

9th Triennial International Aircraft Fire and Cabin Safety Research Conference
October 28 – October 31, 2019
Atlantic City, NJ

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Topic: Passenger Education and Management: Application of Interactive Media to Safety Information

Title: Evaluation of Serious Games for Passenger Education

Abstract

This project will be conducted to evaluate Serious Games as a tool for passenger education. Serious Games is a persuasive technology application developed by the University of Udine, Italy via OTA No. DTFAC-13-A-00003. The objective of this project is improve the level of occupant safety and survivability by making safety information more transparent and effective to the flying public. Traditionally, passenger education has been in the form of oral briefings, video briefings, and printed safety cards. Providing passengers with an interactive form of passenger education may provide a statistically significant difference in the retention of safety information. This is an ongoing project with data collection beginning in the Fall of 2019.