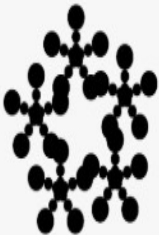
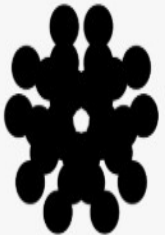


The effectiveness of the 'Drive-Fun' program in reducing driving risk factors adolescents with ADHD

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As part of the requirements for the PhD degree



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Background



- Driving is a key skill– transition to independence¹
- Car accidents are the leading cause of death among adolescents²
- Adolescents with Attention deficit hyperactivity disorder (ADHD) are 1.2 to 4 times more prone to be involved in car accidents³





- The literature provides scant research-based evidence on effective interventions for adolescents with ADHD⁴
- One method that has been found to be effective for adolescents with ADHD is 'Teen Cognitive-Function' (Cog- Fun) ⁵



Study Hypotheses

Using the principles of Cog-Fun alongside the developed program may be an effective intervention to reduce risk factors in driving among adolescents with ADHD

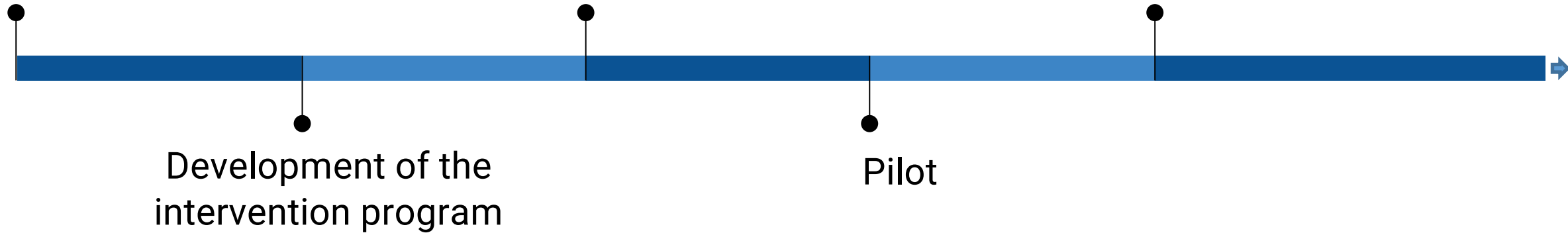
First Stage

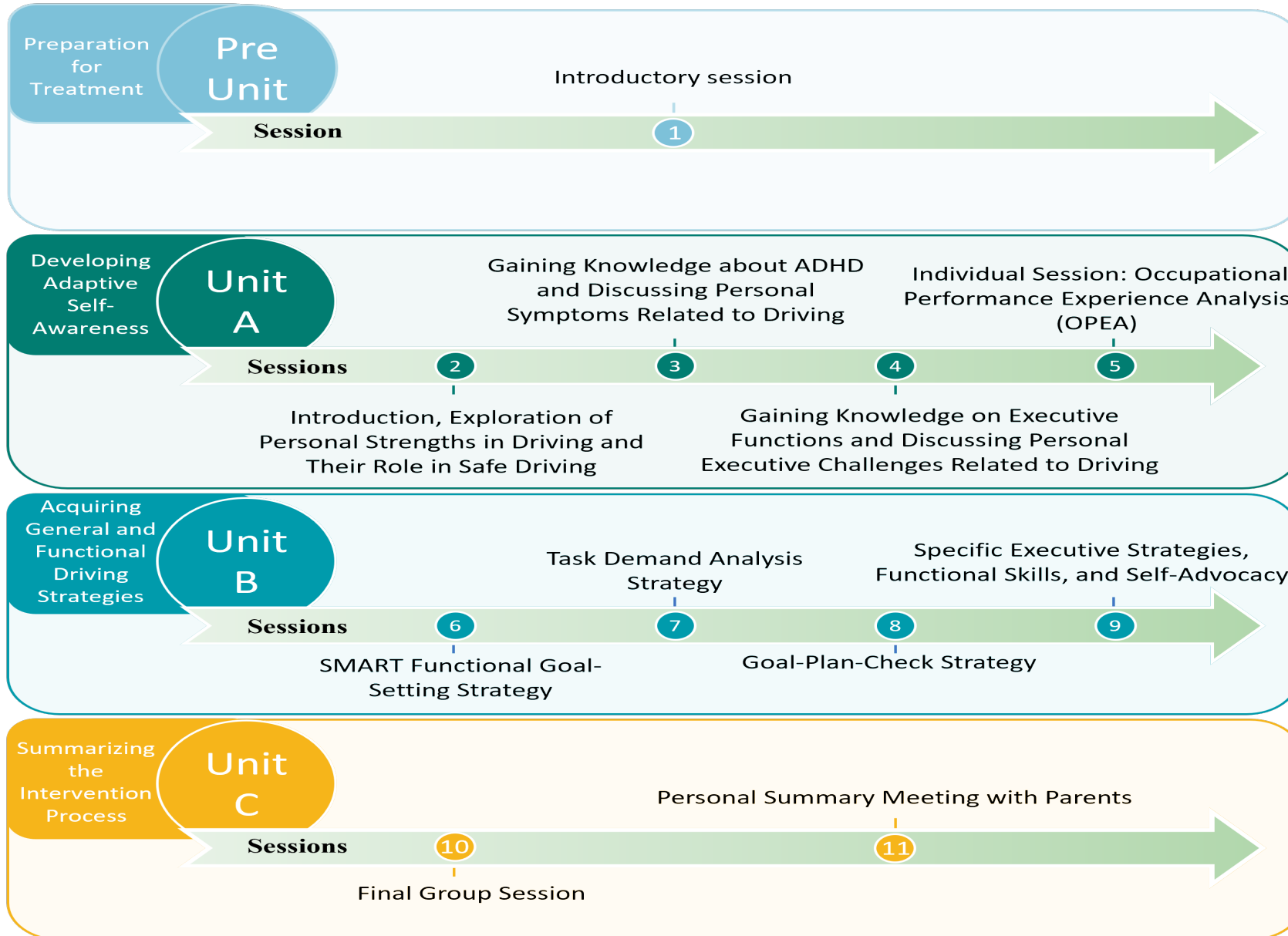


Literature review

Focus group-7 OTs

Drive-Fun' final
intervention program
version







- Sample: 93 adolescents with ADHD (15-18 years old)
- Randomized controlled trial (random assignment method: "Drawing names from a hat")
- Group Composition: 3 groups (31 participants each)

Method



- Inclusion Criteria:

- Diagnosis of ADHD by a psychiatrist (DSM-V)
- Completion of Conners 3-Parent Short Form questionnaire by parents
- No previous driving experience

- Exclusion Criteria:

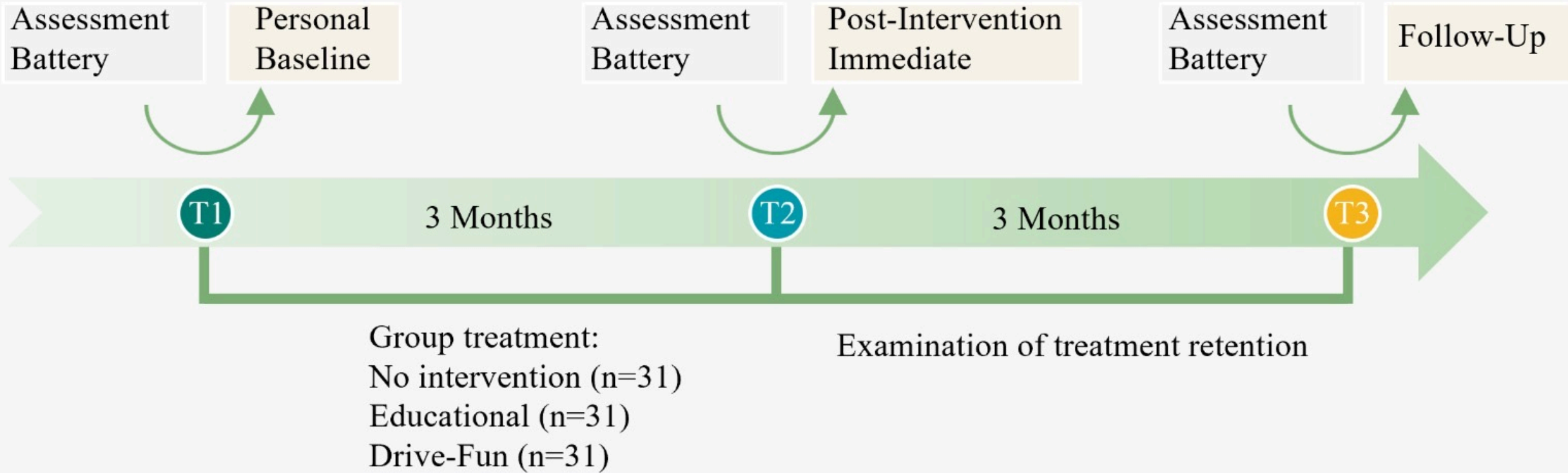
- Chronic primary psychiatric diagnosis
- Primary developmental disorder other than ADHD (e.g., ASD)

*Participants using amphetamine or methylphenidate were asked not to use them 24 hours before evaluation.

Method



Time Line



Main Outcome Measures



Driving simulator: the 3D-Fahrschule by Besier 3D-Edutainment

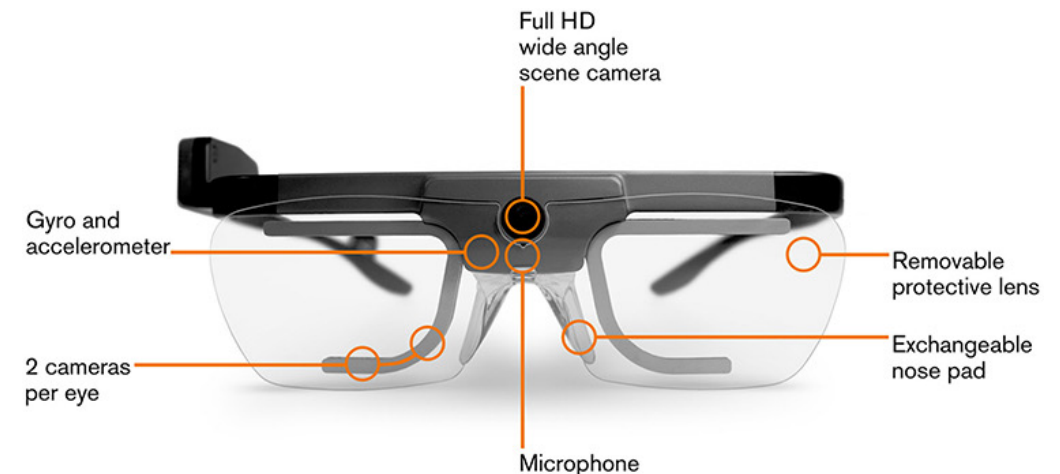
- Trains and examines different aspects of driving in various European countries
- Each scenario is awarded points according to the number of mistakes made
- The more mistakes participants make, the higher they are likely to score
- Test results are broken down into nine criteria of unsafe driving (we will present only the total score)

Outcome Measures



Eye screening: Tobii pro Glasses 2

- A mobile eye-tracking device
- Participant data are recorded via the controller, and can later be accessed through the Tobii Pro Lab software.
- Analyze measures of intervention outcomes: **fixation on traffic lights, fixation on pedestrians, and fixation on the dashboard.**



Visual Attention Patterns while Driving



ADHD



NON-ADHD



Outcome Measures

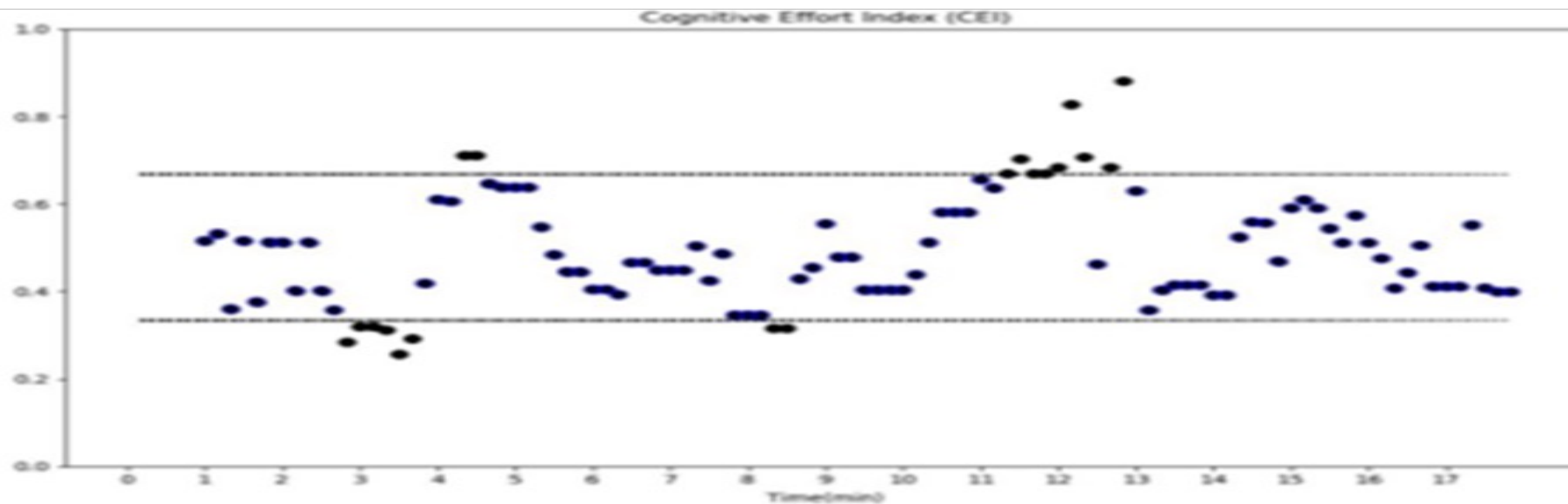


EEG: Cognitive Effort Index (CEI)⁶

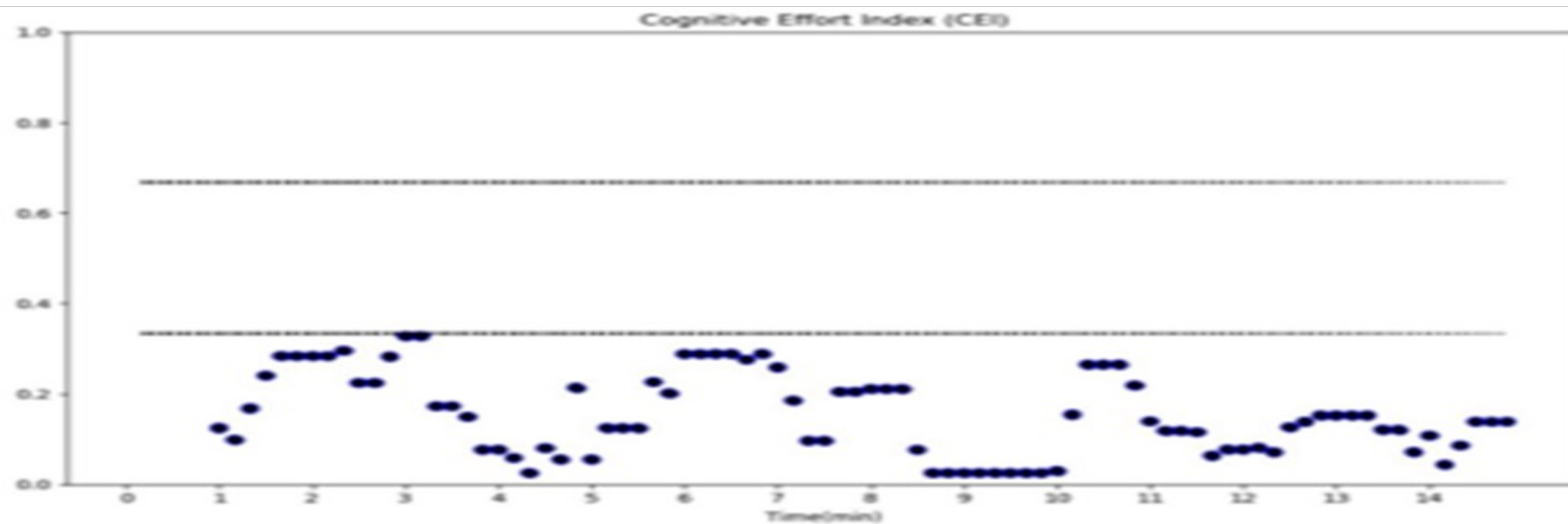
- Monitoring cognitive effort and provides real-time values from **one forehead EEG channel** every 10 seconds
- The CEI values are divided into three ranges: $0 \leq 0.3$ / $[0.3-0.7]$ / $\geq 0.7-1.00$
- **CEI in the middle range (0.3-0.7) means effective patient attention**
- These markers are valid and easy to use for real-time monitoring of attention⁷



NON-ADHD (a)



ADHD (b)





- Two-way ANOVAs for repeated measures were conducted, with study groups (Drive-Fun, Educational Intervention, Control) as a between-subjects variable and time (Before intervention, After intervention, Follow-up) as a within-subjects variable.
- Significant interaction effects were followed by simple effects analyses of time within each group, using Bonferroni correction and Cohen's d to assess



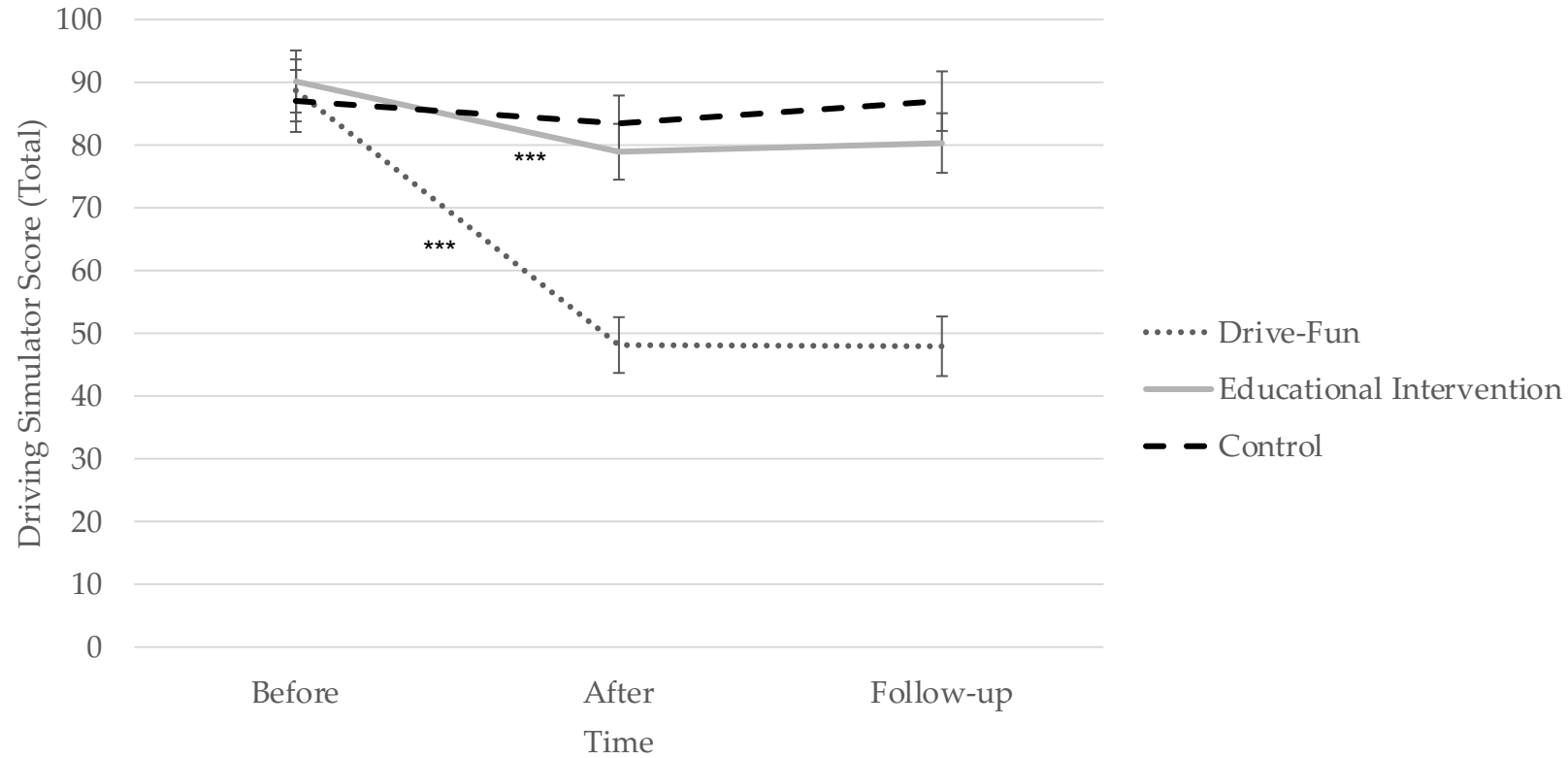


Table 1

Demographic Variables by Study Groups (N = 93)

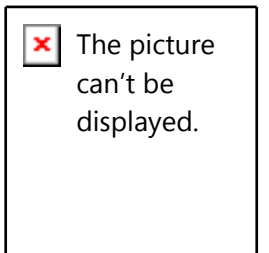
	Drive-Fun	Educational Intervention	Control	Statistic	p
Age, M (SD)	16.76 (0.55)	16.88 (0.45)	16.75 (0.56)	F = 0.64	.529
Male, n (%)	16 (51.6%)	15 (48.4%)	15 (48.4%)	$\chi^2 = 0.09$.958
Learning Disability, n (%)	8 (25.8%)	9 (29.0%)	9 (29.0%)	$\chi^2 = 0.11$.948
Taking Medication for ADHD, n (%)	27 (87.1%)	26 (83.9%)	25 (80.6%)	$\chi^2 = 0.48$.788
Playing Driving-Games, n (%)	13 (41.9%)	13 (41.9%)	13 (41.9%)	$\chi^2 = 0.00$	1.000

Driving Simulator Score (Total) by Study Groups and Time

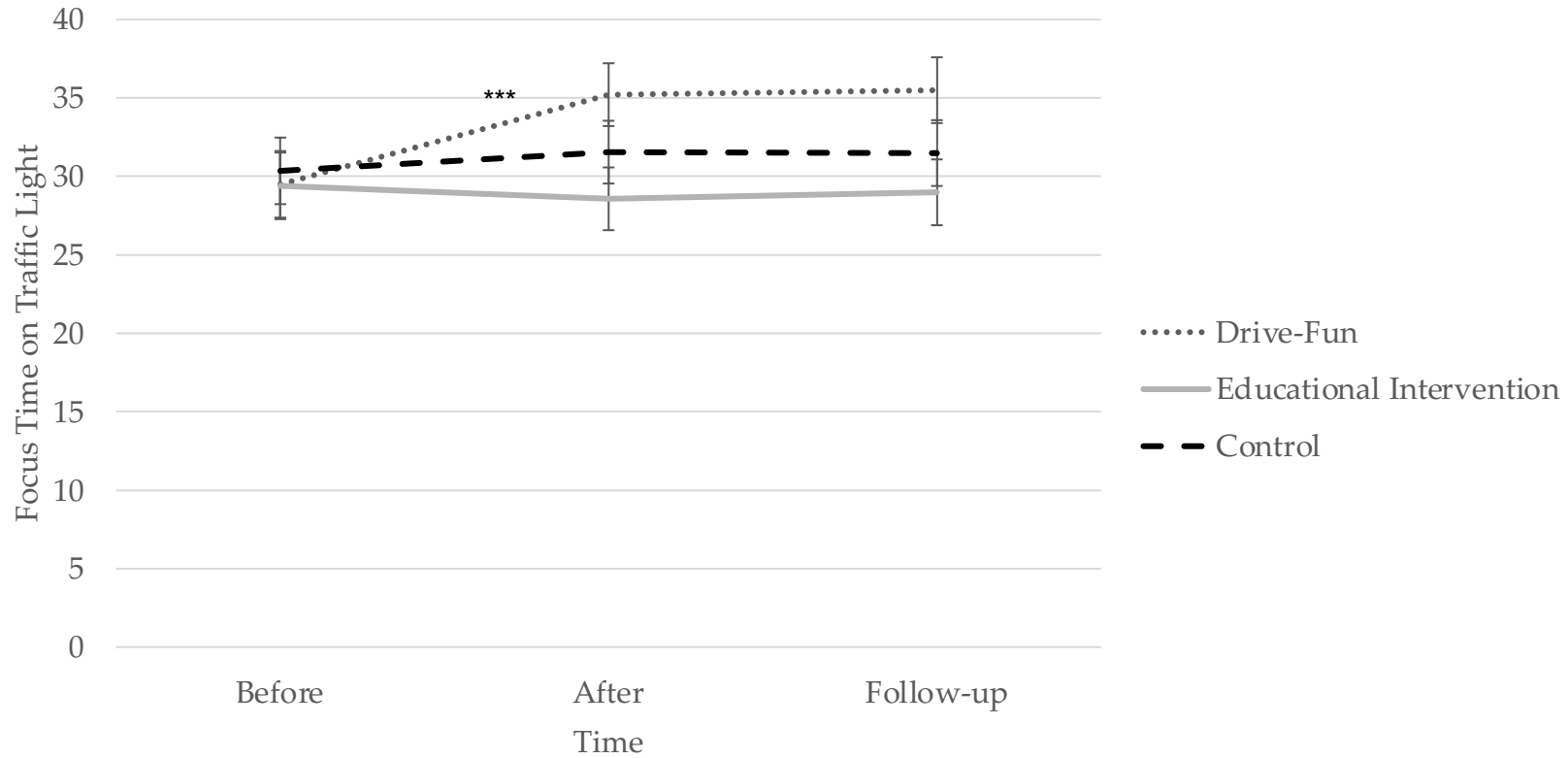


*** $p < .001$.

Notes. The error bars represent Std. Error.

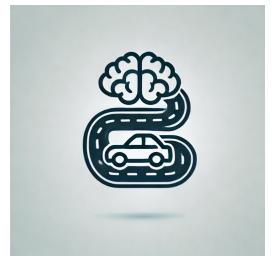


Focus Time on Traffic Lights by Study Groups and Time

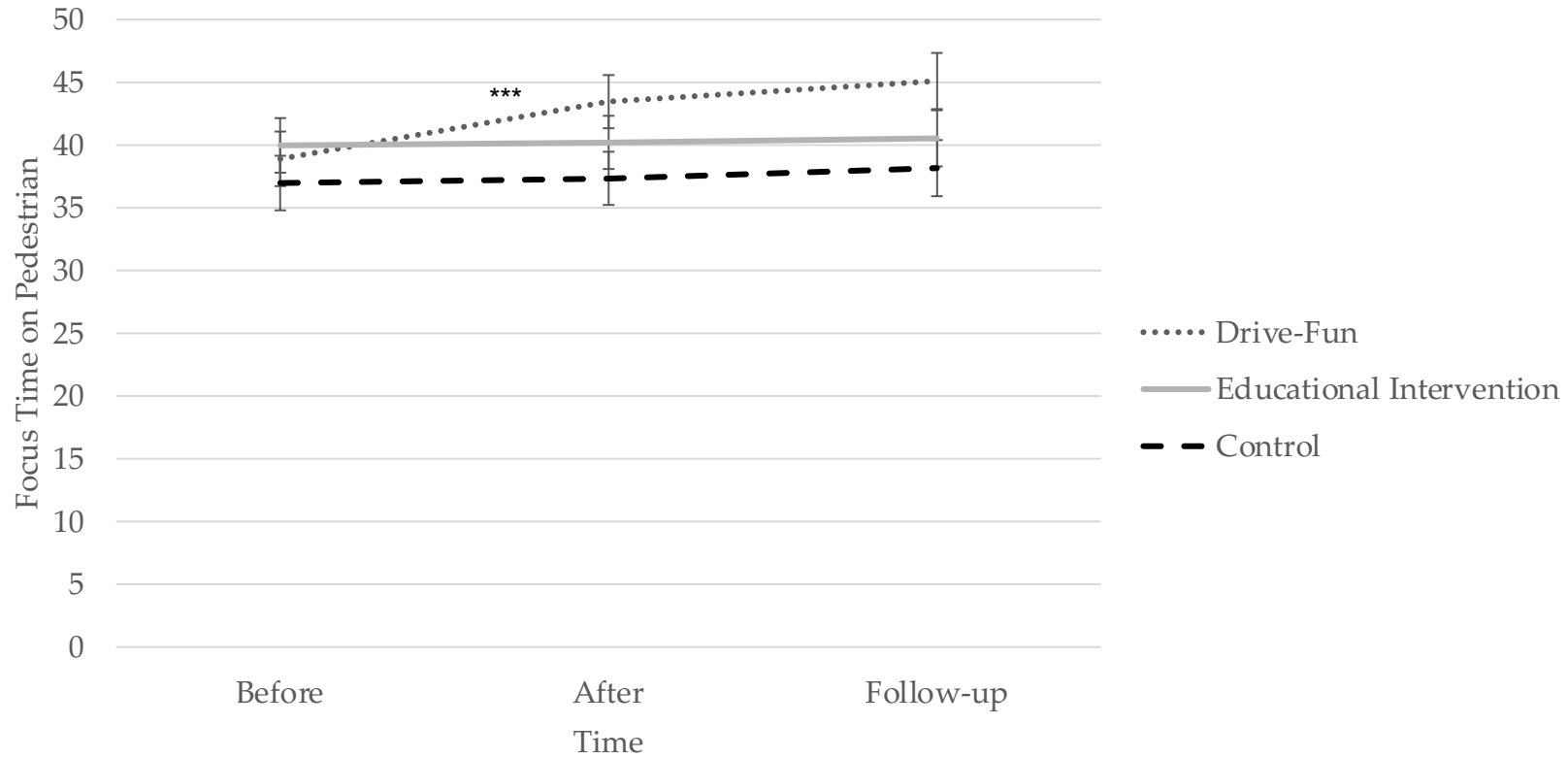


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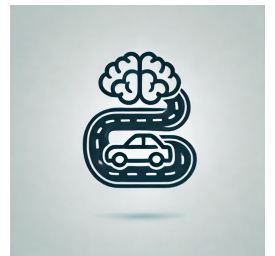


Focus Time on Pedestrian by Study Groups and Time

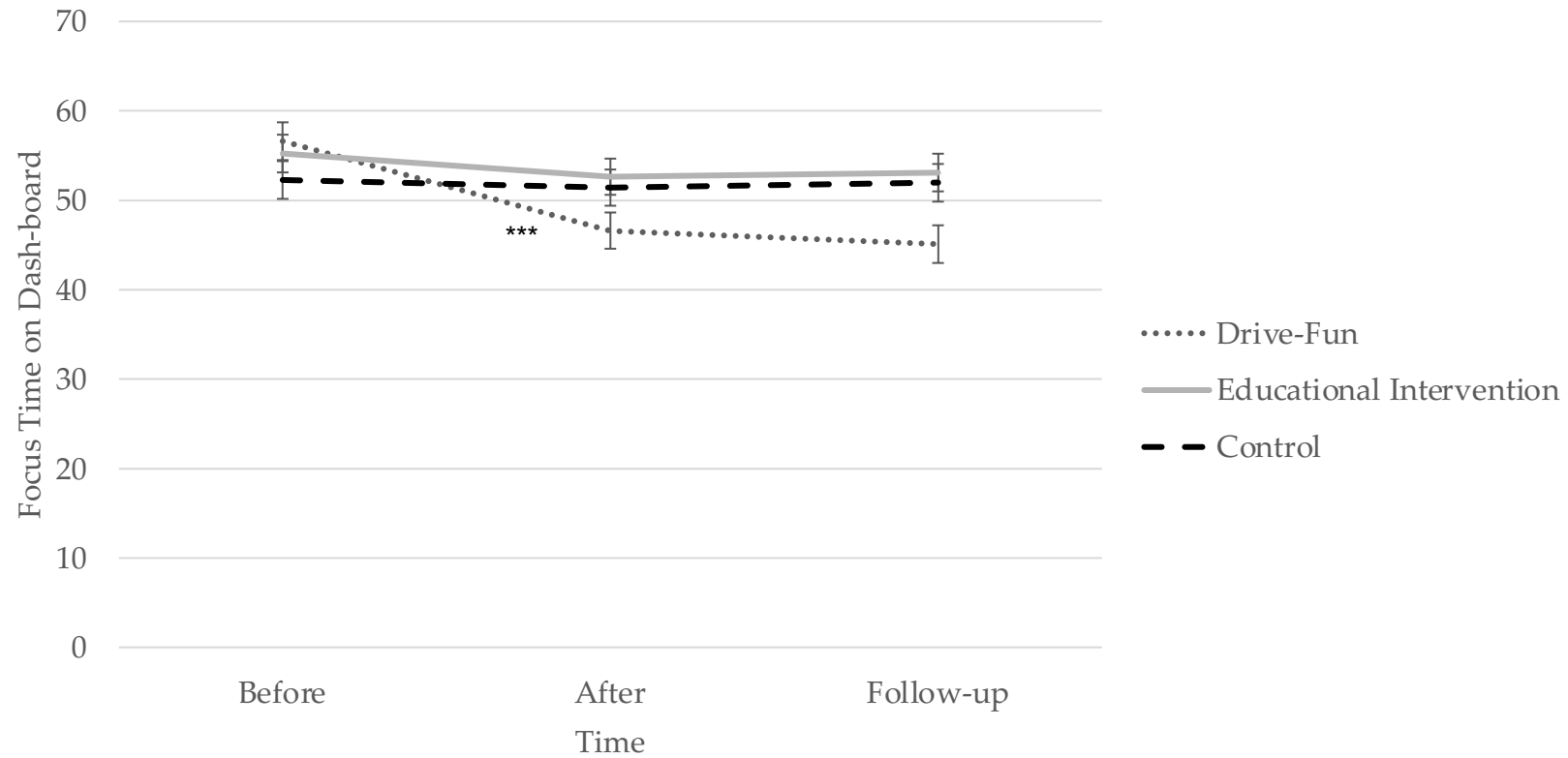


*** $p < .001$.

Notes. The error bars represent Std. Error.

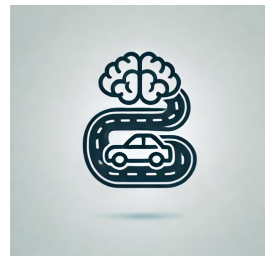


Focus Time on Dash-board by Study Groups and Time



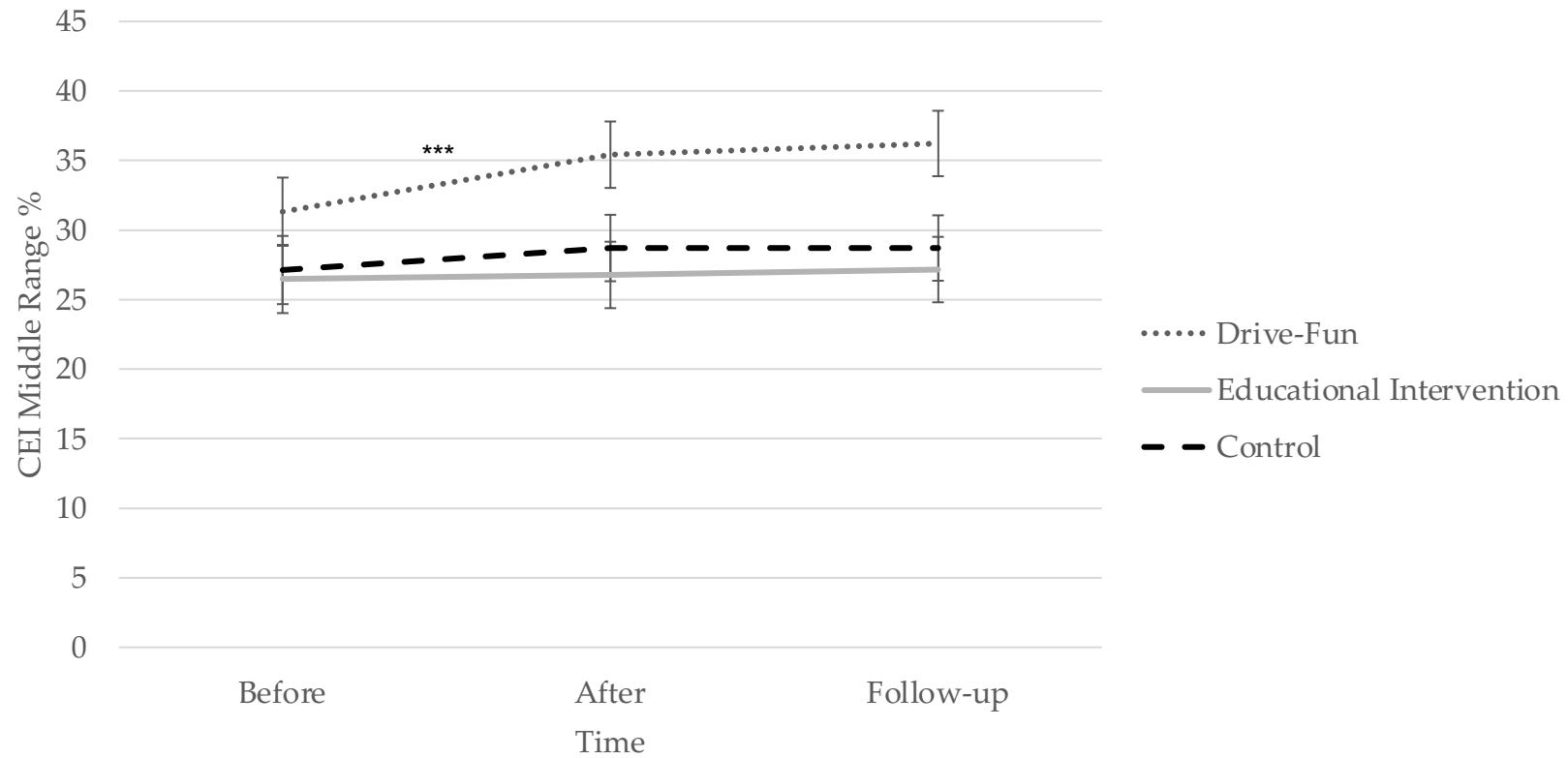
*** $p < .001$.

Notes. The error bars represent Std. Error.



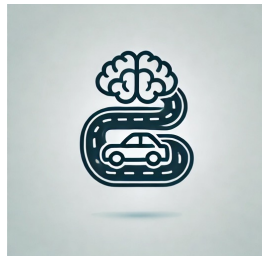


CEI Middle Range % by Study Groups and Time



*** $p < .001$.

Notes. The error bars represent Std. Error.





- 1. Potential for Experimenter Bias** – The intervention therapist knew the group assignments, which may have influenced implementation. However, two independent occupational therapists, blind to group allocation, conducted all participant assessments and a third OT did all the interventions.
- 2. Use of the Same Driving Simulator for Training and Assessment** – though we were using different scenarios,



The Drive-Fun intervention effectively improves **driving performance on simulator** compared to the Educational and control group, it suggests that this approach may be a useful tool for **potentially improving road safety among adolescents with ADHD**.



Changes in focus time on relevant driving elements indicate improved attention allocation, helping participants prioritize critical road factors (Pedestrian, traffic lights etc).



The increase in Cognitive Effort Index (CEI) suggests that the intervention promotes **greater cognitive engagement** and the development of safer driving strategies.



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Thank you



Keren, A., Fisher, O., Hamde, A., Tsafrir, S., & **Ratzon, N. Z.** (2024). Reducing Driving Risk Factors in Adolescents with Attention Deficit Hyperactivity Disorder (ADHD): Insights from EEG and Eye-Tracking Analysis. *Sensors*, 24(11), 3319.