

**CONTENT:****Data Analyses and Classification**

DRIVER FATIGUE DETECTION USING VIDEO RECORDING OF FACE.	7
CHANGES IN CAR TRAJECTORY DUE TO DRIVER'S FATIGUE.....	18
METHODOLOGY FOR EVALUATION OF DRIVER'S SITUATIONS BASED ON TECHNICAL DRIVING DATA ANALYSIS .....	24
RECOGNITION OF EMOTIONAL STATE OF CAR DRIVER BY EEG ANALYSIS .....	39
CAR COCKPIT OPTIMIZATION USING GENETIC ALGORITHMS .....	51

**HUMAN MACHINE INTERACTION**

ANALYSES OF DRIVER VISUAL FIELD CHANGES AND REACTION TIMES .....	58
FIT2AGE .....	67
HUMAN MACHINE INTERFACE PROJECT IN SKODA AUTO.....	72
VIRTUAL INTERACTIVE ENVIRONMENT FOR TREATMENT „TRANSPORT“ PHOBIAS .....	73
ATTENTION OF DRIVERS AND DUAL TASK PERFORMANCE.....	85
USING THE EYE TRACKING SYSTEM IN RESEARCH AND DEVELOPMENT.....	87

**PSYCHO-PHYSIOLOGICAL MEASURES**

POSSIBILITIES FOR IMPROVING OF RESISTANCE TO ATTENTION DECREASE AND OTHER DISTURBING FACTORS.....	93
MULTIMODAL AFFECT DETECTION OF CAR DRIVERS .....	100
BEHAVIOUR (ADHD) AND LEARNING (BIOFEEDBACK).....	112
STUDY OF BRAIN ELECTROPHYSIOLOGICAL CHARACTERISTICS DURING HUMAN-MACHINE INTERACTION.....	119

MECHANICAL RESPONSE OF HUMAN TORSO–AXIAL SYSTEM TO MONOTONOUS HYPOKINETIC LOADING AND POSSIBILITY OF ITS DETECTION ..... 120

SIMULATION FRAMEWORK FOR MEASUREMENT OF ATTENTION AND ERP ..... 127

DETECTION OF ERP USING MATCHING PURSUIT ALGORITHM ..... 129

### **PASSIVE AND ACTIVE SAFETY**

ACTIVE AND PASSIVE SAFETY OF MOTORCYCLES WITH REFERENCE TO SITTING GEOMETRY ..... 131

DRIVING UNDER ALCOHOL INFLUENCE ON THE VEHICLE SIMULATOR ..... 143

PERSONALISING THE SMART VEHICLE ..... 155

PAIRING PREFERENCE METHOD APPLICATION ON PEDESTRIAN PASSIVE SAFETY FACTORS ..... 162

### **SIMULATIONS**

ALLIANCE APPROACH TO THE DRIVER-CAR SIMULATION SYNTHESIS ..... 169

VIRTUAL INTERACTIVE SIMULATOR ..... 180

DATA ACQUISITION FOR DRIVING SIMULATOR DEVELOPMENT .. 186

CAR SIMULATOR SCENE BASED ON REAL WORLD GEOGRAPHICAL DATA ..... 195