### Annotated Bibliography: Fatal Vision Goggles

**RCT**=Randomized Control Trial, **QE**=Quasi Experimental Design, **CS**=Case Study, **Anecdotal**=Anecdotal Evidence

<table>
<thead>
<tr>
<th>Study</th>
<th>Method</th>
<th>Sample</th>
<th>Intervention Conditions</th>
<th>Behavioral Outcomes</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jewell &amp; Hupp (2005)</td>
<td>RCT</td>
<td>251 college students</td>
<td>• Group wearing the goggles&lt;br&gt;• Group of observers of those wearing goggles&lt;br&gt;• Two control groups</td>
<td>• Declines in accepting attitudes toward drinking and driving for group wearing the goggles not sustained overtime&lt;br&gt;• No declines in drunk driving behaviors</td>
<td>0</td>
</tr>
<tr>
<td>Jewell et al. (2004)</td>
<td>RCT</td>
<td>163 college students</td>
<td>• Group wearing goggles&lt;br&gt;• Group of observers of those wearing goggles&lt;br&gt;• Control Group</td>
<td>• Significant decline in favorable attitudes toward drinking and driving for all groups&lt;br&gt;• Decline greatest for goggles group</td>
<td>6</td>
</tr>
<tr>
<td>Hennessy et al. (2006)</td>
<td>QE</td>
<td>College students</td>
<td>• Group 1: Completed field sobriety test, post-measures of drinking and driving intentions, then drove in simulator&lt;br&gt;• Group 2: Drove in simulator, completed post-measures of drinking and driving intentions, then field sobriety task&lt;br&gt;• Group 3 &amp; 4: Completed both sets of tasks prior to completing post-measure of drinking and driving intentions</td>
<td>• Decline in Intentions of drinking and driving following FVG presentation</td>
<td>4</td>
</tr>
</tbody>
</table>

### Efficacy Research


**Overview:** To measure the impact of Fatal Vision Goggles, college students (n = 251) were randomly assigned to one of four groups:

- Two control groups
- A group wearing the goggles
- A group watching those wearing the goggles
Students were surveyed prior to the intervention, immediately after the intervention, and again at a four-week follow-up on attitudes and behaviors toward drinking. The students wearing the goggles participated in activities that resembled the tasks required for a sobriety test, such as walking a straight line.

Results:

- Those wearing the goggles reported significantly greater declines in accepting attitudes toward drinking and driving relative to other groups at immediate post-assessment, though group differences disappeared after four weeks
- No similar decrease in drunk driving behavior was found


Overview: College students (n=163) were randomly assigned to three groups:

- Control Group
- Goggles Group (a group wearing goggles)
- Audience Group (a group of onlookers observing those wearing the goggles)

Students were surveyed on quantity and frequency of beer, wine and liquor consumption at pre-test. In addition, students were surveyed on attitudes toward drinking and driving both before and immediately after the goggles intervention. The students wearing the goggles participated in activities that resembled the tasks required for a sobriety test, such as walking a straight line or catching a ball.

Results:

- All groups experienced a significant decline in favorable attitudes toward drinking and driving, and this attitudinal change was significantly greater for the Goggles group

Limitations: Only measured short-term effects, sample was predominantly female, only attitudes were measured, and outcomes can only be applied to college students


Overview: This study examined the level of impact of Fatal Vision Goggles (FVG) for reducing intentions to drink and drive.

Participants initially completed a questionnaire that inquired about the following:

- Demographics
- Typical driving patterns
- Typical drinking patterns
- Self-efficacy
- Driving identity
- Pre-measure of drinking and driving intentions
Perception of the likelihood that those who drink and drive will generally be detected by the police and generally get into a collision

Students then completed two sets of tasks while wearing the goggles: a set of field sobriety tasks (i.e. the "Walk and Turn tests") and a simulated driving task (based on the Need for Speed-Porsche Unleashed video game engine).

Students were divided into 4 groups:

- Group 1: completed the field sobriety test, provided post-measures of drinking and driving intentions, and then drove in the simulator
- Group 2: drove in the simulator, provided post-measures of drinking and driving intentions, and then completed the field sobriety task
- Group 3 & 4: completed both sets of tasks prior to completing the post-measure of drinking and driving intentions

Results:

- Intentions of drinking and driving were lower following the presentation of FVG
- Those that typically drink more when going out, those who feel collisions are more likely when drinking and driving, those with greater self-efficacy, and those with a lower sense of driving identification indicated a greater decrease in drinking and driving likelihood after FVG intervention

Limitations: Small sample size, mostly females in sample, and there were no long-term measurements for behavior change