# PSYCHOLOGICAL AND SOCIAL READINESS

CHAPTER 17

## INATTENTION AND DISTRACTION

- → TWO MAJOR FORMS OF PSYCH IMPAIRMENT
- → RESPONSIBLE FOR MORE THAN 1 MILLION CRASHES PER YEAR
- → INATTENTION: LACK OF PAYING ATTENTION, LESS LIKELY TO REMEMBER RULES OF CONDUCT
- → DISTRACTION: ANYTHING THAT DRAWS YOUR MIND OFF TASK

### CELL PHONES

- → ILLEGAL IN SOME STATES
- ♦ OVER 0.5 MILLION DRIVERS AT ONE TIME USE CELL PHONE
- REACTION TIME WORSENS
- MENTAL DISTRACTION
- ♦ CRASHES ARE 2X LIKELY TO BE REAR END COLLISIONS
- DRIVERS MISS 2X TRAFFIC SIGNALS
- HANDS FREE NOT AND ADVANTAGE
- ASK PASSENGER TO MAKE THE CALL
- ◆ COMPARABLE TO BAC OF 0.10

### AUDIO SYSTEMS

- → KEEP VOLUME REASONABLE
- → DON'T CHANGE CD'S WHILE DRIVING
- → AGAINST LAW TO WEAR STEREO HEADPHONES IN 20 STATES (MN)
- → DON'T USE THEM

## OTHER DISTRACTIONS

- PASSENGERS
- → TRAFFIC JAMS: CAN STILL BECOME DISTRACTED
- → TOLL ROADS
- → FOOD AND DRINK: MOST CRASHES HAPPEN IN THE MORNING
- GIVE DRIVING FULL ATTENTION

## **EMOTIONS**

- → HIGHS AND LOWS CAUSE YOU TO LOSE ATTENTION TO DRIVING
- → AGGRESSIVE DRIVING:

  COMBINATION OF DANGEROUS

  ACTS WHILE DRIVING

  ACTS WHILE D
- ♦ ROAD RAGE: CRIMINAL ACTS AGAINST ANOTHER PERSON
- AGGRESSIVE DRIVING PG 360

#### CONTROLLING ANGER

- ◆ COURTESY: KEEP SAFE DISTANCE, USE APP. GESTURE, SIGNAL, KEEP COOL
- → FRUSTRATION: FEELING OF DISAPPOINTMENT
- ♦ SADNESS AND DEPRESSION:BRINGS DISCONNECTION FROM REALITY
- → HEIGHTENED STATES AFFECT ABILITY TO PERCEIVE AND RESPOND TO THREATS

## POSITIVE EMOTIONS

- → EXUBERANCE
- PLAYFULNESS
- ◆ OVERCONFIDENCE AND COMPLACENCY (YOUNG MALE DRIVERSBELIEVE THEY ARE LESS LIKELY TO CRASH THAN OTHER YOUNG MALE DRIVERS)

## CONTROLLING EMOTIONS

- → MAINTAIN RESPONSIBLE ATTITUDE
- EXPECT MISTAKES
- → TRAIN YOURSELF TO USE CORRECT PROCEDURES

#### NORMS AND PEERS

- → PEER PRESSURE: INFLUENCE PEOPLE YOUR AGE HAVE ON YOU TO THINK AND ACT LIKE THEM
- ♦ NORMS MAKE AN ORDERLY DRIVING PUBLIC POSSIBLE
- NORMS: RULES OR NORMAL STANDARDS OF BEHAVIOR THAT GOVERN HOW PEOPLE BEHAVE
- ◆ CUSTOMS: BEHAVIIORS THAT SATISFY PEOPLE'S NEEDS FOR COMFORTABLY INTERACTING WITH ONE ANOTHER