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We're not building the perfect driver.  
We're building a better understanding of ourselves.  
Thanks for reading. Let's keep learning, keep building, and keep each other safe.  
🚗🧠🎮 #DrivingSim #ACTR #TechWithPurpose

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If this project makes you rethink glancing at your phone at a red light... good.  
That's the goal.  
Simulations like ours help bridge the gap between what tech can do and what humans should do. #DriveBetter #TechWithPurpose

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ACT-R isn't some abstract tool, it's a window into everyday cognition. When applied to driving, it shows that error isn't random. It's structured. And if it's structured, it can be understood and redesigned. #CognitiveScience

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To be clear: no simulation is perfect.

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To be clear: no simulation is perfect. But even an imperfect model lets us ask better questions:

- What distracts us?
- Can machines help us refocus?
- What should we teach them about us? [#ACTR](#) [#SimulatedEthics](#)

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This work isn't just about cars or code. It's about the human condition:

- 🟡 Our attention is limited
- 🔴 Our mistakes are predictable
- 💡 But with the right tools, they're also preventable [#HumanCenteredAI](#)

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This simulation helped us see the tension between automation and accountability. If AI mimics us, it must also learn when not to. That means coding not just logic, but values, into systems that will one day share our roads. [#Alethics](#)

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Imagine a future where your car knows you're distracted before you do. With cognitive modeling, that future's closer than you think. But first, we have to understand how distraction works in the mind. [#CognitiveModeling](#) [#SafeDriving](#)

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**human-behavior-1.bsky.social** @human-behavior-1.bsky.social · 7m  
Our code isn't flashy, it's functional.  
Built in Python, the ACT-R system lets us log:  
• Memory retrievals  
• Visual attention shifts  
• Reaction delays  
That's how we teach a machine to think like a distracted driver. Then fix it.



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This isn't just tech for tech's sake.  
Understanding human-like driving helps:  
• Improve AI safety in autonomous vehicles  
• Design better driver education  
• Inform public policy  
All by learning from our simulated mistakes. #TechForGood



**human-behavior-1.bsky.social** @human-behavior-1.bsky.social · 8m  
We made our driver model "text" while driving.  
What happened?  
• Slower reactions  
• Missed cues  
• Poor decision timing  
Sound familiar? These are the same issues behind most distracted driving accidents. #DriveFocused



**human-behavior-1.bsky.social** @human-behavior-1.bsky.social · 8m  
With our Python ACT-R simulation, we can see how attention shifts cause driving failures.  
Our model's "working memory" shows where focus breaks down, just like in real drivers.  
This helps us study risk before it happens IRL. #HumanFactors



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Why simulate mistakes? Because humans make them all the time. Especially behind the wheel.

From texting to daydreaming, distracted driving kills over 3,000 people per year in the U.S. alone. That's not just data, it's lives. [#EndDistractedDriving](#)

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**human-behavior-1.bsky.social** @human-behavior-1.bsky.social · 10m  
We didn't just code a car.

We created a cognitive driver. One that reacts to traffic, makes turns, and even handles incidents like hydroplanes. By scripting errors into the simulation, we watched how mistakes happen in the mind before they happen on the road. 🧠🚗

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**human-behavior-1.bsky.social** @human-behavior-1.bsky.social · 11m  
Our project uses the ACT-R model, a cognitive system that simulates how humans think and make decisions. Why ACT-R? It lets us mimic the real-time thinking behind steering, braking, or... glancing at your phone. 📱 [#DistractedDriving](#)

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🚗🧠 Ever wondered how we could teach machines to drive like humans?

We built a driving simulation using Python ACT-R cognitive architecture to mimic and learn from human driving patterns. Here's how and why it matters. 🧠🚗 [#DrivingSim](#) [#CogSci](#)

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