Session Information Description from the Researcher

In the study, subjects drive a realistic simulator, and we introduce interventions while they do this. The interventions are stressors (cognitive, emotional or motoric) of different nature. The idea is to see how these stressors affect the subjects and their driving behavior.

Now we have a total of 8 sessions.

Session 001 is a calming Baseline session where subjects do not do anything. They are asked to relax and listen to calm music for few minutes.

Session 002 is a Practice Drive session. During this, the subjects first encounter the simulator and are allowed to practice and get used to driving the simulated car.

Session 003 is a Relaxation Drive session. In this Drive, subjects are asked to observe all traffic rules and drive within the speed limit. They are driving on the same piece of highway on which they will drive for the next few sessions. The only difference here is that there is less traffic and no construction going on. So in other words, it is an easy drive.

Session 004 is a Normal Drive session. In this Drive, the subjects encounter a more dense traffic and scattered construction zones.

Session 005 is the Cognitive Drive session. This Drive is similar to the Normal Drive, however at two intervals, subjects are asked cognitive questions such as "What is 35 + 37?". This questioning intervals lasts for approximately over a minute to a minute and a half. (Timing for this is present in the stimuli files)

Session 006 the Emotional Drive session. This drive is similar to the Cognitive Drive, however here they are asked emotionally loaded questions, such as "Did you ever lie on a resume?"

Session 007 is the Sensorimotiric Drive session. This drive is similar to the Cognitive and Emotional Drive, however here they have to text while driving.

Session 008 is a Failure Drive. This drive is different from the rest of the drives. Here subjects are driving and they stop at a stoplight. Then there is a programmed failure, where the car accelerates uncontrollably towards the car ahead. Subjects dont know about this and are supposed to try to avoid the collision and stop the car safely.

We extracted facial expressions from videos using a software. The software applies it algorithm on each frame in the video. Videos were captured at 30 frames per second. Hence we have 30 samples for each second. the 0.03 increment. However some videos captured at different frame rates will have a different increment. That time is plainly the time since the start of the experimental session.

The frame number is just the sequence number.