

Achieving Change through the Be Seen Project





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The LEARN! Manual Webinar Wednesday 23 June 2021 10:00-12:15 CEST

PROBLEM ANALYSIS



Accidents database
Safety Performance Indicators
Observations/Self Reported data
Literature Review

- 16.5% of accidents involving deaths or injuries were pedestrians, which resulted in 22.1% of deaths and 19.8% of serious injuries in road accidents.
- On average, each run over with injury causes 34% more deaths and 20% more serious injuries than the average of all accidents.
- 48.0% of dead pedestrians and 37.3% of severely injured pedestrians resulted from being run over in poor lighting conditions (night or dusk).



PROBLEM ANALYSIS



Pedestrians are the most vulnerable group of road users, namely children and the elderly;

The risk of being involved in a road accident at night is 2 times higher than during the day;

• A pedestrian walking at night without a retro-reflective material has an 8 times higher risk of accident than if he uses a retro-reflective material;





PROBLEM ANALYSIS

• In studies where hundreds of pedestrians run over were analysed, it was concluded that about 1/3 (33%) of pedestrians hit by a car show difficulty in seeing the vehicle that hit them, and about 2/5 (40%) of drivers show difficulty in seeing the pedestrian who ran over;

Higher the speed practiced, the shorter the distance at which the pedestrian is detected;

• At night, a pedestrian's visibility can only be guaranteed by good colour contrast. This is only achieved through the use of retroreflective material, by the pedestrian.



BE SEEN PROJECT GOALS

General Goal:



Reduce accidents involving pedestrians during the night and twilight periods.

Specific Goals:

- To increase the retro-reflective material usage rate in pedestrians while walking during periods of poor visibility;
- To raise awareness about the importance, advantages and need of using retro-reflective material;
- To raise pedestrian's awareness about the increased risk of being run over while walking during periods of poor visibility;
- To raise drivers' awareness to the pedestrians run over problem.



BE SEEN PROJECT TARGETS

PrimaryTargets:







SecondaryTargets:



Teachers



Parents



Drivers





BE SEEN PROJECT ACTIVITIES















DESIGN AND METHOD OF THE EVALUATION



1. Survey For Children up to 14 Years of Age (14 Questions; Answer Yes or No; Supervised by teachers; paper form)

Questions	Yes	No
Q1. I have retro-reflective clothing or accessories at home.		

2. Survey For Children 15 Years of Age and Older (59 questions; Likert Scale 7 point; mainly online surveymonkey software)

Questions [Previous Behaviour and Personal Norms subscales]

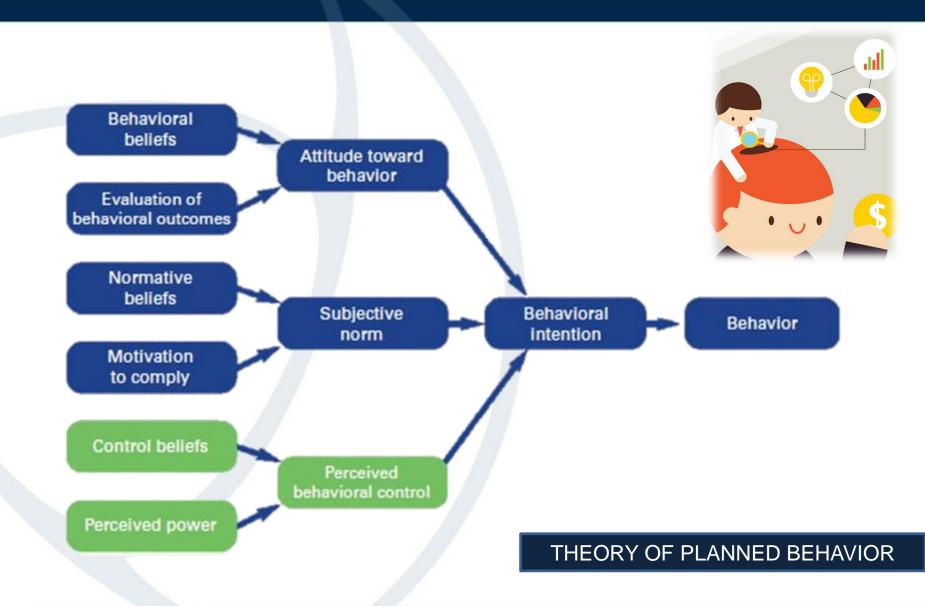
46. How many times during the past three months have you used retro-reflective material in situations of reduced visibility, both inside and outside the localities?

Never:

1:: 2:: 3:: 4:: 5:: 6:: 7: Always

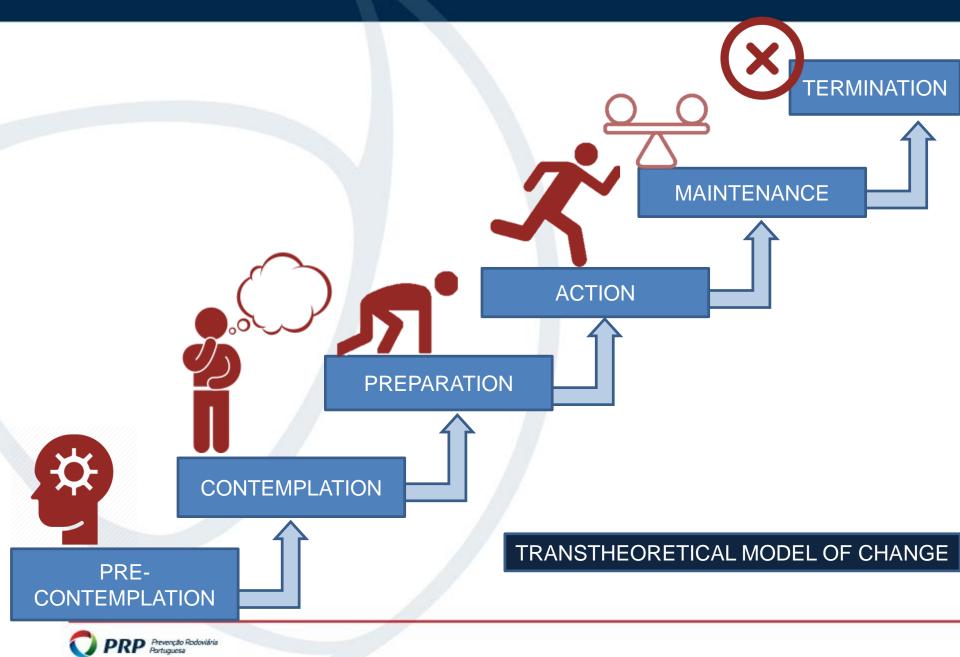


BEHAVIOURAL CHANGE THEORIES



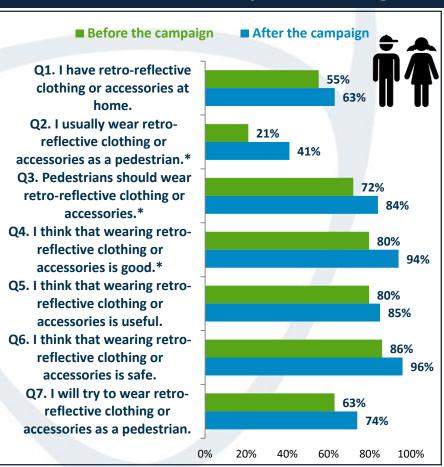


BEHAVIOURAL CHANGE THEORIES



USE OF RETRO-REFLECTIVE MATERIAL (AGE 6-14) - 2016

Evaluation Study - Percentages of "yes" before and after the campaign





Characterization of the responses to the questionnaire, before and after the campaign. The results show that the percentage of children who answered "true" increased in all questions in the questionnaire. (*statistically significant differences: p <0.05 in the Chi-Square Test).



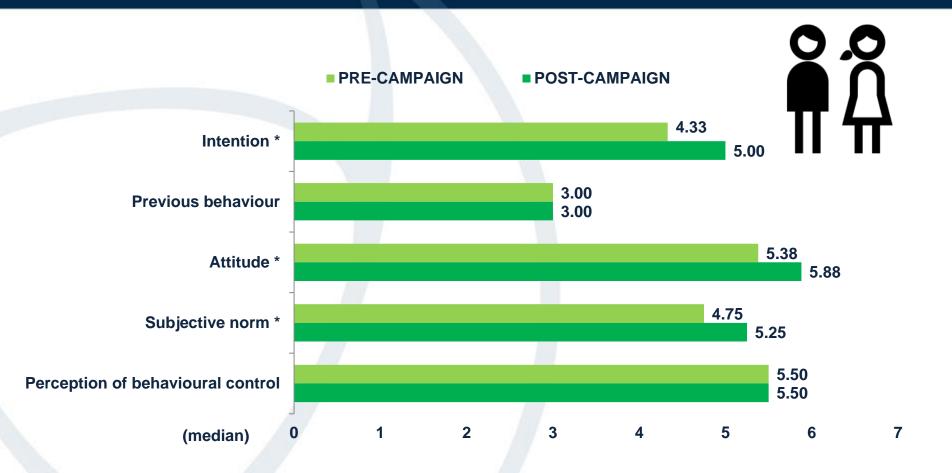
SURVEY FOR CHILDREN 15 YEARS OF AGE AND OLDER - STRUCTURE

- 1. Theory of Planned Behaviour: 51 questions were grouped into questions on intention, previous behaviour, attitude, subjective norm and perception of behavioural control
- 2. Trans-theoretical Model of Behaviour Change, answers by the six phases of change that people go through when they decide to change their behaviour
- 3. Sociodemographic characterization (gender, age, educational qualifications) as well as questions related to the means of transport used (driving license, most used means of transport) and travel as a pedestrian (urban / rural, type and travel time as a pedestrian).





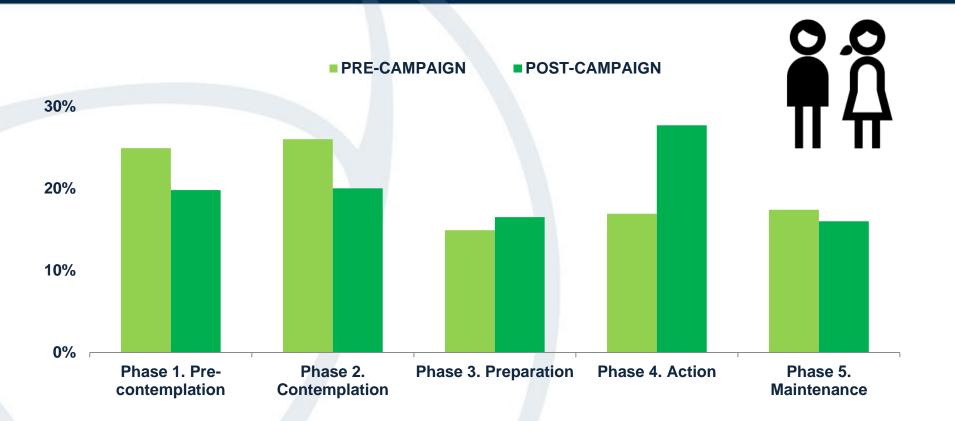
SURVEY FOR CHILDREN 15 YEARS OF AGE AND OLDER - RESULTS



Medians of the dimensions assessed before and after the project. (* statistically significant differences: p < 0.05 on the Mann-Whitney test).



SURVEY FOR CHILDREN 15 YEARS OF AGE AND OLDER - RESULTS



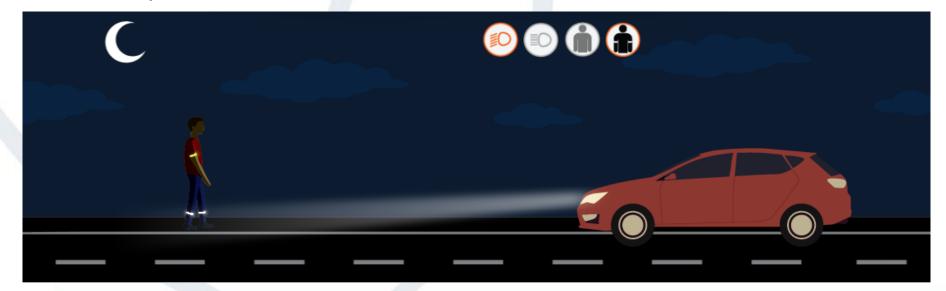
Distribution by the different phases of the change in the Trans-theoretical Model of Behaviour Change, before and after the campaign.

(Chi-Square Test: p = 0.025).

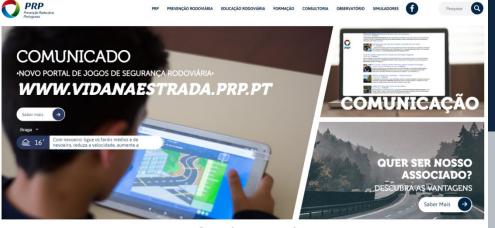


FINAL REMARKS

- Having used pre (baseline) and post measurements in the design of the evaluation, a comparison between the results of the surveys showed that the "Be Seen" project has led to **positive results** for both children under the age of 14 years and those who are older.
- Bearing in mind that the levels of use of retro-reflective material are still low, the
 evaluation also showed that further activities with the objective to promote their
 use should be developed and implemented.
- Final Report







PREVENÇÃO RODOVIÁRIA SOMOS TODOS NÓS!



Estudo pioneiro em Portugal quer saber o efeito de problemas de visão

No passado fim de semana, no evento Carro do Ano 2018, a Prevenção Rodoviária Portuguesa e a Essilor deram início ao estudo nacional sobre as funções visuais dos condutores portugueses, pioneiro por ser o primeiro em Portugal que pretende quantificar o

nos condutores

número de...

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A PRP em associação com a Cerveja

Sagres sem Álcool, a Brisa e a Galp

uniram-se nara sensibilizar portugueses para uma condução





Os componentes da rua, locais destinados à circulação de veículos e neñes, ser nassageiro de automóvel são alguns dos temas que podes encontrar no 1.º ano.



No 2.º ano, aprofunda o que sabes sobre o passeio e a berma, comportamentos seguros e sinais de trânsito, entre outros jogos variados e divertidos



3.º ano

19 jogos

Aprende a interpretar as intenções dos condutores, a atravessar em passadeiras com e sem sinais luminosos. Diverte-te com estes e outros jogos!



4.º ano

Cruzamentos, passagens de nível e bicicletas seguras são alguns dos temas do 4.º ano. Joga e continua a aprender.

21 jogos

20 jogos 20 jogos