speed of entry into the curve by clicking on a set of up-and-down arrows next to the speedometer window (which will not have been visible up to now.) At this point in time, the speedometer will still read 39 mph from the last run. The options they may choose from will be 39, 35, 30 and 25 mph. Once an alternate speed is selected, the learner will be prompted to press "go" to begin the run. The learner will discover that as they progressively reduce their entry speed, it becomes increasingly easier to deal with the hazard factors and successfully negotiate the curve.

When the learner finishes experimenting, they may click on the "continue" button to proceed. The narrator will then reinforce what the learner has already discovered—that speed is the most critical factor in successfully negotiating curves. All curves, including the third in the practice runs, can be successfully negotiated by any driver if the speed is appropriately matched to the conditions of the curve.

The narrator will go on to explain that the purpose of this course is to:

- Help learners recognize hazards and the chance of problems occurring on curves

- And to help them learn how to take appropriate actions for increasing the chance of positive outcomes and reduce the chance of negative outcomes.

After completing the Discovery Exercise, learners will be brought back to the module overview screen for a review of the course objectives. The narrator will link these objectives with appropriate activities and still images from the discovery exercises.

When the narrator is finished, the learners will be taken directly to the course's "main menu." If interested, learners may return to this introduction at any time for review or practice.

SCRIPT

Section 1: Introduction

SCENE: 1000

Template:

FMV:

Dissolve from graphic in scene 230 to a freeze of the first frame in this FMV. Cut to 13 seconds of travel through the first of a series of curves, shot from the driver's perspective—no vehicle parts visible, roadway only. After the 13 seconds of video has played, freeze on the last frame showing remaining curves going on into the background.

(Videotape master #3, 01:06:51 thru 01:07:04, Square Lake Rd. heading East.)

Graphics:

Text:

Audio:

Nick

(Scene opens with music at full volume than cuts down-and-under for video and narration)

**Curves...you can't drive anywhere
without hitting one.**

Computer Logic:

Auto to 1010

SCENE: 1010**Template:****FMV:****Graphics:**

Dissolve from freeze frame in scene 1000 to a graphic of the same frame using Photoshop's "emboss" filter. This graphic establishes the use of embossed images for course backgrounds and provides a "canvas" for dissolving on and off a series of introductory images selected to match the narration.

Fade in three still frames keyed to narration of city, country and suburban curves (about 30% screen size). Window these over the embossed graphic background.

Text:**Audio:****Nick**

In the city...the country...or the burbs, there are more miles of curves than straightaways. Yet, they're the most dangerous, (*reflective pause*) and least understood areas of the road.

But rather than tell you about it, I'm going to let you discover this for yourself.

Computer Logic:

Auto to 1020

SCENE: 1020**Template:****FMV:**

Freeze on first frame of the Drake Road curve, Drake Road #1. Hold this frame in the video plane until scene 1030.

On que, Nick gets out of the car (off camera) and walk around the front (on camera) and gets in the passenger side (off camera). Our view out the windshield does not change.

When Nick opens the passenger side door, slide the dash to the right to make it look as if we are sliding across the seat to get behind the wheel.

Graphics:

Superimpose image of the roof line and dashboard of a car over the video plane. No driver present (our leaner will be the driver.)

Text:**Audio:****Nick**

I wanna see you take this car through some curves. All you gotta do is catch the things I point out...things that tend to make curves more dangerous...things that might increase your risk of a crash.

They'll appear for only a few seconds...you hafta click on'em before they disappear.

Sound easy? Great...let's go.

Whoa...wait a minute. You're driving this one, not me! (Que: Nick gets out and walks around front of car...dash slides over to driver position.)

Now, hit "Go."

Computer Logic:

On "Go" go to 1030

SCENE: 1030
Introduction—Run #1

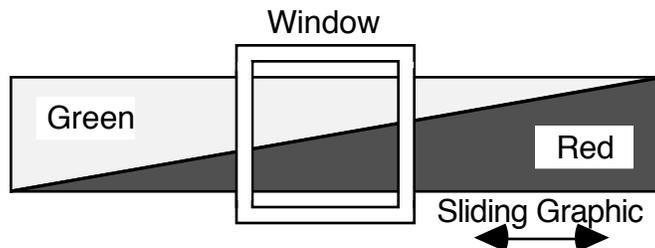
Template: Activity

FMV:

Play Drake Road #1 until the end of the segment or until risk accumulates to precipitate a “crash” (which automatically freezes the video and narrator’s audio). (03:30:27:00—03:30:53:28)

Graphics:

Plane 2: Graphic of vehicle interior (speedometer evident but dimmed and non-functional.) A Risk Indicator is also presented at the bottom of the screen. This indicator is a square window with a sliding graphic in it.



The top of the sliding graphic is green, and the bottom is red. The runs always start out with the graphic all the way to the right—with the window showing mostly green. As the learner accumulates risk during the run, the graphic will slide to the left displaying more red and less green.

Plane 3: Hazards are pointed out by a graphic arrow and are timed to the narration and their appearance in the video. Place each arrow next to where the hazard occurs in the video. Arrows should dissolve on quickly, hold for 1.5 seconds then quickly dissolve off. Each arrow will be covered by a “hot spot” in the graphics plane from the beginning of the dissolve-on to the end of the dissolve-off.

Audio:

Nick

(Each hazard appears with a muted sound. Each successful click by the learner is rewarded with a positive sounding “zing.”)

**Aah...hill ahead...side street...tail lights...
 curve ahead... embankments... oncoming
 traffic... side street... road narrows... trees...
 another curve... no shoulder.**

Computer Logic:

- On accurate click play positive sound effect and allow hazard to dissolve off
- On inaccurate click play negative beep

- If no hazards are missed go to 1032
- Freeze video if more than one hazard is missed, play the crash SFX and then go to 1034

Hazard Log

Run #1 Tape #4/5 03:30:27:00—03:30:53:28 (26 seconds)

<u>Hazard #</u>	<u>Description</u>	<u>Time</u>	<u>Interval</u>
1.	Hill ahead (sign)	03:30:28:09	1:09
2.	Side street	30:28	2:19
3.	Tail lights	30:36	0:08
4.	Curve ahead (sign)	32:13	1:17
5.	Embankments.....	33:24	1:11
6.	Oncoming traffic	41:14	7:20
7.	Side street	44:29	3:15
8.	Road narrows	45:20	0:21
9.	Trees.....	46:00	0:10
10.	Another curve	50:23	4:23
11.	No shoulder.....	52:00	1:07

SCENE: 1032
Introduction—Run #1

Template: Successful Feedback

FMV:

Freeze video on last frame

Graphics:

Maintain previous graphics

Text:

Audio:

Nick

Hey, great. You got'em all.

Computer Logic:

Auto to 1033

SCENE: 1033
Introduction—Run #1

Template:

FMV:

Same as 1032

Graphics:

When Nick describes the Risk Indicator, highlight the areas he describes. Also slide the graphic left and right when appropriate.

Text:

Audio:

Nick

By the way, did you notice the Risk Indicator? You might want to check this thing out at the end of each run. It'll show how much risk you picked up going through the curve.

Let me warn you though, in this set of exercises, if you miss too many, or miss the wrong ones, you may accumulate enough risk to crash.

Now...this first run was eeeasy. Here's one that's gonna put some pressure on ya.

Computer Logic:

On "Continue" go to 1040

SCENE: 1034
Introduction—Run #1

Template: Unsuccessful Feedback

FMV:

Freeze video at point where learner missed their second hazard.

Graphics:

Allow all hazards to dissolve off maintaining background graphics.

Text:

Audio:

Nick

Oops...you missed a few, and crashed.

Computer Logic:

Auto to 1035

SCENE: 1035
Introduction—Run #1

Template: Unsuccessful Feedback

FMV:

Same as 1034

Graphics:

When Nick describes the Risk Indicator, highlight the areas he describes. Also slide the graphic left and right when appropriate.

Text:

Try Again?
Yes No

Audio:

Nick

By the way, did you notice the Risk Indicator? You might want to check this thing out at the end of each run. It'll show how much risk you picked up going through the curve.

Let me warn you though, in this set of exercises, if you miss too many, or miss the wrong ones, you may accumulate enough risk to crash.

Now...this first run was eeeasy. Here's one that's gonna put the pressure on.

Computer Logic:

If "Yes" go to 1030

If "No" go to 1040

SCENE: 1040
Introduction—Run #2

Template:

FMV:

Freeze on first frame of Drake Road #2. Hold this in video plane until scene 1042. (03:44:53:18—03:45:27:10)

Graphics:

Superimpose image of the roof line and dashboard of a car over the video plane (the same as in scene 1020).

Text:

Audio:

Nick

On this curve, you'll see more of those problems drivers really have to deal with.

Ready? O.K. Hit "go."

Computer Logic:

On "Go" go to 1042

SCENE: 1042
Introduction—Run #2**Template:****FMV:**

Play Drake Road #2 until the end of the segment or until risk accumulates to precipitate a “crash.” Place two hazards right after curve perception to reduce chance user will click on “curve” in time to avoid a crash. (Missing this one automatically causes a crash.)

Graphics:

Plane 2: Graphic of vehicle interior and the Risk Indicator.

Plane 3: Hazard arrows dissolved on and off...timed to the narration and video. (Each arrow dissolves on for 1.5 seconds then dissolves off.)

Text:**Audio:****Nick**

(Add SFX as in scene 1030)

**Hill ahead... side street... curve ahead...
embankments... bicycle... car pulling out...
oncoming... side street... oncoming... road
narrows... more oncoming... trees... curve
ahead... no shoulder... van entering...
oncoming... road kill... curve ahead.**

Computer Logic:

- On accurate clicks play positive sound effect and allow hazards to dissolve off
- On inaccurate clicks play negative beep
- If “curve” missed go to 1043
- If no hazards missed go to 1044
- If one or two hazards missed go to 1046
- 1st try: Freeze video if more than two hazards are missed, play the crash SFX and then go to 1048
- 2nd try: Freeze video if more than two hazards are missed, play the crash SFX and then go to 1049

Hazard Log

Run #2 Tape #4/5 03:44:53:18—03:45:27:10 (34 seconds)

Hazard #	Description	Time	Interval
1.	Hill ahead (sign)	03:44:55:00	1:12
2.	Side street	56:20	1:20
3.	Curve ahead	57:27	1:07
4.	Embankments.....	58:28	1:01
5.	Bicycle.....	59:08	0:10
6.	Car pulling out.....	45:04:02	4:04
7.	Oncoming.....	07:00	2:28
8.	Side street	07:23	0:23
9.	Oncoming.....	09:17	1:24
10.	Road narrows	09:28	0:11
11.	More oncoming.....	10:09	0:11
12.	Trees.....	11:06	0:27
13.	Curve ahead.....	14:05	2:29
14.	No shoulder.....	16:00	1:25
15.	Van entering.....	19:16	3:16
16.	Oncoming.....	22:00	2:14
17.	Road kill.....	25:15	3:15
18.	Curve ahead	26:15	1:00

SCENE: 1043
Introduction—Run #2

Template: Unsuccessful Feedback

FMV:

Freeze video when user misses “curve” hazard.

Graphics:

Maintain previous graphics. Display appropriate value on Risk Indicator.

Text:

Audio:

Nick

Uh oh. You missed the curve?

You know, if you don't recognize the curve before your into it, odds are you ain't never gonna make it!

We're gonna start this one over.

Computer Logic:

Auto to 1042

SCENE: 1044
Introduction—Run #2

Template: Successful Feedback

FMV:

Freeze video on last frame

Graphics:

Maintain previous graphics. Display appropriate value on Risk Indicator.

Text:

Audio:

Nick

Ahw right! Way to go.

Oh...hey, look at your Risk Indicator.

You kept it pretty low—nice going.

But you better watch out, this next run's really going to put you to the test.

Computer Logic:

On "Continue" go to 1050

SCENE: 1046
Introduction—Run #2

Template: Mostly Successful Feedback

FMV:

Freeze video on last frame

Graphics:

Maintain previous graphics. Display appropriate value on Risk Indicator.

Display options on Nick's cue.

Text:

Try Again?
Yes No

Audio:

Nick

Hey, hey, hey. You made it. But look at your risk level.

Hmmm...you oughta try this one again.

If ya feel you're ready though, jump on to the next one. But you better watch out, it's really going to put you to the test.

Computer Logic:

If "Yes" go to 1042

If "No" go to 1050

SCENE: 1048
Introduction—Run #2

Template: 1st Unsuccessful Feedback

FMV:

Freeze video at point where learner missed their third hazard.

Graphics:

Allow all hazards to dissolve off maintaining background graphics.

Display options on Nick's cue.

Text:

Try Again?
Yes No

Audio:

Nick

Ouch. That one hurt. You missed a couple of really big ones, and your luck ran out.

You better try this one again before going on to the last one.

Computer Logic:

If "Yes" go to 1042

If "No" go to 1050

SCENE: 1049
Introduction—Run #2

Template: 2nd Unsuccessful Feedback

FMV:

Freeze video at point where learner missed their third hazard.

Graphics:

Allow all hazards to dissolve off maintaining background graphics.

Text:

Audio:

Nick

Having trouble, huh? Well...don't worry about it now. I'm gonna help you in a bit.

Let's go on the the next one. If you run into trouble again, I'll give you a hand.

Computer Logic:

On "Continue" go to 1050

SCENE: 1050
Introduction—Run #3

Template:

FMV:

Freeze on first frame of 14 second double curve.
Hold this in video plane until scene 1052.
(03:40:42:00—03:41:32:10)

Graphics:

Superimpose image of the roof line and dashboard
of a car over the video plane (the same as in
scene 1020).

Text:

Audio:

Nick

**All right. On this run, you gotta find
the hazards yourself...and there won't
be any arrows to point'em out.**

**Remember though, if you miss a big
one or too many little ones, chances
are good you won't make it through.**

Computer Logic:

On "Go" go to 1052

Nick—Additional Feedbacks

**Uh oh...look what you missed. Take
it from the top and try again.**

Nick—Additional Feedbacks

**Aaaa, another one. Once again, from
the top.**

Nick—Additional Feedbacks

Hmmm...one more time.

SCENE: 1052
Introduction—Run #3**Template:****FMV:**

Play Drake Road #3 until the end of the segment or until risk accumulates to precipitate a “crash”.

Graphics:

Plane 2: Graphic of vehicle interior and the Risk Indicator.

Plane 3: Hazard arrows dissolved on and off...timed to the narration and video.

Place and time hazards to trip users right before “workers.” We want them to hear the feedback. A final cluster of multiple hazards will always cause a crash and force them into the final feedback segments.

Each hazard arrow dissolves on for 1 second then dissolves off.

Text:**Audio:****Nick**

(Add SFX as in scene 1030)

Hill ahead... side street... curve ahead... embankments... no shoulders... side street... road narrows... trees... oncoming... curve ahead... brakes—slow down... pedestrian... truck ahead... turn signal... oncoming... road kill... curve ahead... truck entering... oncoming... road crew... brake lights, oncoming... check speed... lane position... workers... van... truck... check for oncoming.

Computer Logic:

- On accurate clicks play positive sound effect and allow hazards to dissolve off
- On inaccurate clicks play negative beep
- If miss either first or second “Curve,” freeze video, play the crash SFX and go to 1053
- If miss either first or second “Lane Position,” freeze video, play the crash SFX and go to 1054

- 1st try: If more than two hazards are missed, freeze video, play the crash SFX and go to 1055
- 2nd try: If more than two hazards are missed, freeze video, play the crash SFX and go to 1056
- If miss “Speed,” freeze video, play crash SFX and go to 1057
- 1st try: If “multiple hazards” missed go to 1058
- 2nd try: If “multiple hazards” missed go to 1059

Hazard Log

Run #3 Tape #4/5 03:40:42:00—03:41:32:10 (50 seconds)

Hazard #	Description	Time	Interval
1.	Hill ahead (sign)	03:40:42:09	0:09
2.	Side street	43:29	1:20
3.	Curve ahead	44:29	1:00
4.	Embankments.....	46:08	1:09
5.	No shoulders.....	50:09	4:01
6.	Side street	52:25	2:16
7.	Road narrows	54:22	1:27
8.	Trees.....	55:10	0:18
9.	Oncoming.....	56:08	0:28
10.	Curve ahead	59:05	2:27
11.	Brakes—slow down	41:03:27	4:22
12.	Pedestrian	04:24	0:26
13.	Truck ahead.....	07:00	2:06
14.	Turn signal.....	08:04	1:04
15.	Oncoming.....	11:20	3:16
16.	Road kill.....	13:00	1:10
17.	Curve ahead.....	14:00	1:00
18.	Truck entering.....	16:00	2:00
19.	Oncoming.....	18:00	2:00
20.	Roadcrew	22:00	4:00
21.	Brake lights	24:00	2:00
22.	Oncoming.....	24:30	0:30
23.	Check speed (speedometer).....	25:30	1:00
24.	Lane position.....	26:24	0:24
25.	Workers	29:05	2:19
26.	Van	30:00	0:25
27.	Truck.....	31:00	1:00
28.	Check for oncoming.....	32:00	1:00

SCENE: 1053
Introduction—Run #3

Template: Missed Curve Feedback

FMV:

Freeze video on last frame

Graphics:

Maintain previous graphics. Display appropriate value on Risk Indicator.

Text:

Audio:

Nick

Uh oh. (*Incredulously*) You missed the curve?

If I didn't tell you before, I'm tell'in ya now...if you don't recognize the curve before you're into it, there's no way you're gonna make it.

Let's start this one over.

Computer Logic:

On "Continue" go to 1052

SCENE: 1054
Introduction—Run #3

Template: Missed Lane Position Feedback

FMV:

Freeze video on last frame

Graphics:

Maintain previous graphics. Display appropriate value on Risk Indicator.

Text:

Audio:

Nick

Thought this one might catch ya. If you're not in the right lane position, two things can go wrong.

One, you might not be able to see what's come'in around the bend, and two, you might end up cut'in it too tight on one side or the other to make it through.

But hey, I'm not gonna hold this one against ya—yet. Let's just take it from the top.

Computer Logic:

On "Continue" go to 1052

SCENE: 1055
Introduction—Run #3

Template: 1st Try: Missed Other Hazards Feedback

FMV:

Freeze video on last frame

Graphics:

Maintain previous graphics. Display appropriate value on Risk Indicator.

Text:

Audio:

Nick

Hey...no problem. Just get back in the game...you'll make it!

Computer Logic:

On "Continue" go to 1052

SCENE: 1056
Introduction—Run #3

Template: 2nd Try: Missed Other Hazards Feedback

FMV:

Freeze video on last frame

Graphics:

Maintain previous graphics. Display appropriate value on Risk Indicator.

Text:

Audio:

Nick

Let's not make a career out of this!

Anticipate the hazards. You know they're there. Just be ready for them.

Now go get'em!

Computer Logic:

On "Continue" go to 1052

SCENE: 1057
Introduction—Run #3

Template: Missed Speed Feedback

FMV:
Freeze video on last frame

Graphics:
Maintain previous graphics. Display appropriate value on Risk Indicator.

Text:

Audio:

Nick

Ooooo...what a horrible way to go.

Missing “speed” is like not seeing the curve. Try to deal with it too late, and you haven’t got a chance.

One more time. Take it from the top, and let’s see if we can get past this one.

Computer Logic:

On “Continue” go to 1052

SCENE: 1058-A
Introduction—Run #3

Template: 1st Unsuccessful Multiples Feedback

FMV:

Freeze video on last frame

Graphics:

Maintain previous graphics. Display appropriate value on Risk Indicator.

When Nick points out Risk Indicator, dangle the red indicator square by one corner in the crash zone as if it crashed too and is about to fall. Animate it so it swings back and forth slightly.

Display options on Nick's cue.

Text:

Try Again?

Yes No

Audio:

Nick

Jumpin' Jack, what happened!? And look at your Risk Indicator! Shew...what a sight.

Couldn't handle it all..huh?

Wanna try again?

Computer Logic:

If "yes" go to 1058-B

If "no" go to 1060

SCENE: 1058-B
Introduction—Run #3

Template: 1st Unsuccessful Multiples Feedback

FMV:

Same as 1058-A

Graphics:

Same as 1058-A

Highlight “yes” option.

Text:

Audio:

Nick

**Yea...that’s what I like to see,
someone with guts. Go on, give it
your best shot!**

Computer Logic:

Auto to 1052

SCENE: 1059
Introduction—Run #3

Template: 2nd Unsuccessful Multiples Feedback

FMV:

Freeze video on last frame

Graphics:

Maintain previous graphics. Display appropriate value on Risk Indicator.

Dangle the red indicator square by one corner in the crash zone as in scene 1058-A. Animate it so it swings back and forth slightly.

Drop indicator square to bottom of screen on cue.

Text:

Audio:

Nick

Hmm...curves aren't always as easy as they look, are they? (*Sadness showing through*) **Believe me...I know.**
(*Cue: Drop indicator square to bottom of screen with a "clink" sound*)

(*Getting serious*) **You know, people don't usually crash from missing only one hazard. They're usually caused by not recognizing, or not responding to, a number of them.**

(*Reflectively*) **I don't think we ever really see them all. Maybe it's just not possible. But I do know that the more you miss, the greater your chance of a crash.**

Computer Logic:

Auto to 1060

SCENE: 1060**Template:****FMV:**

On cue, fade out video (the concluding freeze frame from scene 1058)

Graphics:

On cue, dissolve graphics from scene 1058 to the embossed background in scene 1010.

Dissolve on each text bullet, keyed to narration.

Text:

- **See the curve...and see it in enough time to do something about it**
- **Get in the right position so you can see problems you might be able to recognize**
- **Be in control...control of your own car so you can react to what you do see**

Audio:**Nick**

(Pent up emotion and frustration breaking through) **Ya know...I wanna help. I don't want you guys going through what I did.** *(Cue: Fade out video freeze and dissolve graphics)*

(Reaching out, but with anger directed at himself) **Look, I pushed you through these curves to try to show you some things... things I had to learn the hard way:**

- **First, ya just gotta see the curve! And see it in enough time to do something about it.**
- **Then, get in the right position so you can see any problems you might be able to recognize.**

- **And..., be in control...in control of yourself, and your car, so you can react to what you do see.**

(Angry, restrained pleading) **Look...if we've connected here at all, these oughta at least make some sense. Do they?** *(Pause, then sigh of resignation)*

(Almost to himself—we can hear a commitment beginning to build up within him)

I am gonna help.

(Directly at the learner) **I'm going to help you through this any way I can.**

Computer Logic:

Auto to 1080

SCENE: 1080

Template:

FMV:

Graphics:

Dissolve off previous supers. Dissolve in the following bullets keyed to Nick narration.

Text:

- **What to look for**
- **How to react to it**
- **Be in control**

Audio:

Nick

(Almost commanding) **By the time you leave here, you're going to know what to look for, how to react to it, and be in better control going through curves.**

All right! Let's get this show on the road. Hit that "Continue" button and I'll fill you in on how we're gonna do it.

Computer Logic:

On "Continue" go to 440

SCENE: 440

Template: Module Menu

FMV:

Graphics:

Dissolve from screen in 1080 to our dash graphic. Out the windshield we find ourselves looking at a four-way intersection. Three road signs indicate we can go to the right, left or straight ahead.

Each one lists the title and elements contained in the course's three sections. A fourth sign indicates that its 30 miles to the "Curves Challenge".

Text:

HAZARDS	PERCEPTION	REACTION
Definition	Searching Patterns	Vehicle Control Factors
Characteristics	Risk Perception	Braking/Speed Selection
		Steering/Lane Position

CURVES CHALLENGE
30 mi

Audio:

Nick

(Bring in music and keep it under through the end of scene 455.)

This is where it all starts. From here, you can go anywhere in this module.

Computer Logic:

Auto to 442

SCENE: 442

Template: Module Menu

FMV:

Graphics:

Same as in 440

Highlight the border of the Hazard sign and the header, then highlight each element keyed to the narration.

Text:

Same as 440

Audio:

Nick

In the Hazard section, we'll...

- **Take a look at what hazards are...and the risks associated with them. We'll also explore three kinds of hazards and look at how these relate to us around curves**
- **And we'll help you recognize some of the most important characteristics about curves such as Risk Factor Control, Prioritization, and Risk Accumulation.**

Computer Logic:

Auto to 444

SCENE: 444

Template: Module Menu

FMV:

Graphics:

Same as in 440

Highlight the border of the Perception sign and the header, then highlight each element keyed to the narration.

Text:

Same as 440

Audio:

Nick

In the Perception section we'll see the best way to search a curve.

And while there, you'll get a chance to sharpen your skills in a variety of situations.

Computer Logic:

Auto to 446

SCENE: 446

Template: Module Menu

FMV:

Graphics:

Same as in 440

Highlight the border of the Reaction sign and the header, then highlight each element keyed to the narration.

Text:

Same as 440

Audio:

Nick

In the Reaction section, you'll get to experiment with braking, cornering, traction and steering—things they call “vehicle control factors”

You'll also get to practice braking and speed selection, along with steering and lane positioning...things that will help you handle almost any curve situation better.

Computer Logic:

Auto to 448

SCENE: 448

Template: Module Menu

FMV:

Graphics:

Same as in 440

Highlight the border of the Curves Challenge sign.

Text:

Same as 440

Audio:

Nick

And finally, when we finish with the module's three main sections, I'm gonna take you for a test drive in the "Curves Challenge ." There, you can check out your own skills and abilities at handling curves.

But first, we'd better polish those skills a little. And the best place to start, is here *(high light Hazards sign for a second)*.

Go ahead. I'm ready, you're ready, so let's get started.

Computer Logic:

Auto to 455

SCENE: 450—DELETED

This animation now occurs in scene 1020

Template: Module Menu

FMV:

Graphics:

Same as end of 480.

Animated to the narration, have Nick get out of the car (off camera) and walk around the front (on camera) and get in the passenger side door (off camera). Our view out the windshield does not change.

When Nick opens the passenger side door, slide the dash to the right to make it look as if we are sliding across the seat to get behind the wheel.

Text:

Same as 440

Audio:

Nick

Hey...wait a minute. I'm not taking this course...you are. *(We hear Nick unsnap seat belt, open the door, walk around, and get in the other side.)*

All right...let's get move'in!

Computer Logic:

Auto to 455

SCENE: 455

Template: Module Menu

FMV:

Graphics:

Same as in 450

Text:

Same as 450

Audio:

No audio

Computer Logic:

If "Introduction" go to 1000

Hazard menu:

 If "Definition" go to 2000

 If "Characteristics" go to 2300

Perception menu:

 If "Searching Patterns" go to 3000

 If "Risk Perception" go to 3200

Reaction menu:

 If "Vehicle Control Factors" go to 4000

 If "Braking/Speed Selection" go to 4300

 If "Steering/Lane Position" go to 4700

If "Curves Challenge" go to 9000

If "Exit" go to 500