

**Automated vehicle Services for People with disabilities –  
Involved Responsive Engineering  
(ASPIRE Center)**

**Quarterly Progress Report #9**

<b>Grant Number:</b>	69A3552047140
<b>Topic:</b>	Implications of Accessible Automated Vehicles and Mobility Services for People with Disabilities
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<b>Report Date:</b>	10/26/2022
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<b>Prepared for:</b>	University Transportation Centers Program, Office of the Assistant Secretary for Research & Technology, U.S Department of Transportation

## 1. Accomplishments

**Aim 1: Systematic Review:** We will conduct a comprehensive review of the literature to understand the current trends and implications more clearly for future travel related to accessible automated vehicles and services.

- **Specific Objectives and Major Activities:**

Nothing to report this quarter as we have completed Aim 1 as mentioned in previous reports. Please refer to the below-mentioned manuscript publication:

<https://doi.org/10.1016/j.neulet.2021.136103>

Dicianno, Brad E., Sivashankar Sivakanthan, S. Andrea Sundaram, Shantanu Satpute, Hailee Kulich, Elizabeth Powers, Nikitha Deepak, Rebecca Russell, Rosemarie Cooper, and Rory A. Cooper. "Systematic Review: Automated Vehicles and Services for People with Disabilities." *Neuroscience Letters* (2021): 136103.

**Aim 2: Understand the needs of Users and Providers:** We will conduct surveys, focus groups, and journey mapping of stakeholders, including individuals with disabilities, their travel companions and/or caregivers, designers, medical providers, and mobility service experts (e.g., vehicle manufacturers and modifiers, as well as adaptive driving training instructors). The survey will be refined using pilot surveys, focus groups, and journey mapping and then distributed broadly to all key stakeholders.

- **Specific Objectives:**

1. Wrap up "Journey Mapping"
2. Wrap up "AV Focus Groups"
3. Continue to recruit and enroll research participants for the VOC-VOP survey

- **Major Activities:**

**Journey Mapping & AV Focus Groups-** Completed study protocol per approved University of Pittsburgh IRB# STUDY20090111. Manuscripts have been submitted to journals as described in the performance metrics section below.

Journey Mapping: **N= 20 participants**

AV Focus Groups: **N= 21 participants**

**Survey- N= 1129 (VOC); N=49 (VOP).** Study recruitment efforts and pilot data analysis are ongoing. Additional outreach activities were planned and implemented.

**Study title:** Automated vehicle Services for People with disabilities – Involved Responsive Engineering (ASPIRE Center): Voice of Consumer-Provider survey

**IRB #:** STUDY20120052

*Voice of Consumer (VOC): Individuals with disabilities/older adults, travel partners like caregivers or spouse; Voice of Provider (VOP): Transportation Provider, Expert or Designer*

**Survey links:** [Automated vehicle Services for People with disabilities – Involved Responsive Engineering \(ASPIRE Center\) | Human Engineering Research Laboratories | University of Pittsburgh](#)

**Aim 3: Data synthesis, extrapolation, analysis, and modeling:** We will synthesize the data obtained to understand the current and future needs of potential stakeholders of accessible automated transportation and services. This will involve presenting summary survey findings, extrapolating findings to the greater population of potential automated vehicle users, combining our data with publicly available datasets to understand factors that influence travel, displaying clusters of users based on their characteristics and needs and ideation and development of solid models that illustrate key features and parameters for implementing automated vehicles and mobility services.

- **Major Activities:**

***'Journey Mapping' data analysis:***

Data will be published in the 'Transportation Research Record'. The manuscript was submitted on 8/19/2022 and is currently under review with the TRR Editorial Board for assessment.

*Abstract:*

*The purpose of the study was to understand travel considerations and identify barriers for people with disabilities (PWDs) for each travel stage, from considering a trip through arriving at the final destination for their current modes of transportation. Twenty PWDs including those with physical (n=10), vision (n=4), hearing (n=1), cognitive (n=4), and combined physical/visual (n=4) impairments participated in a semi-structured one-on-one interview to identify the transportation issues. Descriptive statistics were used for demographic information, and a qualitative content analysis was used to analyze the transcribed interviews and extract themes. Themes were further organized by the modes of transportation used. The top four themes in considering and planning a trip phase were: 3<sup>rd</sup> party assistance availability (private vehicle, public transportation, and paratransit), finding an accessible or suitable parking space (private vehicle), access to a service location (public transportation and paratransit), and transportation schedule (public transportation and paratransit). The top four travel barriers in locating, entering, riding, and exiting the transportation and arriving at the destination were: ingress/egress to the vehicle (private vehicle and public transportation), concerns with wheelchair securement (public transportation and paratransit) and requiring 3rd party assistance (private vehicle and public transportation), and accessibility to service location (public transportation). The study suggests that to mitigate travel considerations and barriers for PWDs, not only vehicle-specific barriers but also infrastructure issues should be addressed simultaneously. We expect that the findings will provide insight into the design and development of future forms of transportation, such as autonomous vehicles.*

*Keywords: User needs, Content analysis, Individuals with disabilities, Structured interview, Transportation use, Travel difficulties,*

***'AV Focus Group' data analysis:***

Data will be published in the 'Disability and Rehabilitation: Assistive Technology' journal. The manuscript was submitted on 10/17/2022 and is currently under review.

*Abstract:*

*Purpose: Existing automated vehicle transportation guidelines and regulations have minimal guidance to address the specific needs of people with disabilities. Accessibility should be at the forefront to increase autonomy and independence for people with disabilities. The purpose of this research is to better understand potential facilitators and barriers to using accessible autonomous transportation. Methods: Focus groups were conducted with key stakeholders derived from people with disabilities (n = 5), travel companions/*

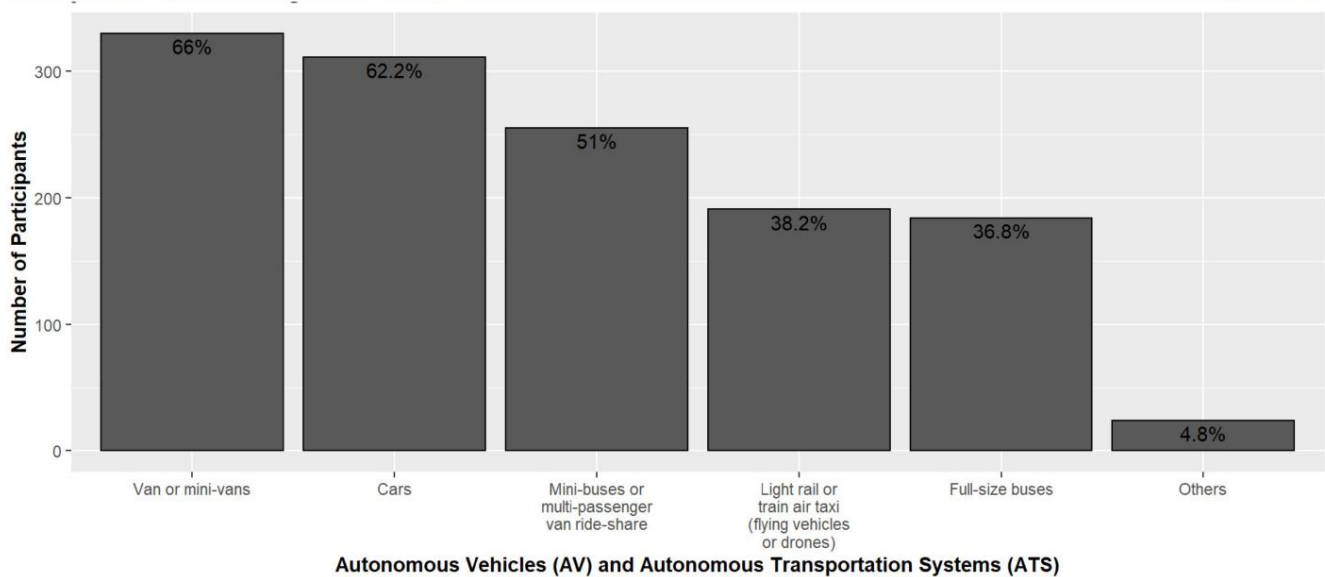
caregivers (n =5), and transportation experts or designers (n = 11). Results: The themes include describing the stakeholder perceptions across all three groups by identified themes: autonomous vehicle assistive technology, autonomy vs automation, cost, infrastructure, safety & liability, design challenges, and potential impact. Conclusion: Specific gaps and needs were identified regarding barriers and facilitators for transportation accessibility and evidence-based guidance. These specific gaps can help to formulate design criteria for the communication between, the interior and exterior of accessible autonomous vehicles.

### Voice of the Consumer Pilot Data Analysis

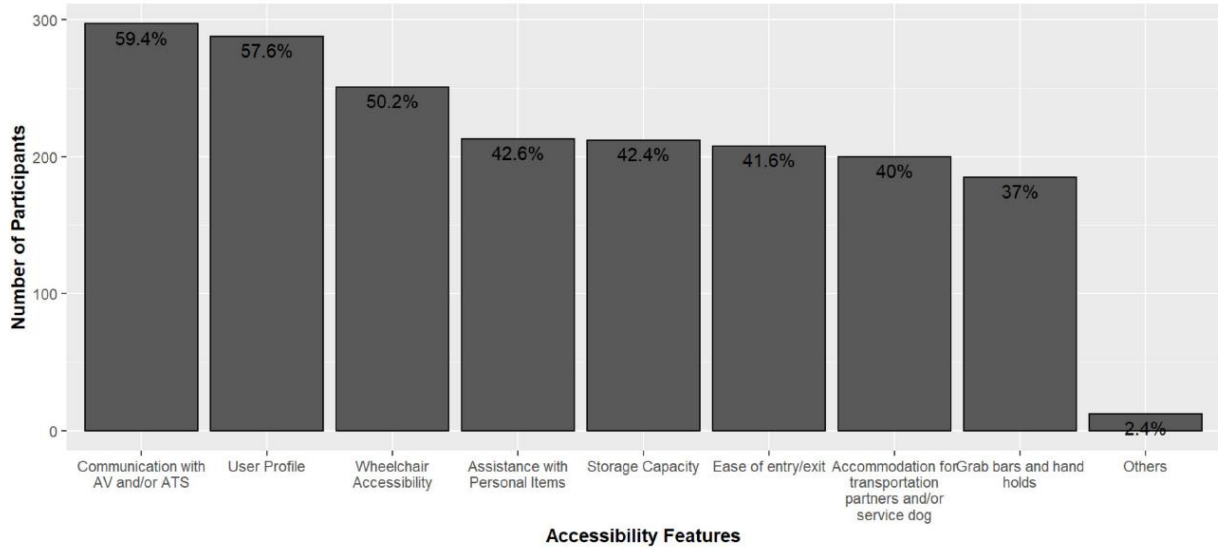
Data from the first 500 survey respondents are currently being analyzed and we plan to publish this pilot analysis. This will be followed by a full paper analysis to find clusters of participants with similar responses to create design criteria for AV features and services. Below are some of the results on the following topics:

- Preference of types of AVs/ ATS (e.g., mini-vans, cars, etc.)
- Required accessibility features of AV and/or ATS
- AV services (Business models) (e.g., own, rent or lease, monthly subscription, 3<sup>rd</sup> party payer, etc.)
- Preference for automated driver assist features
- Other important socio-demographics info

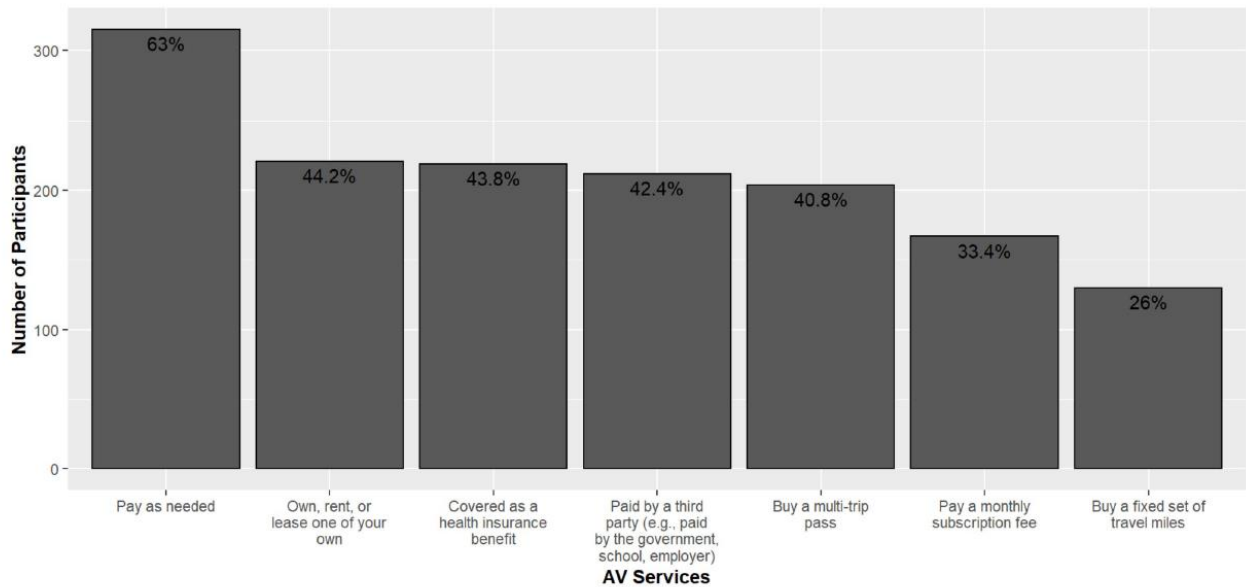
## Types of AVs you would be willing to use



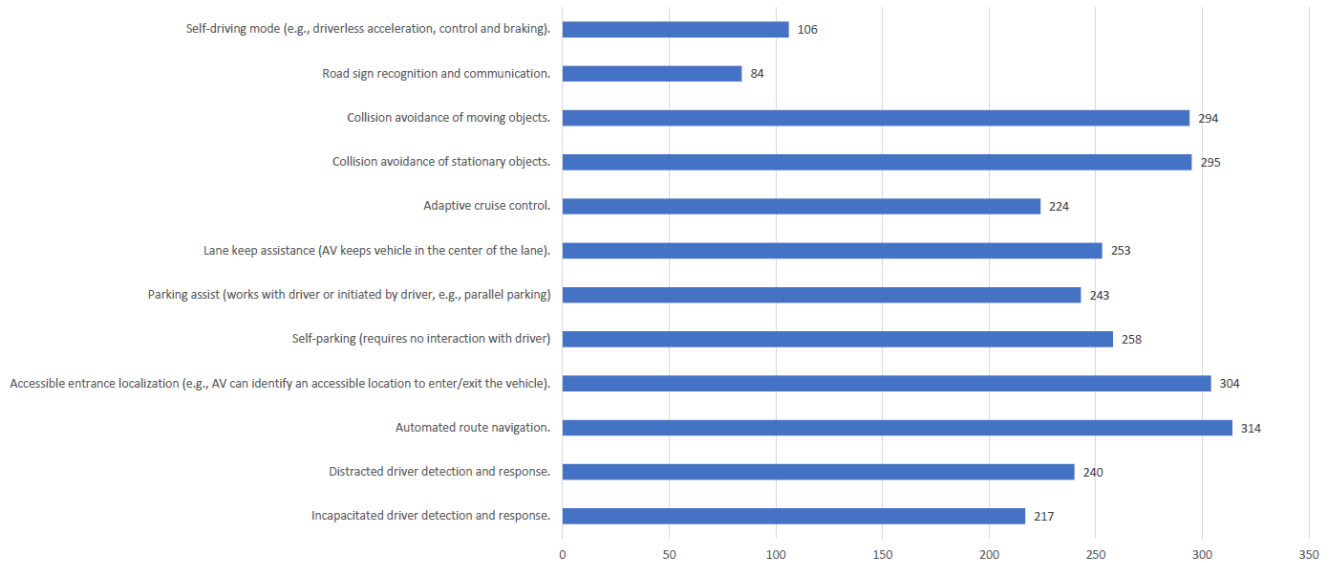
# Accessibility Features



# AV Services



# AV Features



## Demographics

Age	Ambulatory (%)	Hearing (%)	Independent living difficulty (%)	Self-Care Difficulty (%)	Vision (%)
18-24	3.79%	1.69%	5.80%	4.80%	5.49%
25-34	11.99%	23.73%	10.14%	12.80%	16.48%
35-44	18.30%	22.03%	17.39%	21.60%	18.68%
45-54	14.51%	10.17%	21.01%	20.00%	18.68%
55-64	23.03%	11.86%	28.26%	20.00%	18.68%
65-74	21.14%	18.64%	13.77%	15.20%	19.78%
75+	7.26%	10.17%	3.62%	5.60%	2.20%
Under 18	0.00%	1.69%	0.72%	0.00%	0.00%

Time Living with Disability	Ambulatory (%)	Hearing (%)	Independent living difficulty (%)	Self-Care Difficulty (%)	Vision (%)
1-5	11.04%	23.73%	7.97%	8.00%	19.78%
11-15	13.56%	11.86%	8.70%	12.00%	7.69%
16-20	10.09%	8.47%	11.59%	8.80%	4.40%
21-25	7.57%	3.39%	17.39%	12.80%	6.59%
25+	39.43%	28.81%	42.03%	40.00%	41.76%
6-10	17.03%	22.03%	12.32%	17.60%	17.58%
Less than 1 year	0.95%	1.69%	0.00%	0.80%	2.20%

Race	Ambulatory (%)	Hearing (%)	Independent living difficulty (%)	Self-Care Difficulty (%)	Vision (%)
American Indian or Alaskan Native	0.00%	3.39%	2.17%	0.00%	3.30%
Asian	3.15%	1.69%	2.17%	1.60%	4.40%
Black or African American	11.67%	8.47%	11.59%	9.60%	13.19%
Native Hawaiian or other Pacific Islander	0.32%	1.69%	0.72%	2.40%	1.10%
Prefer not to answer	7.26%	5.08%	0.72%	5.60%	3.30%
Two or more races	2.52%	5.08%	75.36%	3.20%	67.03%
White or Caucasian	74.76%	72.88%	0.00%	76.80%	0.00%

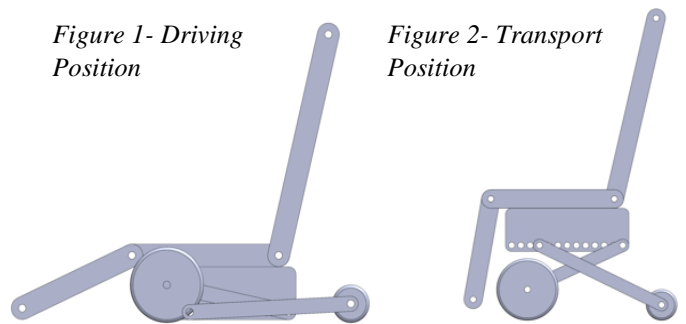
Gender	Ambulatory (%)	Hearing (%)	Independent living difficulty (%)	Self-Care Difficulty (%)	Vision (%)
Female	39.75%	52.54%	59.42%	50.40%	47.25%
Male	55.21%	42.37%	39.13%	44.80%	47.25%
Non-binary/third gender	2.21%	3.39%	0.72%	3.20%	2.20%
Prefer not to answer	1.89%	1.69%	1.45%	1.60%	2.20%
Transgender: Female to Male	0.63%	0.00%	0.00%	0.00%	0.00%
Transgender: Male to Female	0.00%	0.00%	0.00%	0.00%	1.10%

***New sub-project: Wheelchair Accessible Autonomous Vehicle Concept***

We are developing a holistic systems approach for powered wheelchairs and accessible vehicle design which will drastically lower costs and revolutionize this accessible vehicle industry. Many auxiliary factors, such as vehicle dimensions, ramp access, and a docking station were considered when designing the Simplified Accessible Vehicle and Robotic (SAVER) Wheelchair. To determine feasible dimensions for the chair, the inside of a Chrysler Pacifica was scanned, and its dimensions were displayed using Solidworks as shown in the previous quarterly report. Knowing the layout of the van allowed for the creation of a rough Solidworks drawing of the chair and determined the dimensions it would have to take for a successful ingress and egress. The final dimensions were used to determine important design features of the chair, such as the need for a recline feature or the position of the drive wheels.

In addition to vehicle dimensions, ramp length also needed to be determined. The appropriate ramp length was also based on the Solidworks van sketch, and multiple length options were considered through analysis of the chair concept and how it related to the van structure. The inside of the van also must have a docking station to be in accordance with RESNA standards; a docking station secures the wheelchair to ensure it is just as safe as the permanently mounted seats in the car. The addition of a docking station means that the user must be able to maneuver the SAVER chair inside the van to successfully dock the chair, which adds a level of complexity to the SAVER design.

The SAVER design went through many concepts before a tentative final design was reached. The final SAVER design utilizes a series of actuators that change the angles of the chair legs relative to the ground. This creates a tilt function, which is common in many electric-powered wheelchairs. However, most commercial electric-powered wheelchairs use heavy machinery within the seat to induce tilt, while the SAVER chair will do it solely through changing leg angles, which drastically reduces weight. The legs will have a fixed length and collapse towards the seat of the wheelchair as it ingresses into the van, making the wheelchair shorter as shown in Figures 1 and 2. Reducing the height of the chair in addition to tilt and recline features will allow the chair to smoothly pass through the van door threshold.



*Figure 1- Driving Position*

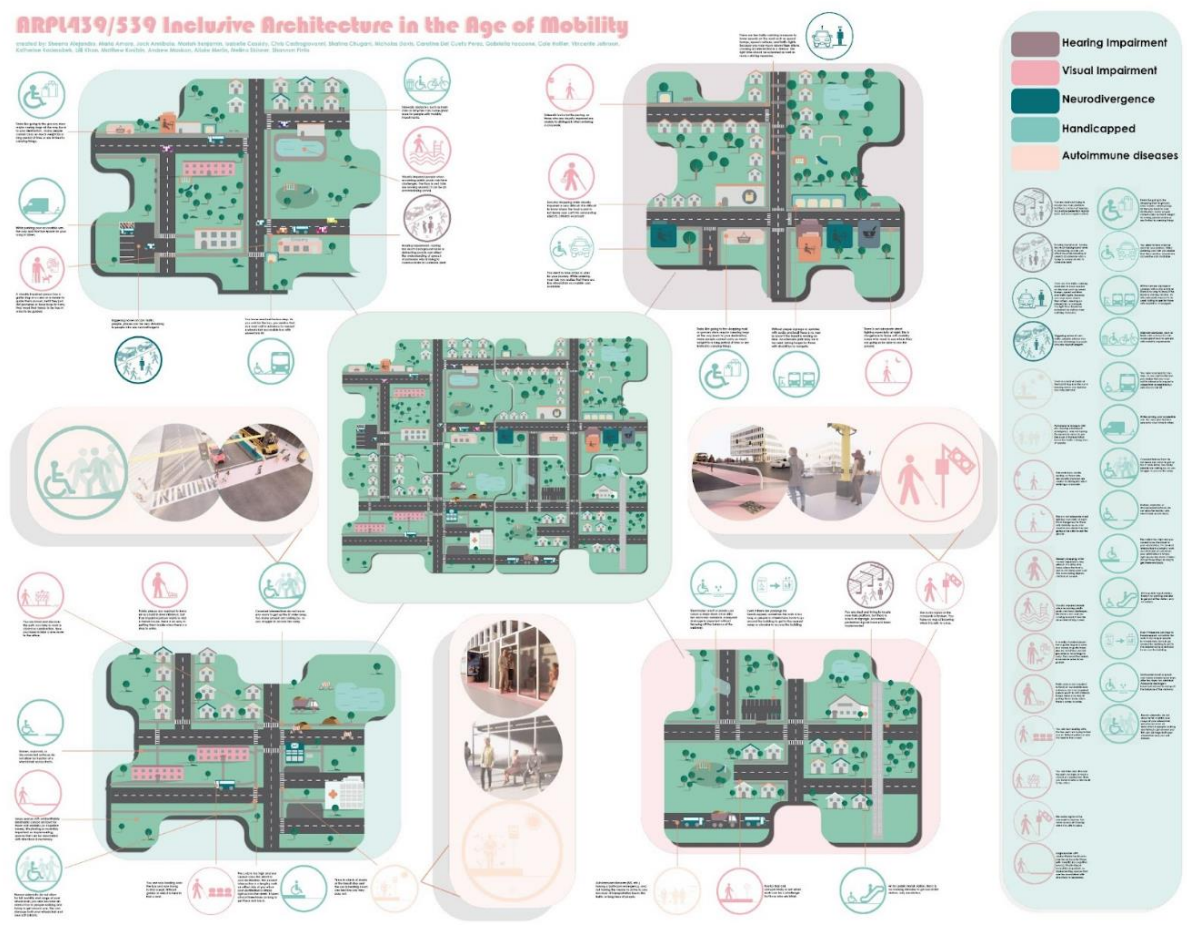
*Figure 2- Transport Position*



## CUA Design team updates:

This quarter, our partners from the School of Architecture & Planning (CUA) worked on:

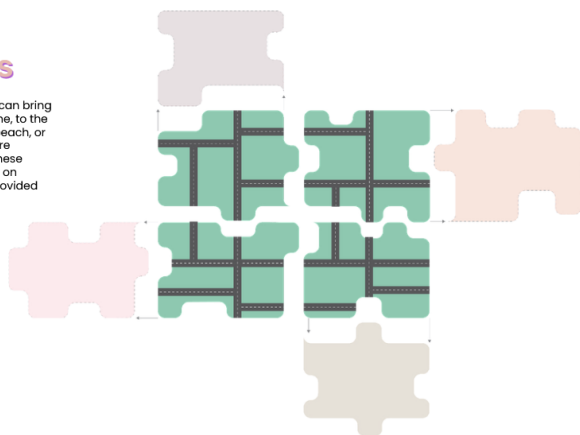
- Design studio and Board Game:** Fall semester class on “Inclusive Architecture in the Age of Automated Mobility” (in the curriculum of the School of Architecture and Planning, the Catholic University of America, D.C. Taught by ASPIRE design team Principal Investigator, Lavinia Fici Pasquina, Faculty.) has begun and below are some graphical illustrations (More graphics available in the appendix section) from student presentations that show accessibility challenges with transportation systems and possible architectural solutions to a number of specific system problems for people with varying disabilities in a community setting.
- Design studio work includes a mobility journey board game, “Destinations & Mobility”. The board game will be created in both web and physical format to distribute as an educational tool for therapy students (primarily occupational therapy and vocational rehabilitation counseling), architectural students, and civil and transportation system engineers. The game will help to teach students and practitioners about barriers and facilitators for accessible transportation to include AV and AT. This will transform education and practice to grow a community that is knowledgeable about the needs and advances in accessible transportation.
- Graphical elements to communicate environmental and personal conditions relevant to the mobility journey. “Visual standards” such as graphical symbols (e.g., “icons”)
- Designed a mobility journey solution. For example, a multipurpose transportation node accommodating AVs the architecture of which facilitates mobility journeys of people with or without disabilities.





## The Expansions

Potential board expansions can bring viewers directly into the home, to the airport, on vacation, at the beach, or even to a train station. We are beginning to explore what these pieces could look like based on research from transcripts provided by our professor.



## Game board: Pieces



Markers

Dice



Obstacles



## 2. Changes/Problems

### a. Actual Problems or delays and actions to resolve them

Survey completion rates have been one of the challenges and we have encouraged participants to complete the survey in person, when possible, at recruitment events.

### b. Anticipated Problems/Issues

Nothing to Report.

## 3. Collaborations

This quarter, we have continued to engage advisory board members in project activities such as survey dissemination, manuscript review, etc. Another DoT-ASPIRE Center Advisory Board meeting was held on Oct 4, 2022, and we will continue to hold these bi-monthly meetings.

## 4. Education and Workforce Development

In this quarter, we continued to engage Ph.D. and Postdoctoral students in survey outreach activities and data analysis. The summer interns engaged with ASPIRE Center completed their assigned projects and presented posters, papers, and elevator pitches during the HERL Open House held on Jul 28<sup>th</sup>, 2022.

Student papers:

- 1) Modeling a wheelchair-accessible van using 3D scanning technology
- 2) Personal vehicle docking system for a power wheelchair
- 3) Simplified Accessible Vehicle and Robotic (SAVER) Wheelchair Initial Research and Development

Over the quarter, Dr. Cooper and team have presented/conducted outreach activities at the below events:

- State of the Science Symposium- September 28, Bethesda, Maryland
- REHACARE- September 14-17, Dusseldorf, Germany
- Veterans Resources Fair- September 16<sup>th</sup>, Pittsburgh, PA
- PVA Healthcare Summit- August 29-31, Dallas, Texas
- Ryan Shazier Street Fair Event- August 21<sup>st</sup>, Pittsburgh, PA
- Department of Defense Warrior Games-August 19-23, Orlando, Florida
- 1st Annual Disability Pride Pittsburgh - July 23<sup>rd</sup>, Pittsburgh, PA
- National Veteran Wheelchair Games 2022 – July 5<sup>th</sup> to July 9<sup>th</sup> Tempe, AZ

## 5. Performance metrics

The Journey Mapping manuscript, "*Understanding Travel Considerations and Barriers for People with Disabilities to Using Current Mode of Transportation through Journey Mapping*" has been submitted to 'Transportation Research Record' and is currently under review.

Focus Group manuscript, "*Accessible Autonomous Transportation and Services: A Focus Group Study*" has been submitted to 'Disability and Rehabilitation: Assistive Technology' and is currently under review.

Other News/Media:

[October HERL quarterly](#)- The Oct 2022 issue of the Human Engineering Research Labs (HERL) features articles about our Department of Transportation - University Transportation Center, recent patents, job openings, research-development study recruitment, and much more!

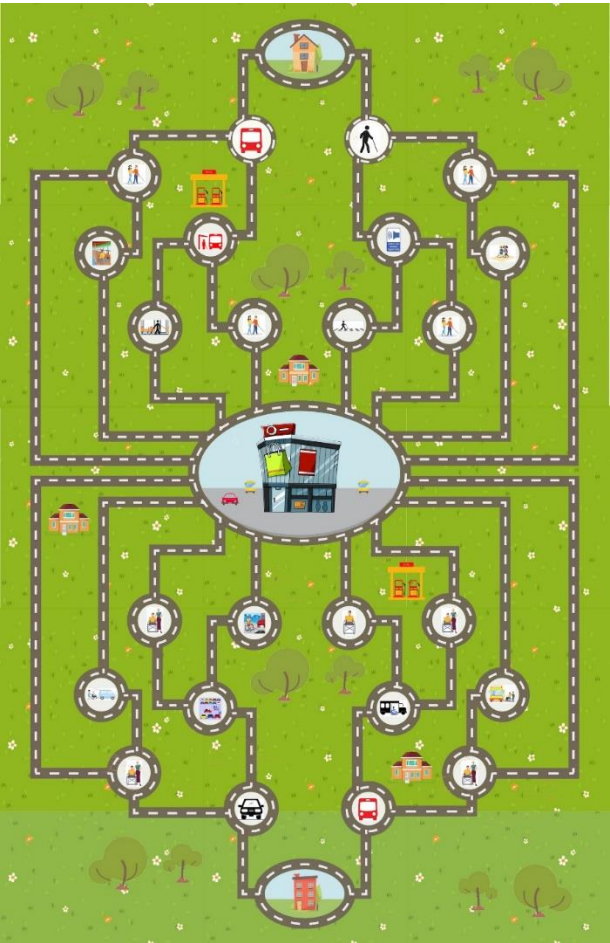
# Appendix

Some sketches of board game designs and graphical symbols from design studio:








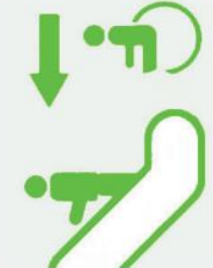
**A sketch of a modular game design**



**A sketch of a decision path game design incorporating symbols (icons)**



**A sketch of a graphic symbols (icons) depicting accessibility scenarios**

	<p>You are now loading onto the bus and now are trying to find a seat. Without and guides or aids it is hard to find a seat.</p> <p>How will you find a seat?</p>		<p>You have reached the Bus stop. As you wait for the bus you realize that you must call in advance to request a wheelchair accessible bus with wheelchair lift.</p> <p>Do you call and wait for the accessible bus or try and find another form of transportation?</p>
	<p>The audio signal at the crosswalk is broken. You have no way of knowing when it is safe to cross</p> <p>Do you attempt to cross the street?</p>		<p>You elect to take a taxi or uber for your journey. While ordering your ride you realize that there are less wheelchair accessible cars available</p> <p>Do you call and wait for the accessible bus or try and find another form of transportation?</p>
	<p>You reach a crosswalk but it is poorly designed and hard for you to know if there is an island and how long the crosswalk is.</p> <p>With this uncertainty, do you still attempt to cross the street?</p>		<p>While parking your accessible van , the only spot that has space for your ramp is taken.</p> <p>Do you wait for the space to open up or find a new parking lot?</p>
	<p>You reach the bus stop, but there is no audio info about the bus being delayed or canceled.</p> <p>The bus is running late and with no way of attaining this info do you continue to wait?</p>		<p>A the public transit station, there is no working elevator to get out of the station only escalators.</p> <p>Do you get back on the train and go to another stop?</p>

**A sketch of a graphic symbols (icons) depicting accessibility scenarios**



# Sketches of game design elements

## In-CLUE-sivity

By: Maria Amare, Isabelle Cassidy, Vincente Johnson and Kat Kaderabek

Start game

### Game board:

Reference Game: Clue

Play

### The Setup

**A** 3-6 player board game  
Ideally, the game would be played with 3-6 players both with disabilities and without disabilities

**C** Obstacle Cards and Scenario Cards  
Two decks of cards will be used in determining a challenge

**B** Board Game and Materials  
A game board composed of the locations, 8 different player markers, dice, obstacle pieces, a deck of obstacle cards containing roadblocks that may slow player's advancement, and a deck of scenario cards containing a myriad of various situations

### Game board: Colors

Play

### Game board: Pieces

Markers

Dice

Obstacles

Play

### Obstacle Cards

You are a senior citizen with limited mobility and you are shopping for groceries. There is a spill in aisle 4

Penalty: Switch places with another player

Play

### Obstacle Cards

You are a person who moves around in a wheelchair. Because it's snowing, you are unable to make it to your bus stop.

Penalty: Skip your next turn

Play

### Obstacle Cards

You are a person who has limited mobility in their hands. You are trying to enter a building, but the door knob is designed so you are unable to turn it.

Penalty: -3 Points

Play