



IMPAIRMENT GOGGLES

MARIJUANA



The **Marijuana/THC Simulation** goggle is the perfect training tool to start discussions about recreational drug use. It has a colour filter and causes the goggle wearer to experience disorientation.

Please Note: this goggle must be used with the additional resources in the training kit.



The Marijuana Goggles when used with the training kit activities, deliver a memorable lesson about the impact of marijuana impairment to help you address such topics as impaired driving or substance abuse.

The **Danger in Every Step (D.I.E.S.)** floormat compliments the use of any of the Fatal Vision Goggles.



ALCOHOL



The Fatal Vision **Alcohol Goggles** deliver memorable lessons on topics like impaired driving, underage drinking and other substance abuse issues. There are 5 different levels of impairment, allowing the participant to experience low impairment through to high levels of intoxication. There are also clear lenses for simulating daytime impairment and tinted lenses for nighttime impairment.

- **WHITE:** (B.A.C. of < .06)
- **BRONZE:** (B.A.C. of .07 - .10)
- **RED:** (B.A.C. of .12 - .15)
- **SILVER:** (B.A.C. of .17 - .20)
- **BLACK:** (B.A.C. of > .25+)



Tunnel Vision Lenses (TVL) are an add-on resource that can be used with the Alcohol Goggles. The TVL create the tunnel vision effect of alcohol impairment on peripheral vision and allow users to experience the potential consequences on their driving.



CONCUSSION

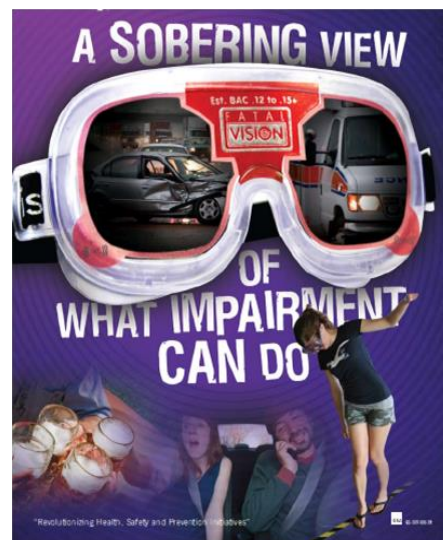


The **Concussion Goggle** is an awareness tool that is specifically constructed to simulate the potentially debilitating effects of a traumatic brain injury (TBI).

These goggles are being used to deliver programs to sporting teams, schools and community organisations about concussions, helmet and seat belt safety. Participants will experience simulated TBI symptoms such as dizziness, visual disconnect, disorientation, hesitation, confusion, apprehension and lack of confidence when trying to perform simple activities while wearing these unique goggles.



Concussion Training Kits are available which include resources and educational games to help the trainer to deliver better lessons.





DISTRACTED DRIVING RESOURCES

STOP THE TEXTS. STOP THE WRECKS.



DROWSY AND DISTRACTED DRIVING GOGGLES

These unique “blinking” goggles simulate the experience of drowsy driving [like micro sleeps] and distracted driving. Using the App, the instructor can control the blinking rate of the goggles. These are a perfect accompaniment to a driving simulator and any driver education program that targets fatigue or distracted driving.

DISTRACT – A – MATCH GAME

This shape matching game helps demonstrate in a fun and engaging way the impact of distractions on our judgment and reaction time. This tool provides a clear and easy to understand lesson about the impact distractions have on a person’s ability to drive safely.



PHONE CELL

This practical zip-up PVC bag reminds the user to zip up phone distractions while driving. When the phone is in the bag, the message couldn’t be clearer “Park your Phone Drive your Car.”

Each bag includes a distracted driving message card. This is a great give-away item to present to your course participants to reinforce the training provided.

DON'T JUST TALK ABOUT IT...SIMULATE THE IMPACT



OF BEING IMPAIRED BY ALCOHOL, MARIJUANA, OPIOID, OR DRIVING DROWSY AND DISTRACTED WITH THE USE OF FATAL VISION® GOGGLES



DRIVING SIMULATORS

Simulators are available for purchase or rental. 77 of our simulators are in use across several countries. They are being used by High Schools, Police and Community Groups to provide better novice driver training. A driving simulator used in conjunction with the correct impairment goggle can be used to demonstrate the dangers of:

- Alcohol
- Drugs
- Distractions
- Fatigue

DRIVING SIMULATOR RENTAL



Simulators also allow drivers to experience:

- different traffic volumes and driver aggression
- variable road conditions (motorways, mountains, city, off-road)
- different weather (rain, snow, ice and fine weather)
- different visibility (day, night, sun glare, dust, fog)
- emergency scenarios (simulated crashes)
- vehicle problems (flat tyre, brake failure, steering malfunction)

