



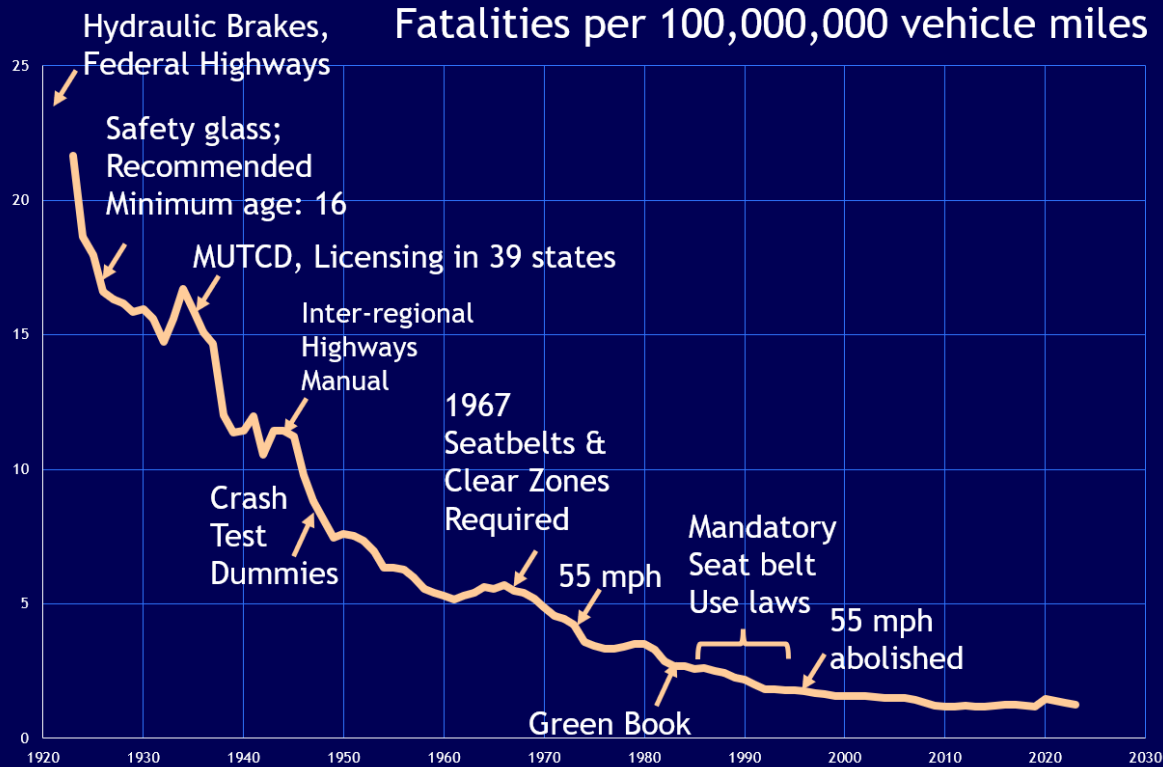
# This is Your Brain on the Road

How our built environment  
fries your brain and what we  
can do about it.

Dr. Patricia Tice, PhD, PE, AICP



# We were doing great...



Overall fatality rates have stabilized

# Until we look at peds:

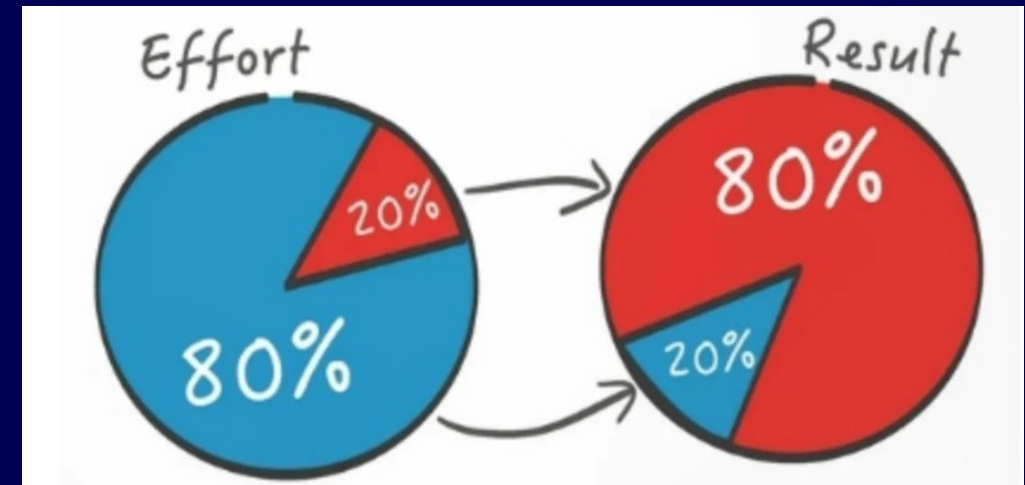
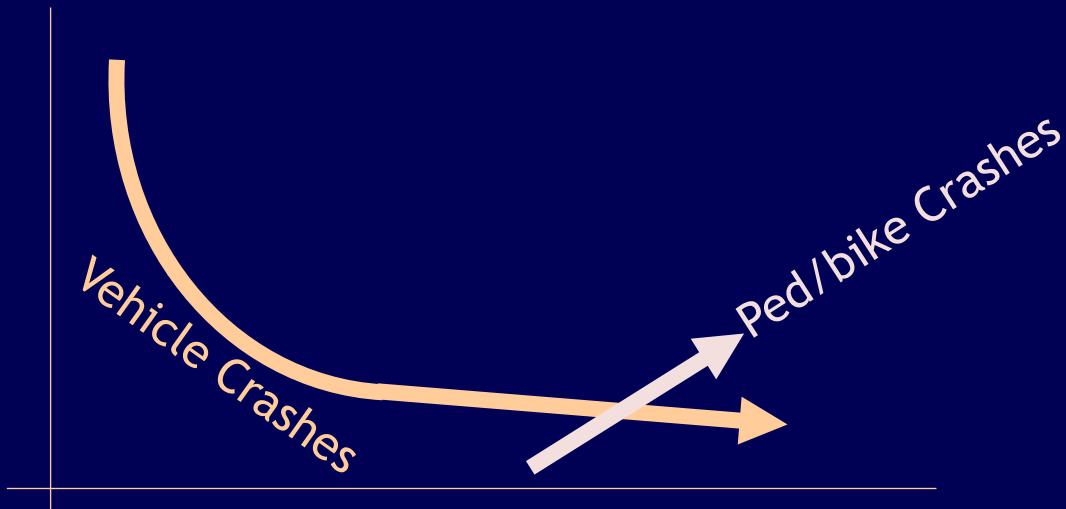


It's not just distraction—it's also design.

New tasks mean new risks.



# The Pareto Principle:



“The thinking that got us to where we are is not the thinking that will get us to where we want to be.” –Albert Einstein



# Imagine: A really bad first year

You are the only traffic engineer for a city of a million people, and you lose a middle school child in the first year.

A funeral will shift your priorities quickly.





# Prioritizing children

is often what it takes to get to Vision Zero.

It took several years, but Jersey City made it on their own streets.

My intent:  
is to show you how your brain drives

So that:  
you know what tactics  
will work and what won't work  
and why.



# Which one causes you the most ped/bike problems?

and why?

Stories?

60 sec: discuss with  
your neighbor



What  
does the  
data say?



# Which one causes you the most ped/bike problems?

and why?

60 sec: discuss with  
your neighbor

What  
does the  
data say?





# Which one causes you the most ped/bike problems?

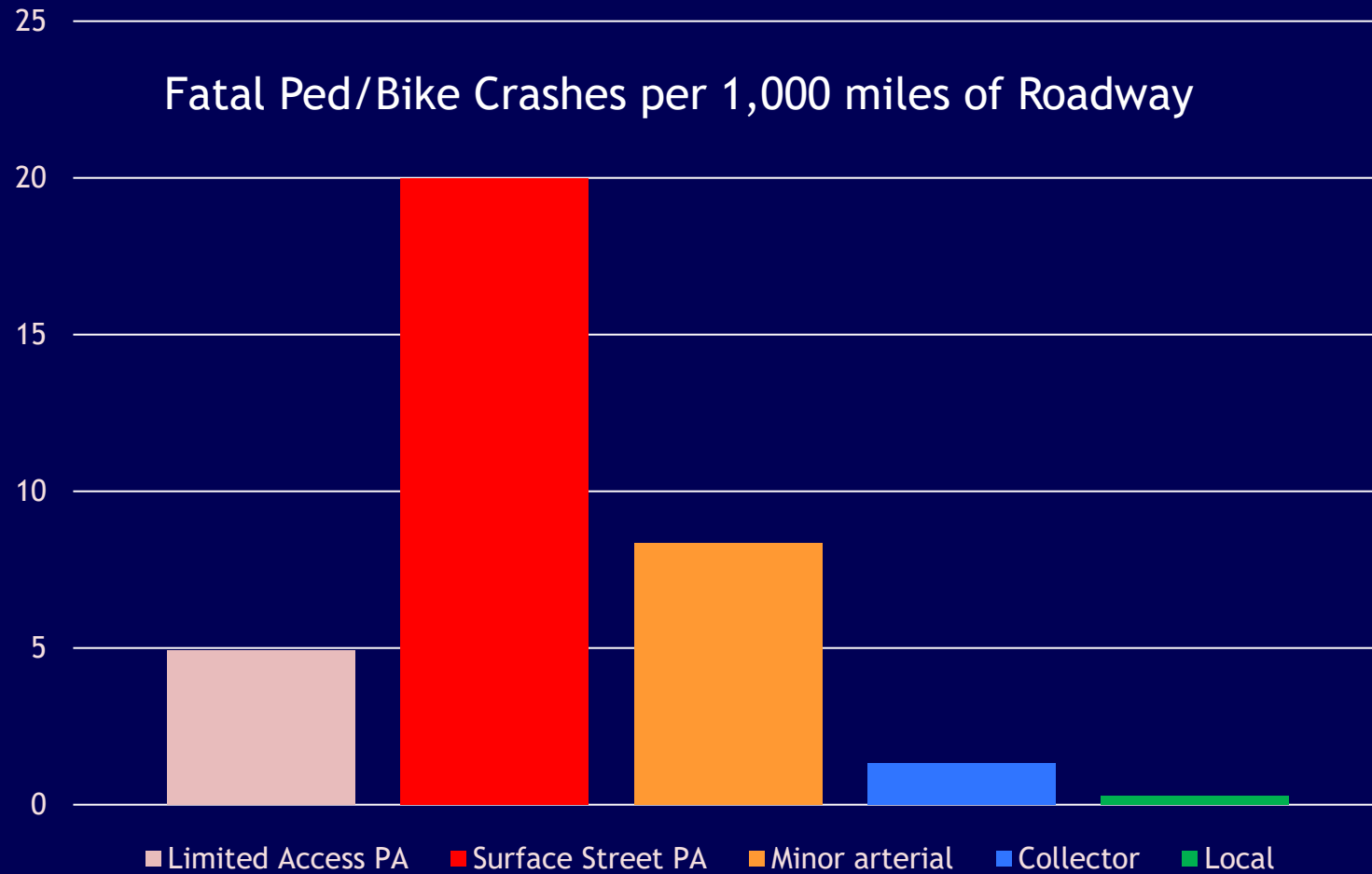
and why?

60 sec: discuss with  
your neighbor

What  
does the  
data say?



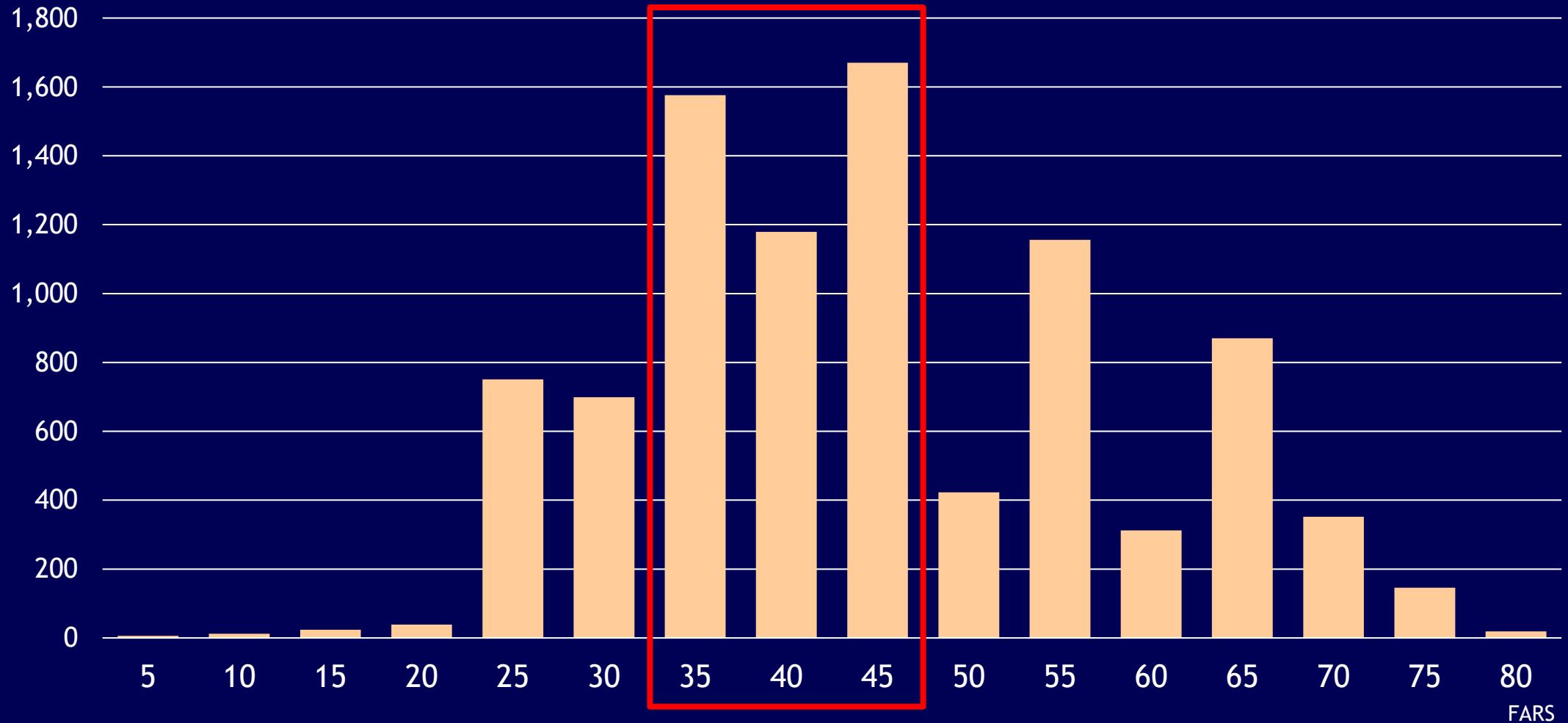
# The problem is in the regional surface streets





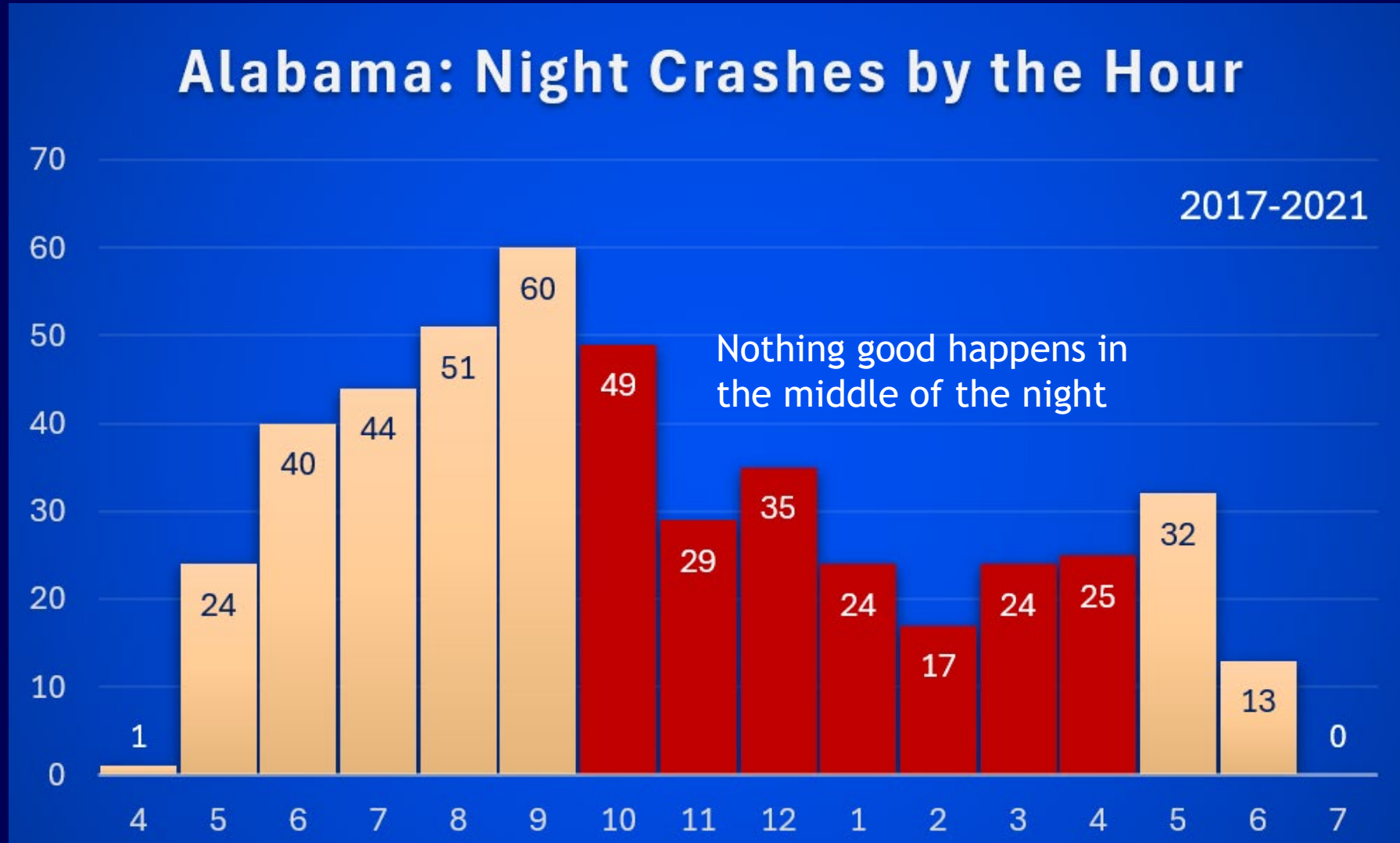
# and the mid-range speeds

VRU Fatalities by Posted Speed Limit



# We also know $\frac{3}{4}$ are at night

563 daily  
422 night  
203 mischief  
360 functional  
~64%

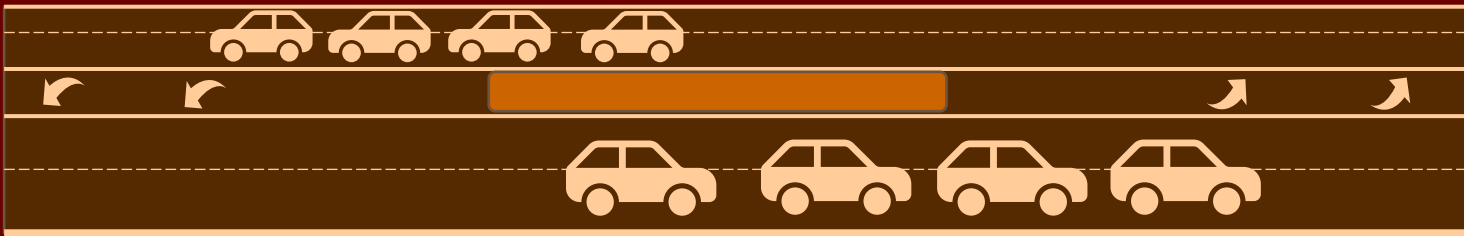






A typical  
scenario:

Functional fatalities



# Two problems:

We were not created to go that fast

Land use and transportation changes





# Problem 1:

## Fast Cars, Slow Minds

- 70 mile cars and 15 mile minds
- “Horsepower has outrun brain power”

### THE MINOT DAILY NEWS 1934 (AND DAILY OPTIC REPORTER)

H. S. DAVIES, Publisher and General Manager  
Published at 20 First Street Southwest, Minot, North Dakota

#### FAST CARS, SLOW MINDS

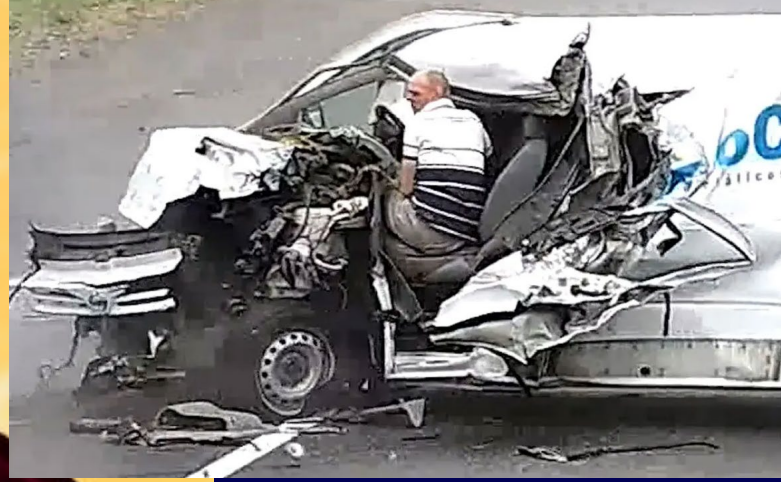
The chief cause of increasing traffic accidents, says a thoughtful traffic inspector, is “drivers with 70-mile cars and 15 mile minds.”

That is an illuminating statement. The horsepower has outrun the brain power. Mighty machines whose operation calls for expert control by mature, highly developed minds, are hurtled along the roads and thru crowded streets by drivers with the minds of boys. The drivers enjoy speed, lack judgment take rash chances and kill themselves and others.

Minds really have gained speed since the advent of the motor car. To operate a car at all, the average mind must be more alert than it was in the horse-driving days. And the mental acceleration thus produced extends to other things. The automobile has made us nearly all think faster and work faster and play faster. Yet we do not gain fast enough mentally to keep up with the traffic requirements while operating the increasingly powerful cars we use. We need to think perhaps four times as fast when driving 60 miles an hour as when driving 30 miles, and few of us can do it steadily.

We are still far from the locomotive self-control of the birds, ~~which weave about in the air and flash thru woodland traffic mazes.~~ But we shall have to develop such skill if the race is to survive its own speed.

# Driving is a superpower:









Wide, consistent  
and fast  
actively mitigates  
against seeing  
pedestrians

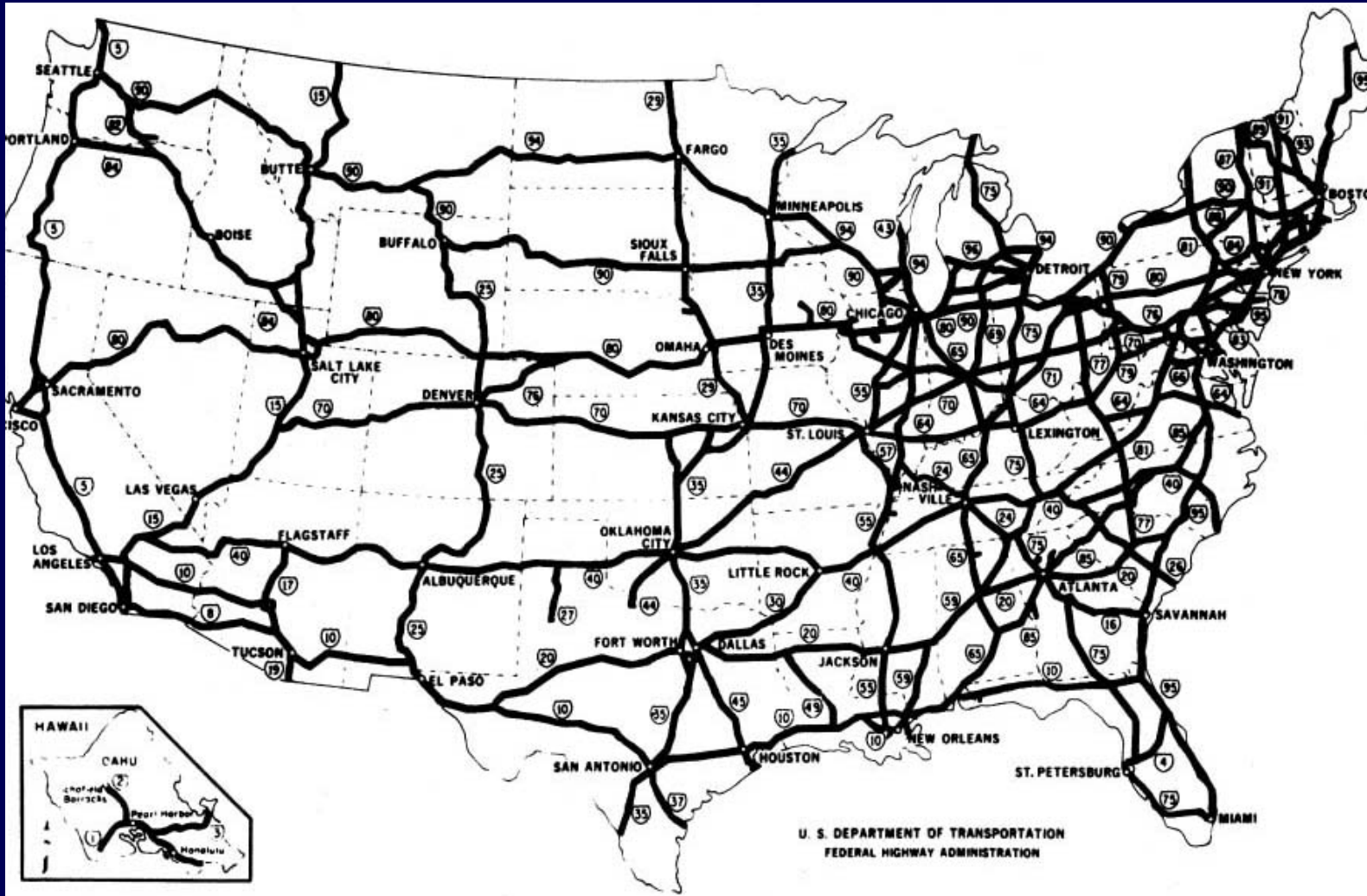




## Problem 2: Land Use Sanity is returning

- Cars isolate. Walking connects.
- Subdivisions become a prison for the elderly and the young.
- Affordable housing means apartments, and we want them close to shopping.

# Car World Origins: The Eisenhower Bargain



- Before WWII, roads and streets were built based on market demand
- Eisenhower System:
  - 90/10 match
  - FHS: 80/20 match
- After WWII, the slant was toward the FHS.

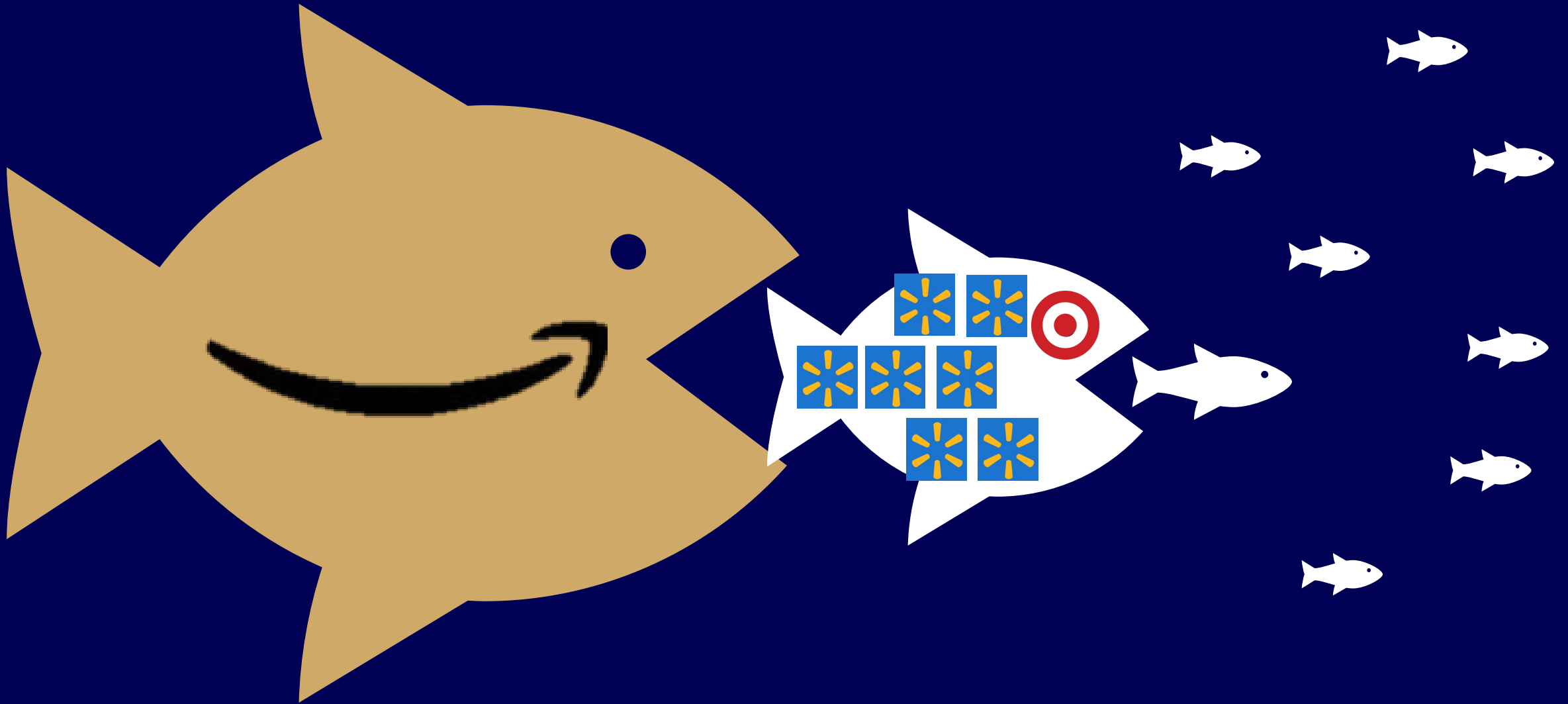




# Congestion trap

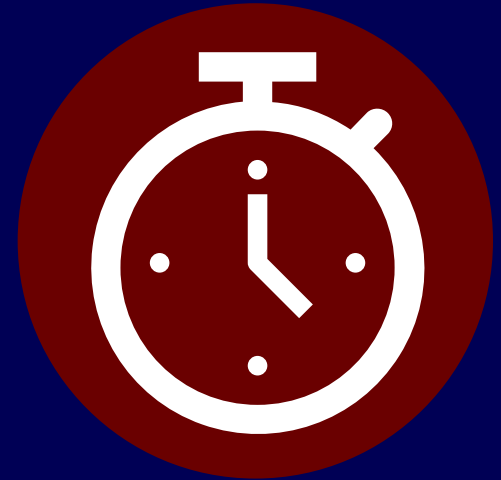
- No network →
  - No redundancy, everyone on one road →
    - Road gets full →
      - Road gets widened →
        - First widening is Chemotherapy
        - Second widening kills the patient

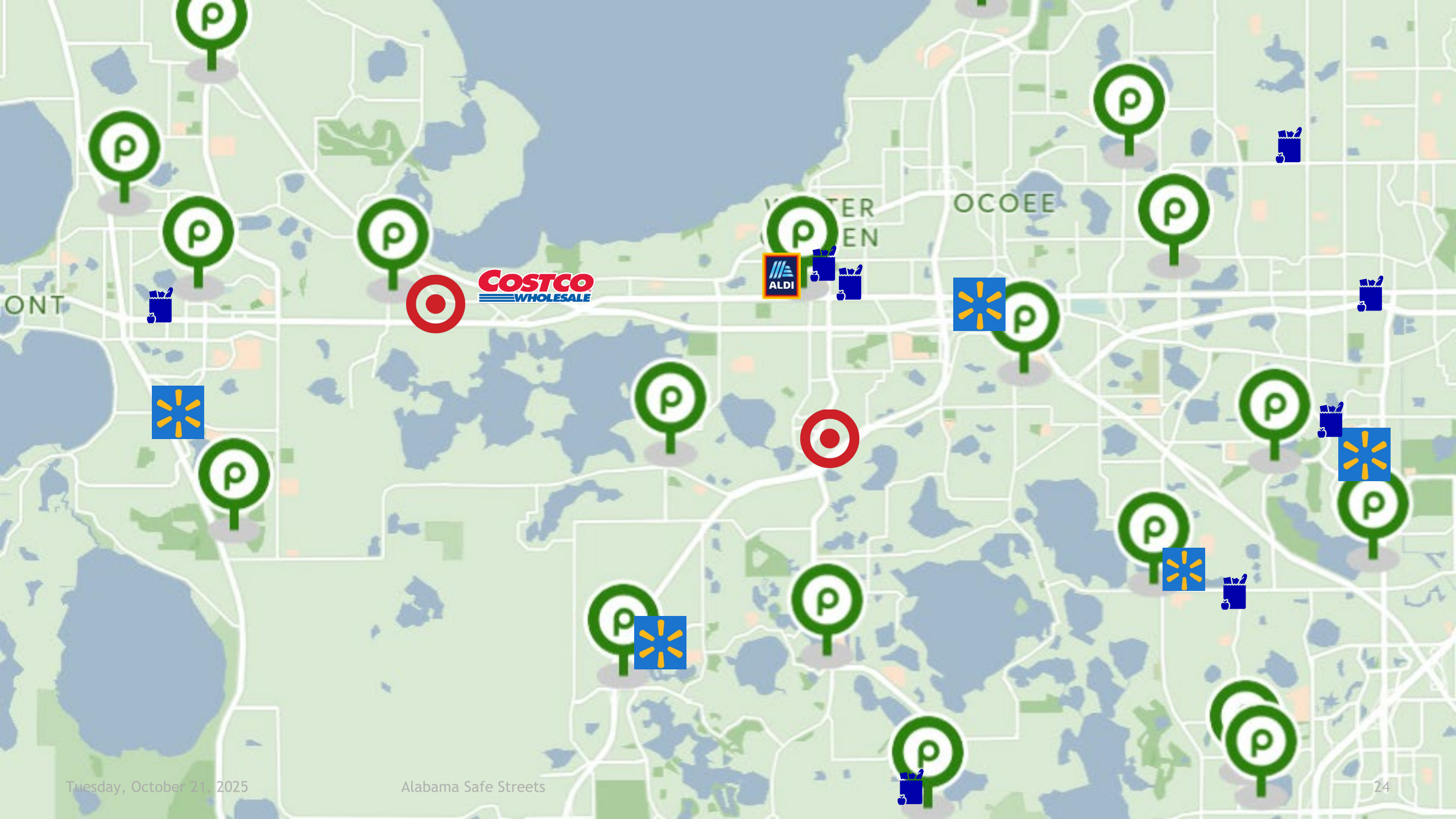
But that land use pattern is rapidly changing:





There are three  
things Amazon  
can't do:





ONT

WATERMEN

Ocoee

**Costco**  
WHOLESALE







Build it and  
they will  
come

But they're scared.

We see the latent  
demand in the  
ped/bike crashes



URBAN ENVIRONMENTS  
GET DIFFERENT BEHAVIORS.

Why?





After 4 years of driver behavior analysis:

# The Surprise Takeaway:

It was never about what we build.

It's all about people.

Great walkable places get good  
behavior



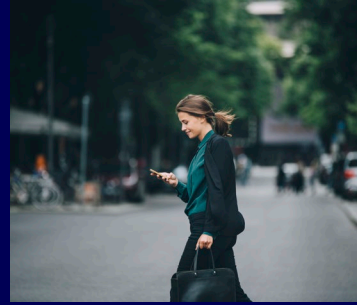
# 7 Mental Frameworks:



1. Thinking:  
fast vs. slow



2. People Priority



3. Proximity



4. Priming



5. Interruptions



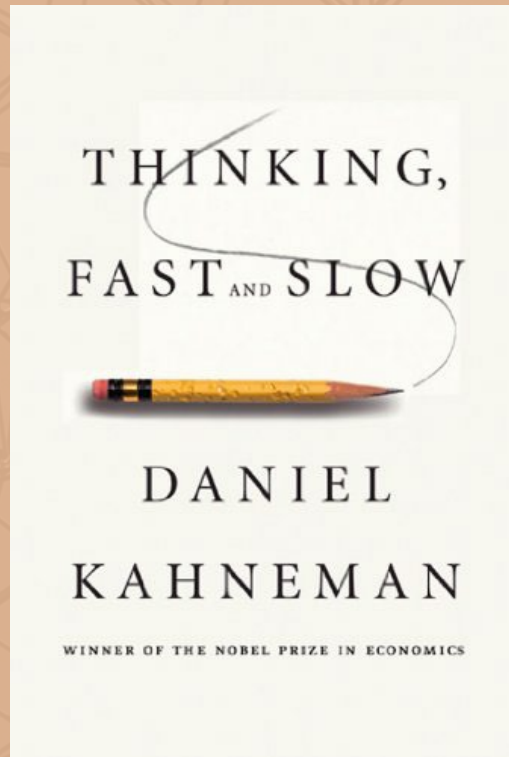
6. Workload



7. Transitions



# 1. Automaticity



## System 2: Slow

Trained by learning  
and conversing

Logical, Sequential

Verbal

Understanding

This is one  
that takes  
tests



## System 1: Fast

Trained by  
experience

Probabilistic

Monitoring

Self-preservation

This is one  
you want  
driving



# Remember learning to drive?

Driving Starts out in System 2 but moves to System 1

Once we learn to drive, we quit watching ourselves.

That automaticity makes our superpower safe

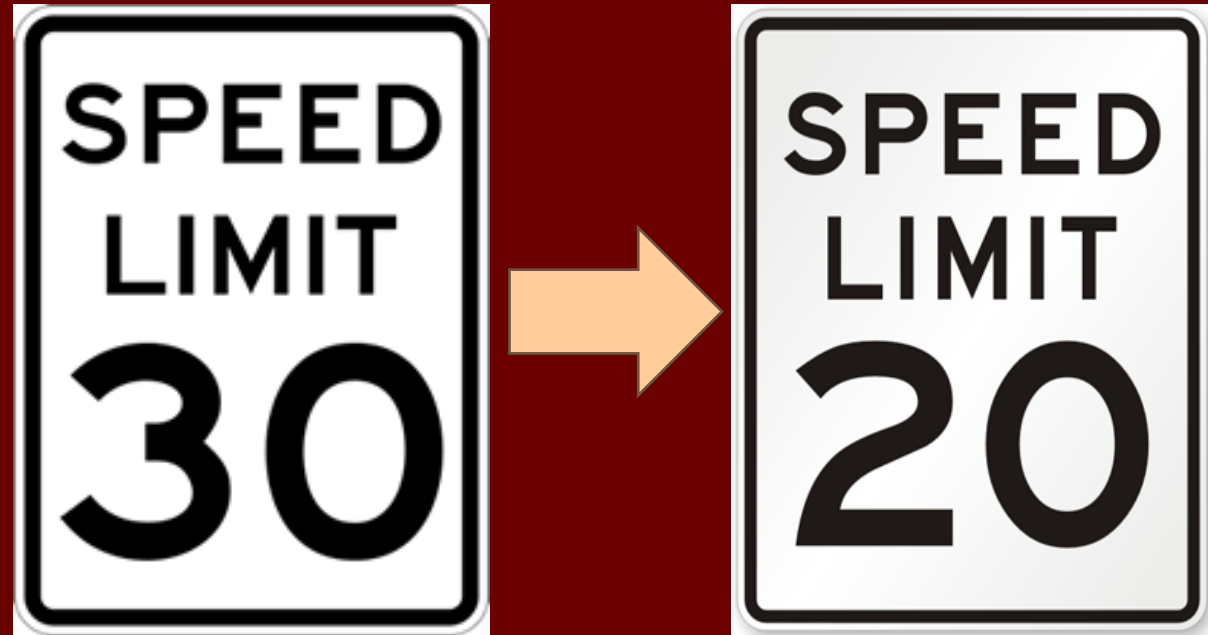


We do a lot  
without  
thinking

And that's good.

Drivers aren't ignoring our  
signs.

They're not looking at their  
speedometers.

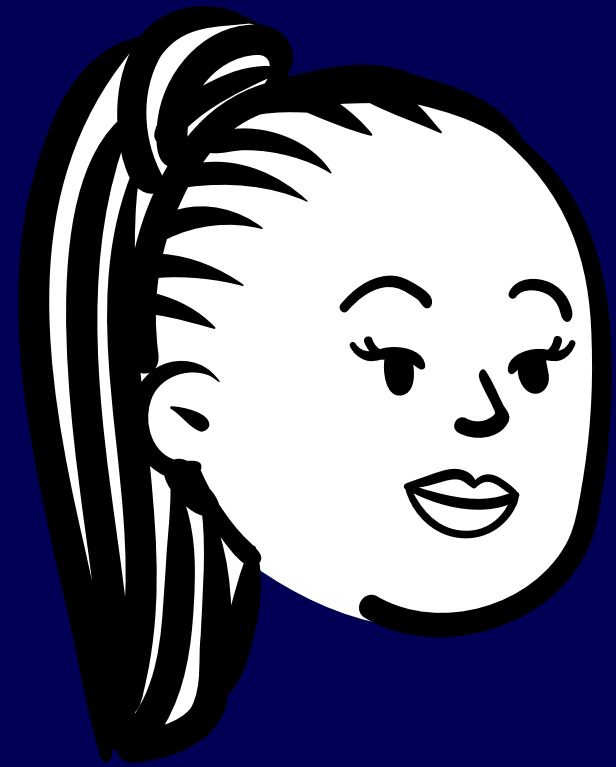
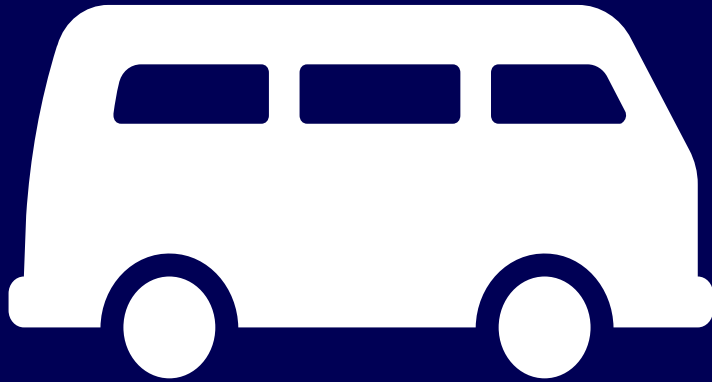


How effective will it be to just  
change the number on the sign?

Around 1.8 mph for every 10 mph  $\Delta$



# Flash test: Which image draws your eyes first?

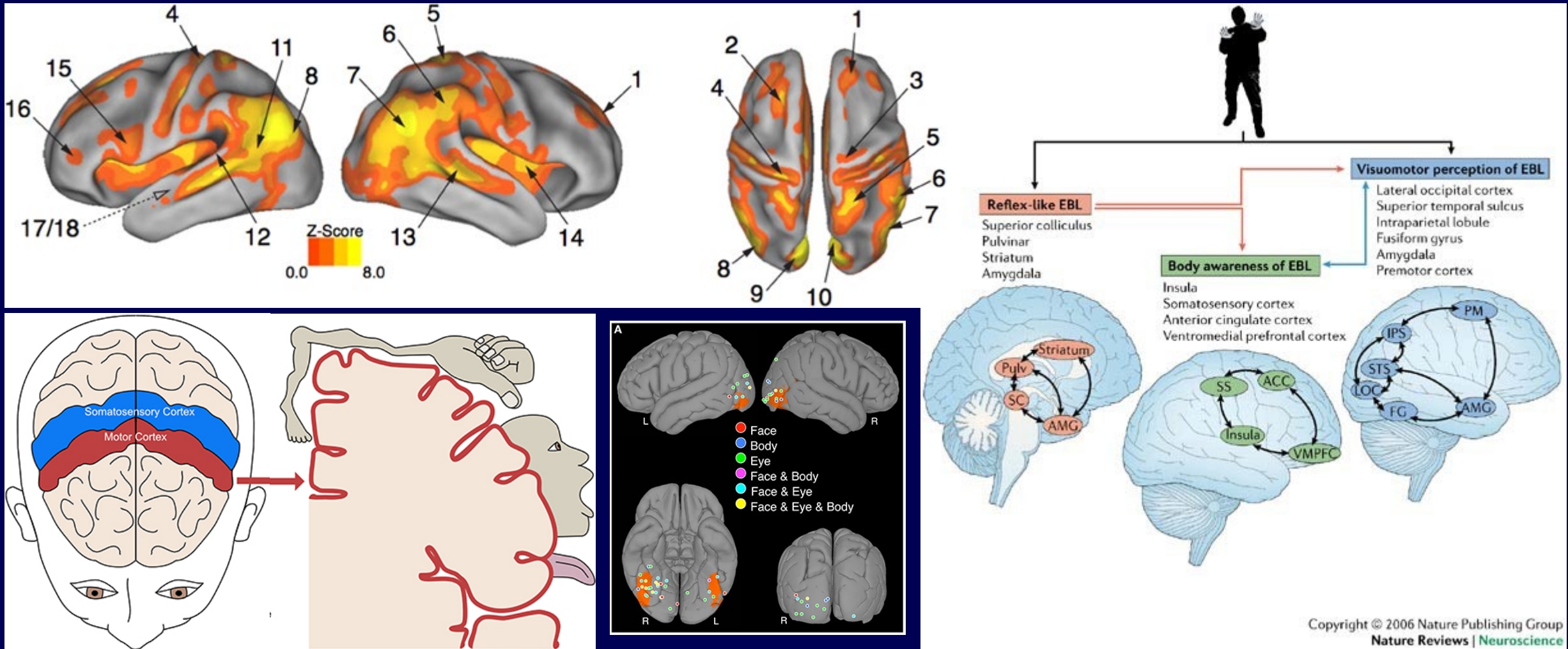


## 2. People Get Priority

**Perceiving another human being is  
prioritized in the brain  
for survival reasons**



# People on the brain



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Nature Reviews | Neuroscience

## 2. People Priority

- We are reflexively drawn to the human face
  - 2/3 of the first fixations were on the person

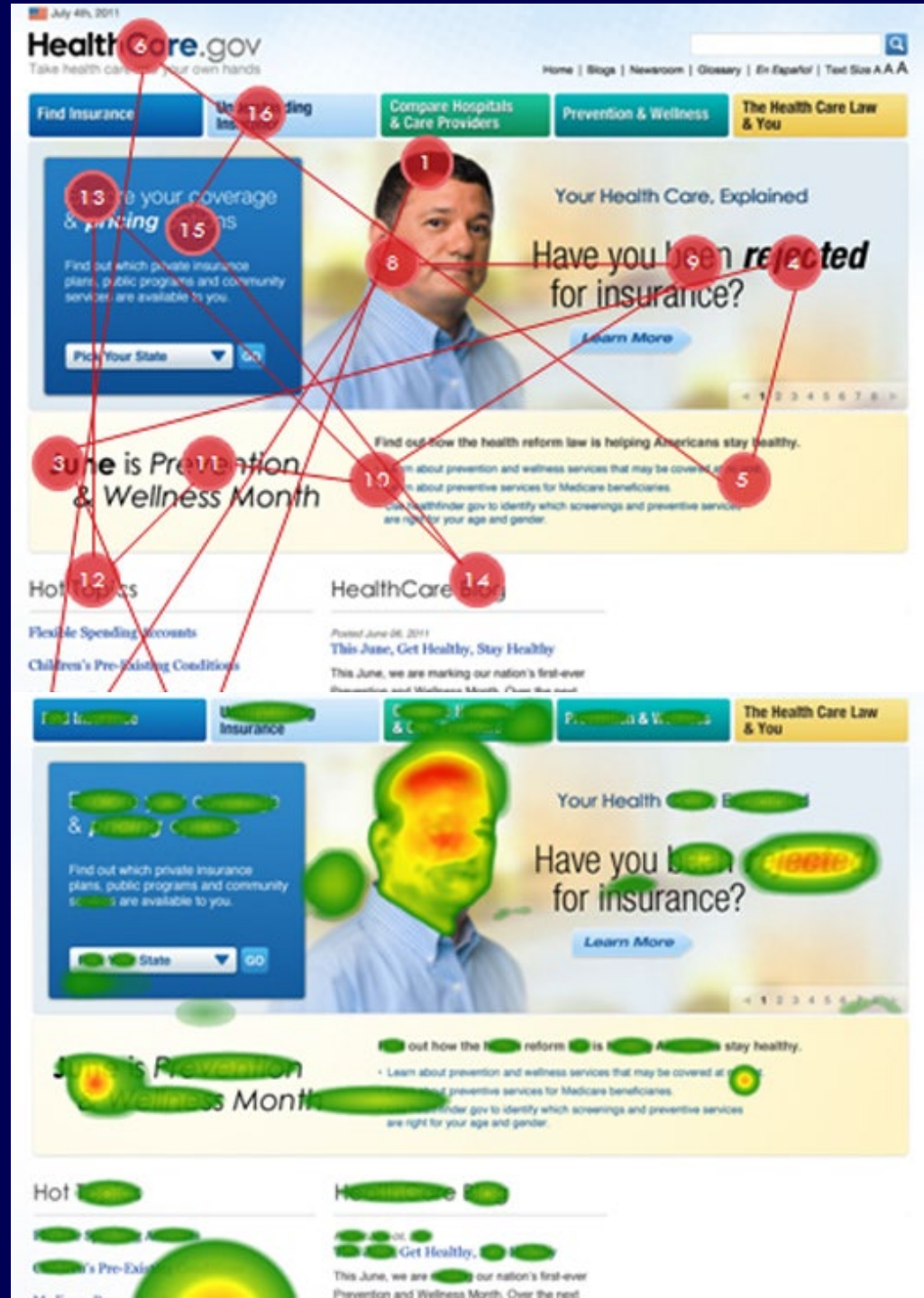


Fletcher-Watson, S., et al. (2008). "Rapid detection of person information in a naturalistic scene." *Perception* 37(4): 571-583.



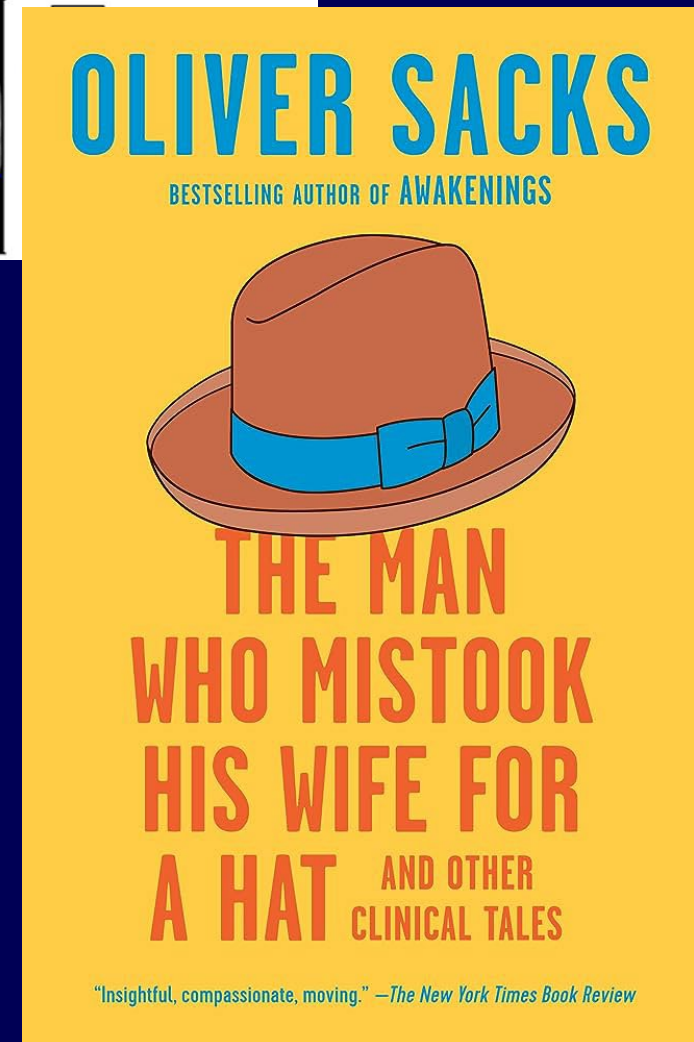
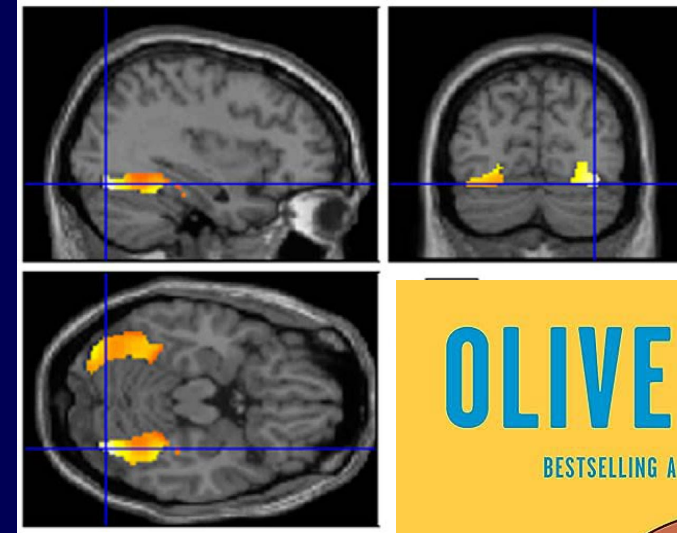
## 2. People Priority

- We look at faces first and we come back to them



## 2. People Priority

- Facial recognition is tied into the dopamine and oxytocin pathways
- Human Body Language accesses these as well as the amygdala and the adrenaline systems



Rypma, B., Fischer, H., Rieckmann, A., Hubbard, N. A., Nyberg, L., & Bäckman, L. (2015). Dopamine D1 binding potential predicts fusiform BOLD activity during face-recognition performance.

*Journal of Neuroscience*, 35(44), 14702-14707. Lopatina, O. L., Komleva, Y. K., Gorina, Y. V., Higashida, H., & Salmina, A. B. (2018).

Neurobiological aspects of face recognition: the role of oxytocin.

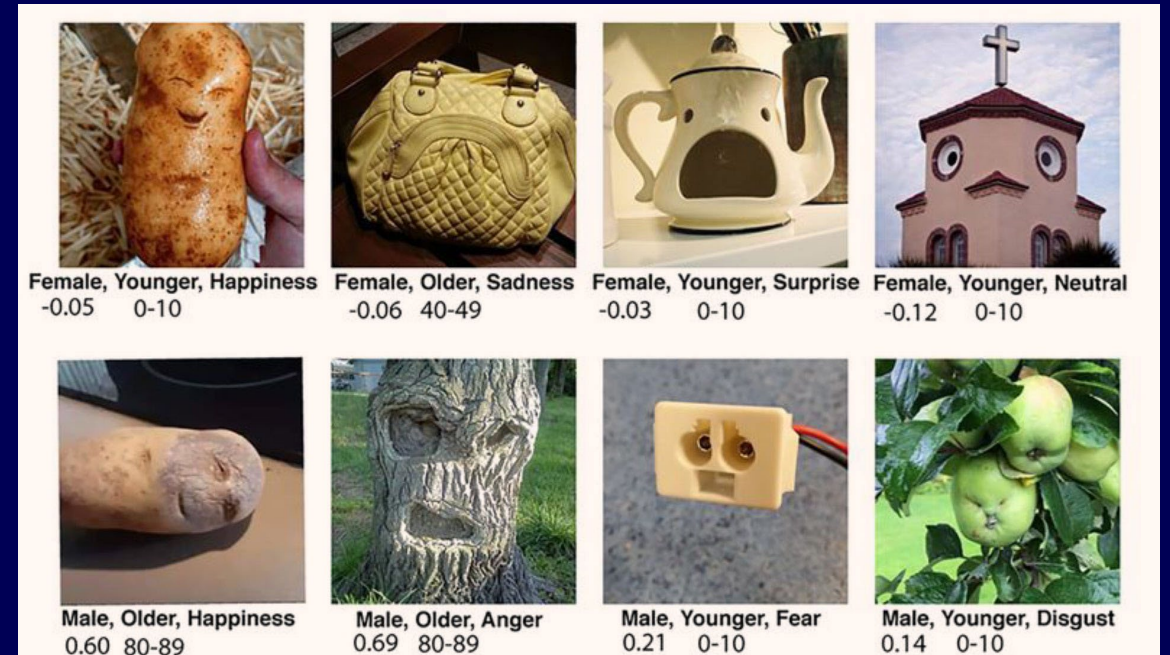
*Frontiers in behavioral neuroscience*, 195.

Alabama Safe Streets

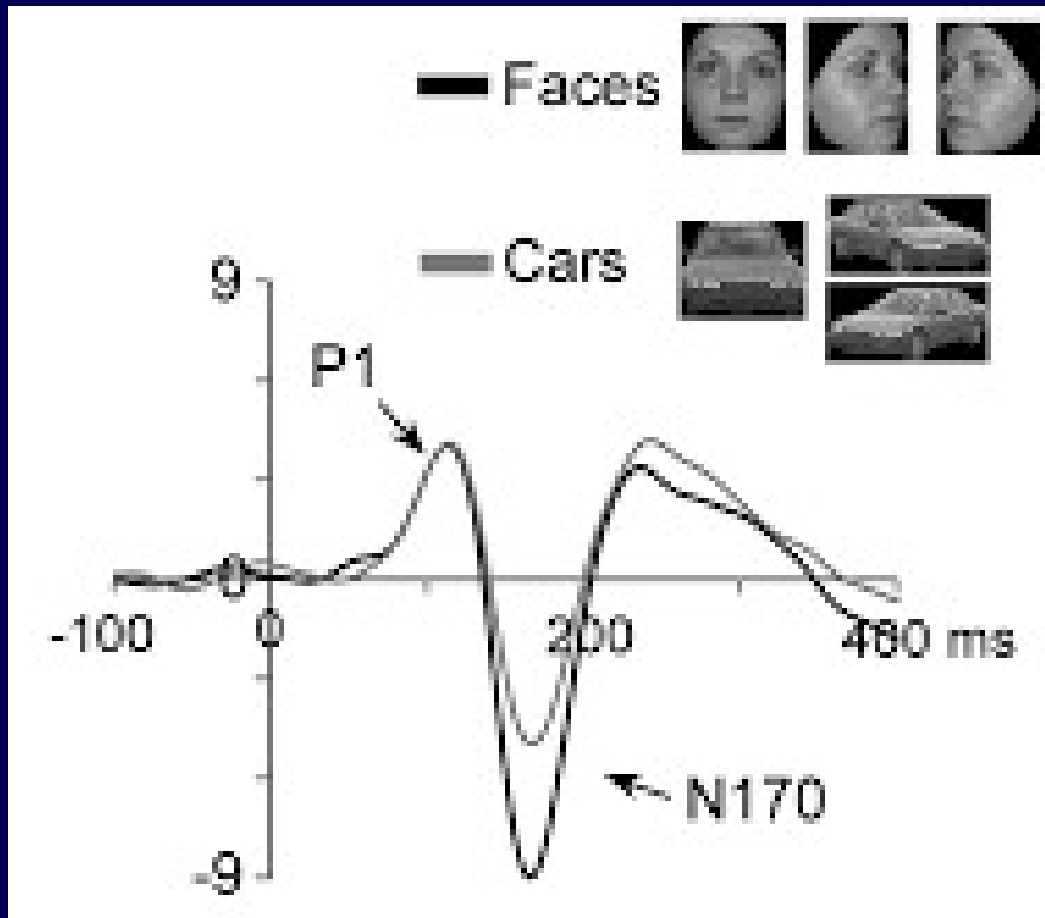


## 2. People Priority

- You see faces even when they're not there!



# You have specific brain wave patterns and structures for seeing faces and bodies



- The height of the wave is directly related to the intensity of the emotion you are seeing.
- You don't need to directly look at a face to get this response

Blau, V. C., Maurer, U., Tottenham, N., & McCandliss, B. D. (2007). The face-specific N170 component is modulated by emotional facial expression. *Behavioral and brain functions*, 3(1), 1-13.  
Cauquil, A. S., Edmonds, G. E., & Taylor, M. J. (2000). Is the face-sensitive N170 the only ERP not affected by selective attention? *Neuroreport*, 11(10), 2167-2171.



# 3. Perceptual Limits

**There are concrete limitations on  
perceiving people in time and space**

# Limitations:

135 feet  
Extreme  
expressions

150 feet  
Body  
movement

90 feet  
All expressions

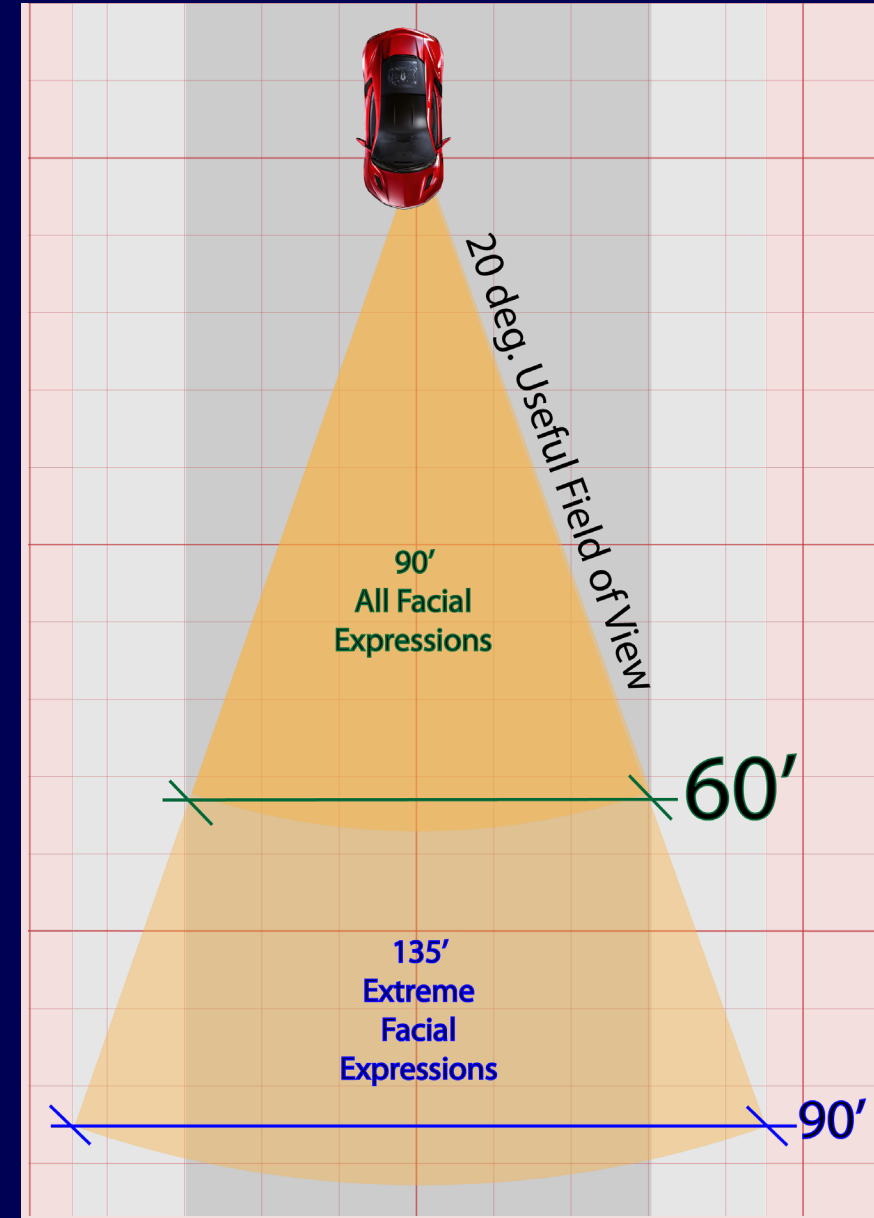
16-20 degrees  
from center



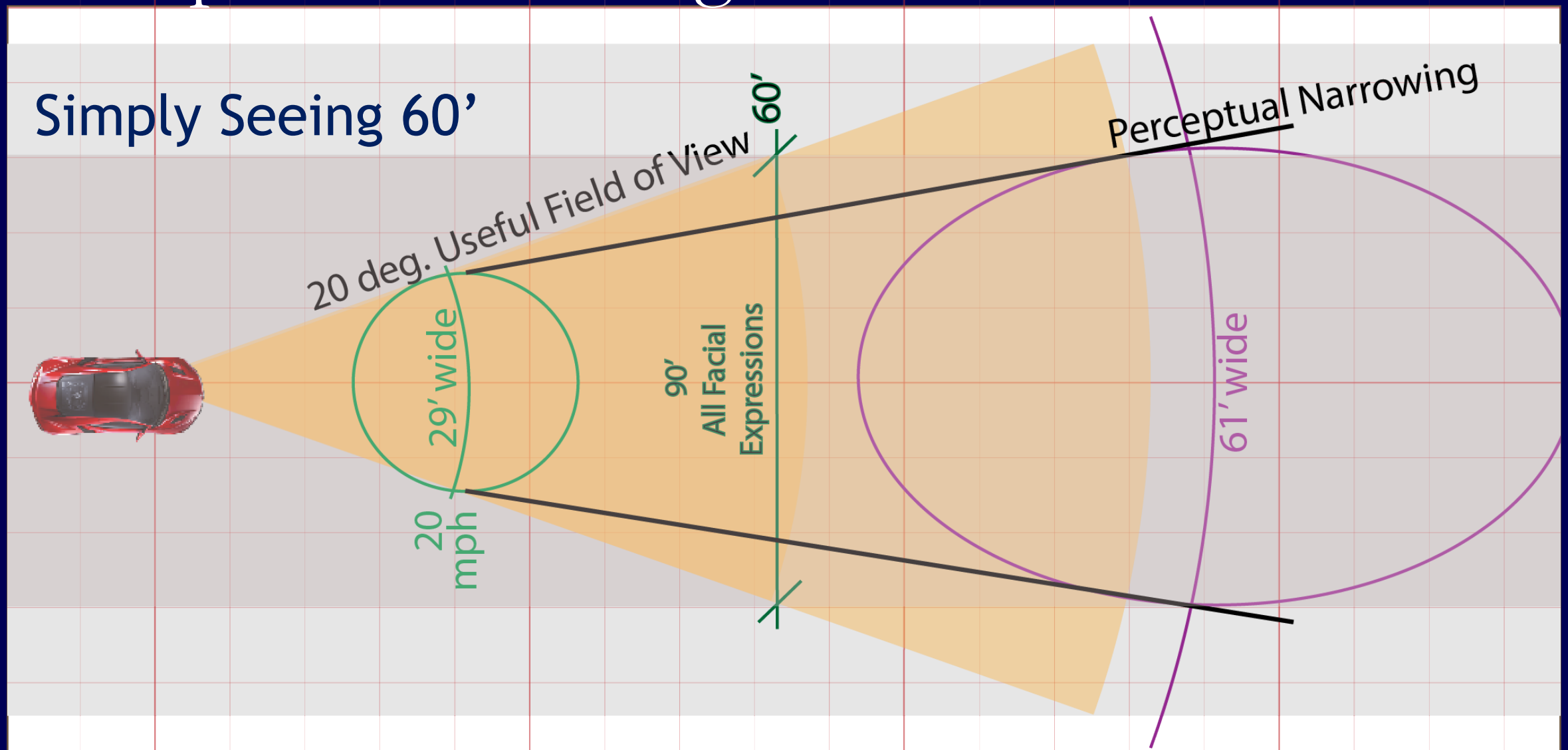
## Plan view:

- Interaction Possibilities:
  - 90-135 feet
- Driver uses a 20 degree view

➤ Yields a 60-90' wide corridor



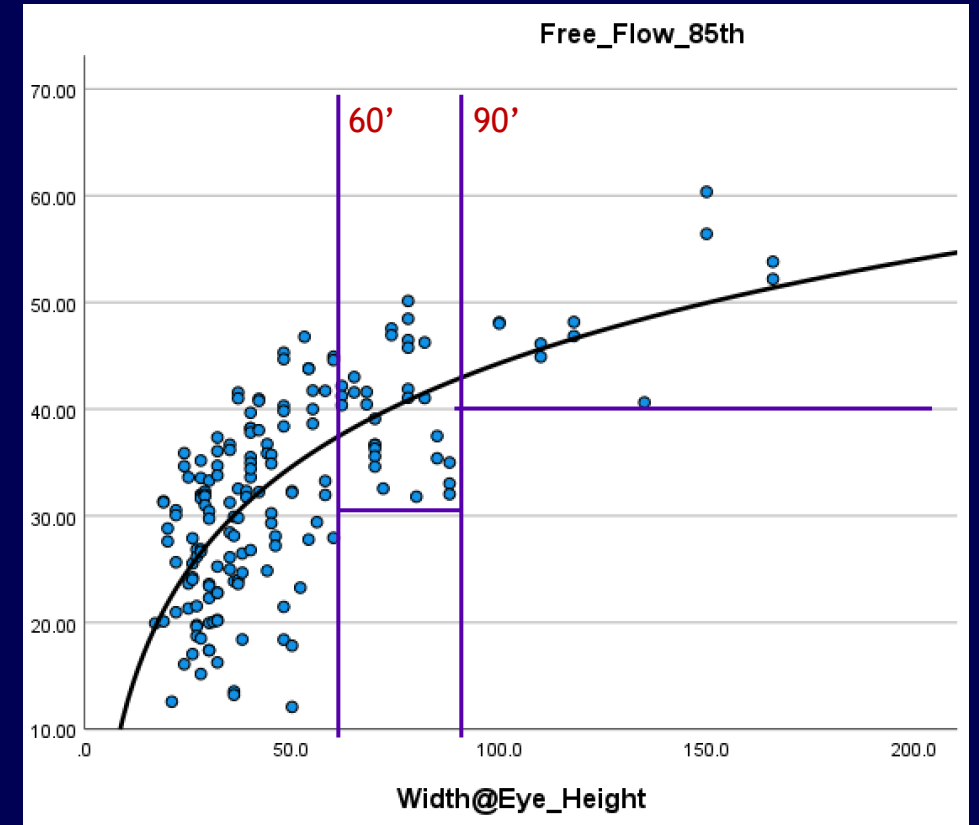
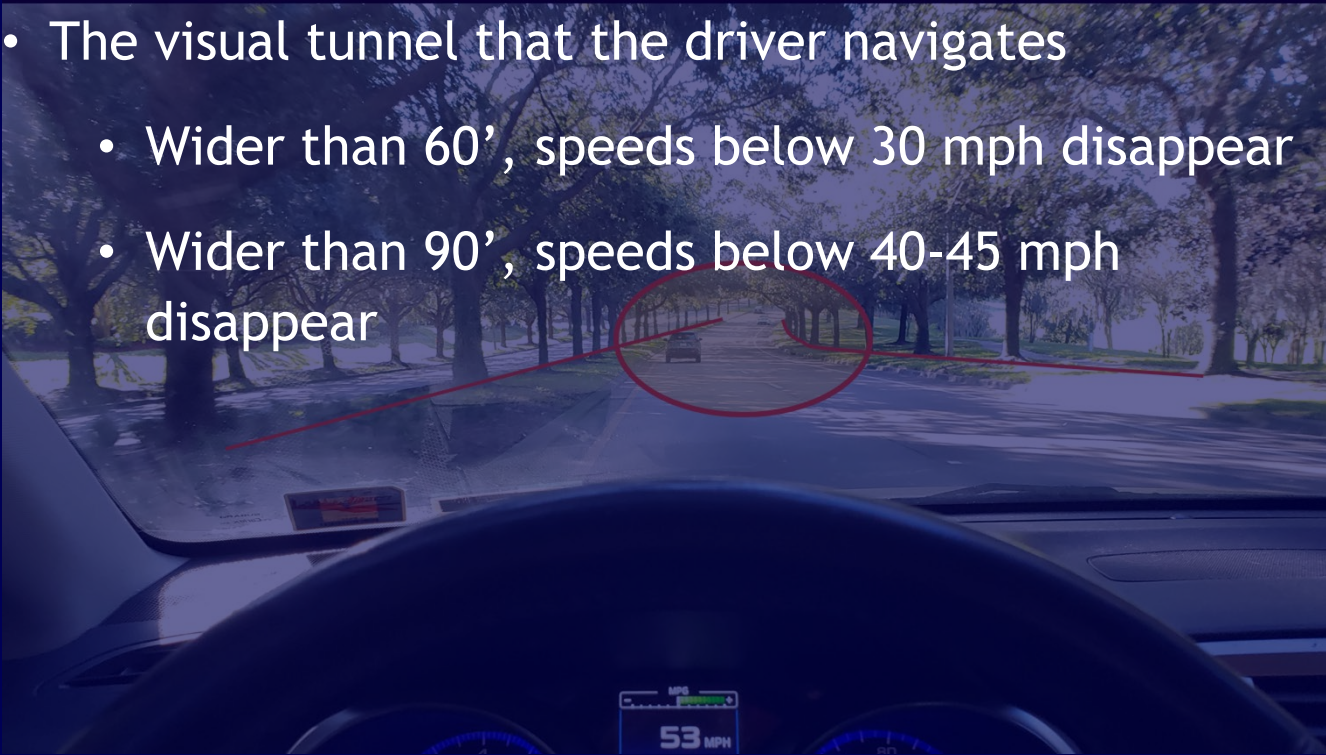
# Perceptual Narrowing





# That's why width matters:

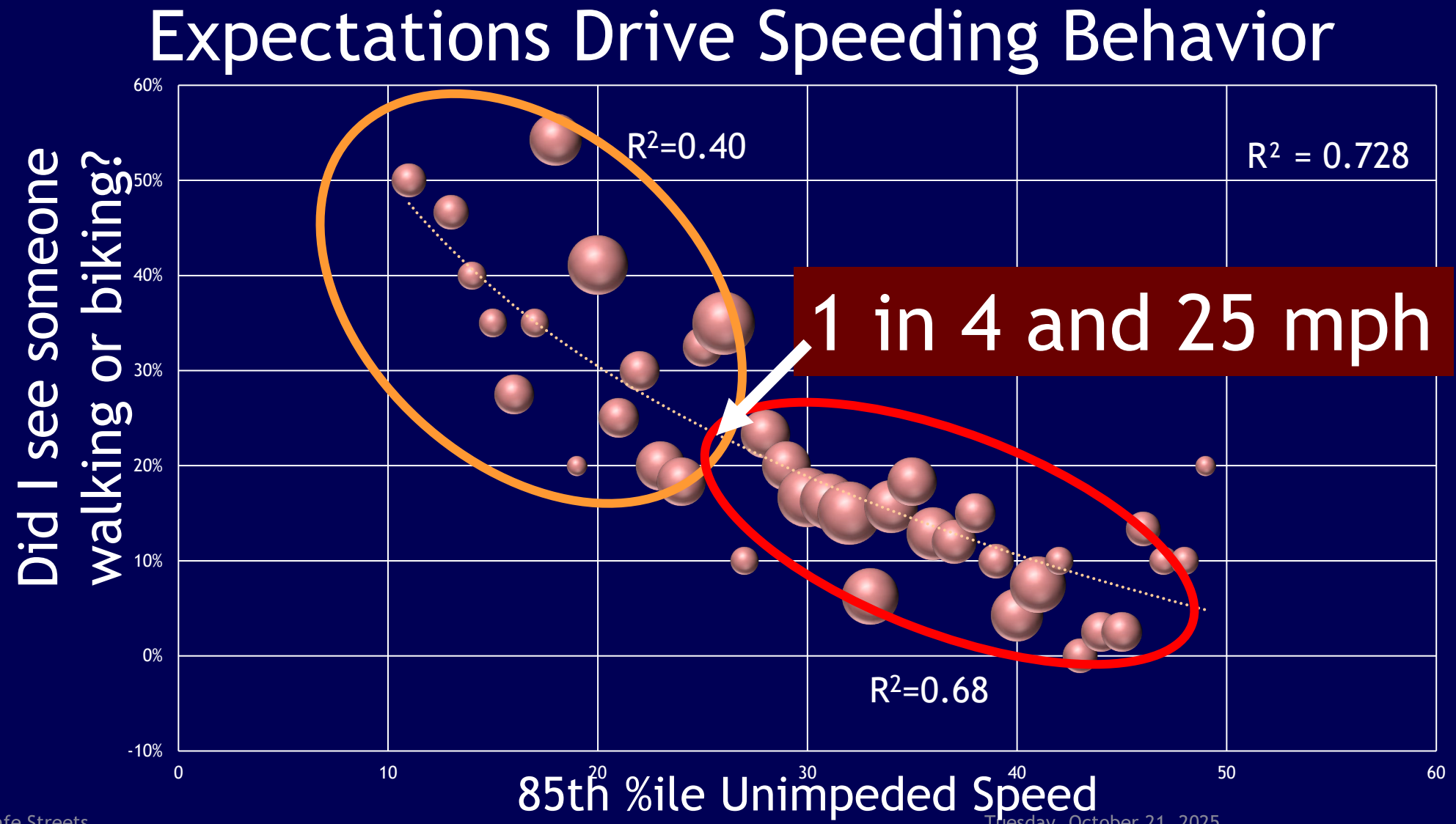
- The visual tunnel that the driver navigates
  - Wider than 60', speeds below 30 mph disappear
  - Wider than 90', speeds below 40-45 mph disappear



# 4. Expectations

**We see what we expect to see**





## 4. Salient Novelty

**Brains look for the New  
8 second attention spans**



Close your eyes

Think of your favorite trip

What do you remember?

Stills, Shorts, or Video?

A wide-angle photograph of a charming mountain town street. The street is paved and has a red fire hydrant in the center. On either side are colorful, multi-story buildings with gabled roofs and many windows. Some buildings have signs, including one for 'BANKY CARRIAGES' with the phone number '762-4551'. In the background, a massive, rugged mountain with patches of snow and glaciers rises steeply. The sky is a mix of blue and orange, suggesting sunset or sunrise. The overall atmosphere is peaceful and picturesque.

# Each trip is a story

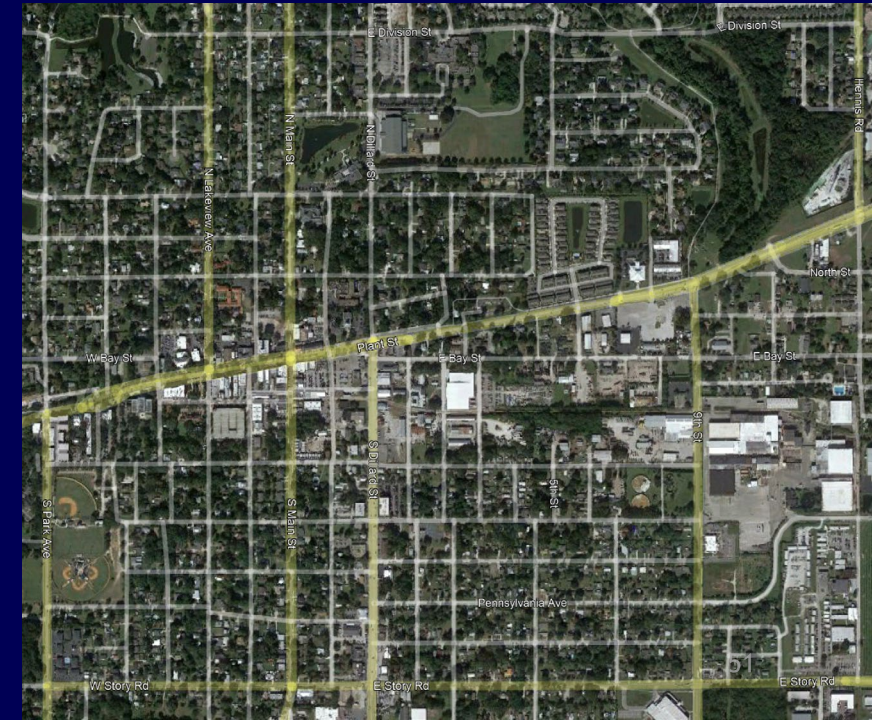
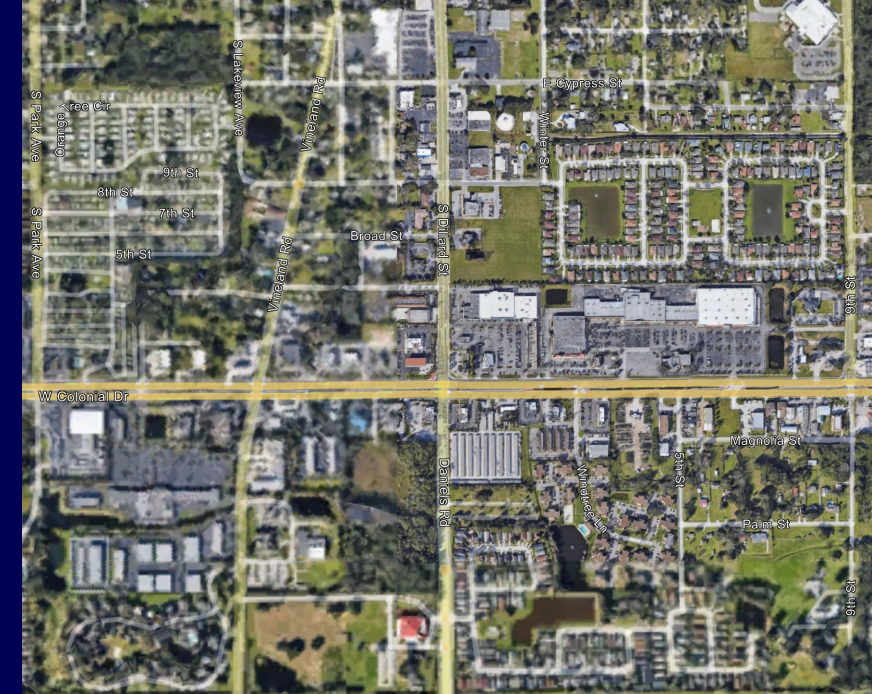
Think of the path in  
terms of story beats



# Access Management

- Great for suburban highways
  - It will increase your speed 5-10 mph
  - Move people away from an access managed corridor
- Not so great for urban streets
  - The interruptions keep drivers engaged

kph





A photograph of three young girls sitting in the back seat of a car, all wearing seatbelts. The girl on the left is smiling and holding a brown teddy bear and a juice box. The girl in the middle is looking forward with a neutral expression. The girl on the right is wearing large white headphones and smiling. The car's interior is visible, including the seats and windows. A semi-transparent blue banner is at the top, and another is at the bottom.

Are your kids this sweet in city traffic?

How does that make you feel?



## **6. Speed and Workload**

**Drivers manage the workload demands  
with their speed**

To get speed  
down you  
need to get  
their attention  
and keep it





# 3 Factors:

1. People



2. Close enough



3. Frequent change



$$\text{Speed} = \begin{aligned} & - 5.26 \\ & - 1.58 \text{ Doors}/100' \\ & + 9.9 \ln(\text{Visual Width}) \\ & + 0.0068 \text{ Block Length} \end{aligned}$$



# 7. Event Horizons

## Memory Structures

Ever walked  
through a door  
and forgotten  
everything?





Memory is  
stored  
spatially  
like a  
string of  
pearls

Your mental model of the  
space creates the bucket that  
the memory is stored in





# Spatial Transitions create a reset

Each major transition is like going  
through a knot creating a new event








At transitions  
Scanning takes  
precedence  
over focus





# Right when you need to see people

You will be looking  
everywhere else





How does all  
this translate  
into crashes  
and design?

Why are the failures  
happening?

Are we just too squirrel prone?



# Mismatched Expectations Kill People



Around 22-43 mph operational

	Operational Speed	10	15	20	25	30	35	40	45	50	55
Drivers	Can see ped/bike	80%	60%	55%	50/50	50 / 50			Depends on clutter		
	Expect to see	50/50	4 of 10	1 of 3	1 of 4	1 of 5	1 of 6	1 of 10	1 of 15	1 of 20	
Active Users	Expect to be seen										
	Can walk away	95%	88%	80%	68%	55%	38%	25%	15%	8%	5%
	Facilities provided										

Hit by a vehicle at  
**12 mph**  
9/10 walk away



Hit by a vehicle at  
**32 mph**  
5/10 walk away



Hit by a vehicle at  
**49 mph**  
1/10 walk away





So how do  
we think  
about this?

# Two design concepts:

STREETS: IT'S A DANCE, NOT A DRIVE



ROADS: IT'S A RIVER, NOT A ROUTE





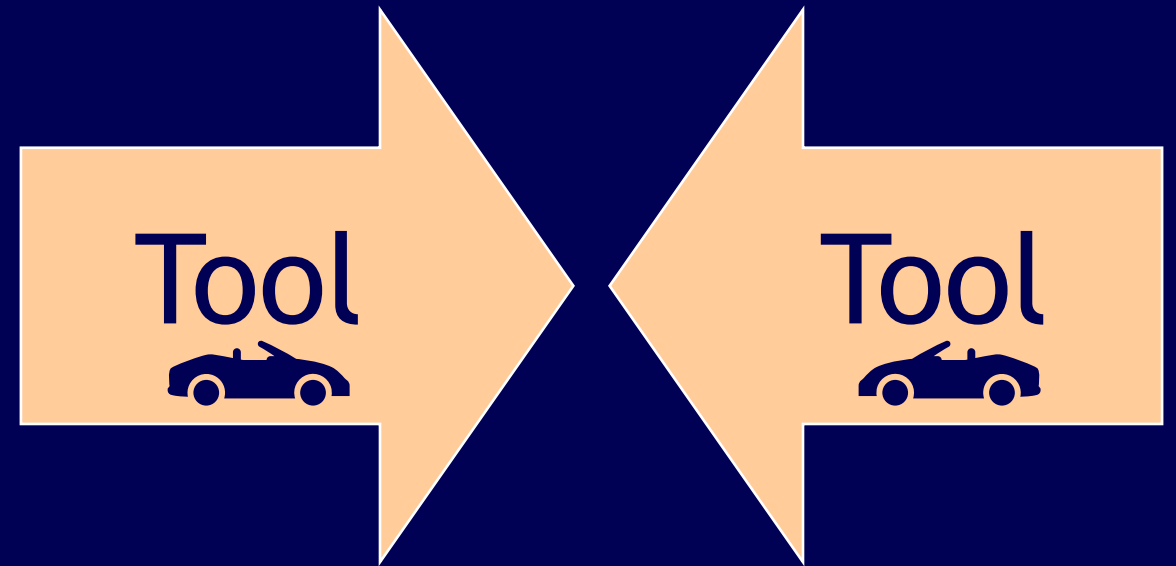
# Interactive=Street



Face to face, eye to eye  
So you know you can trust this guy.

We are human here

# Manipulative=Road



All I see is the car in front of me.  
So don't trust me to see anybody.

We're just playing a video game here

# Street Prerequisites



Street facing  
land use



3 lanes  
or less



Blocks  
<600 feet





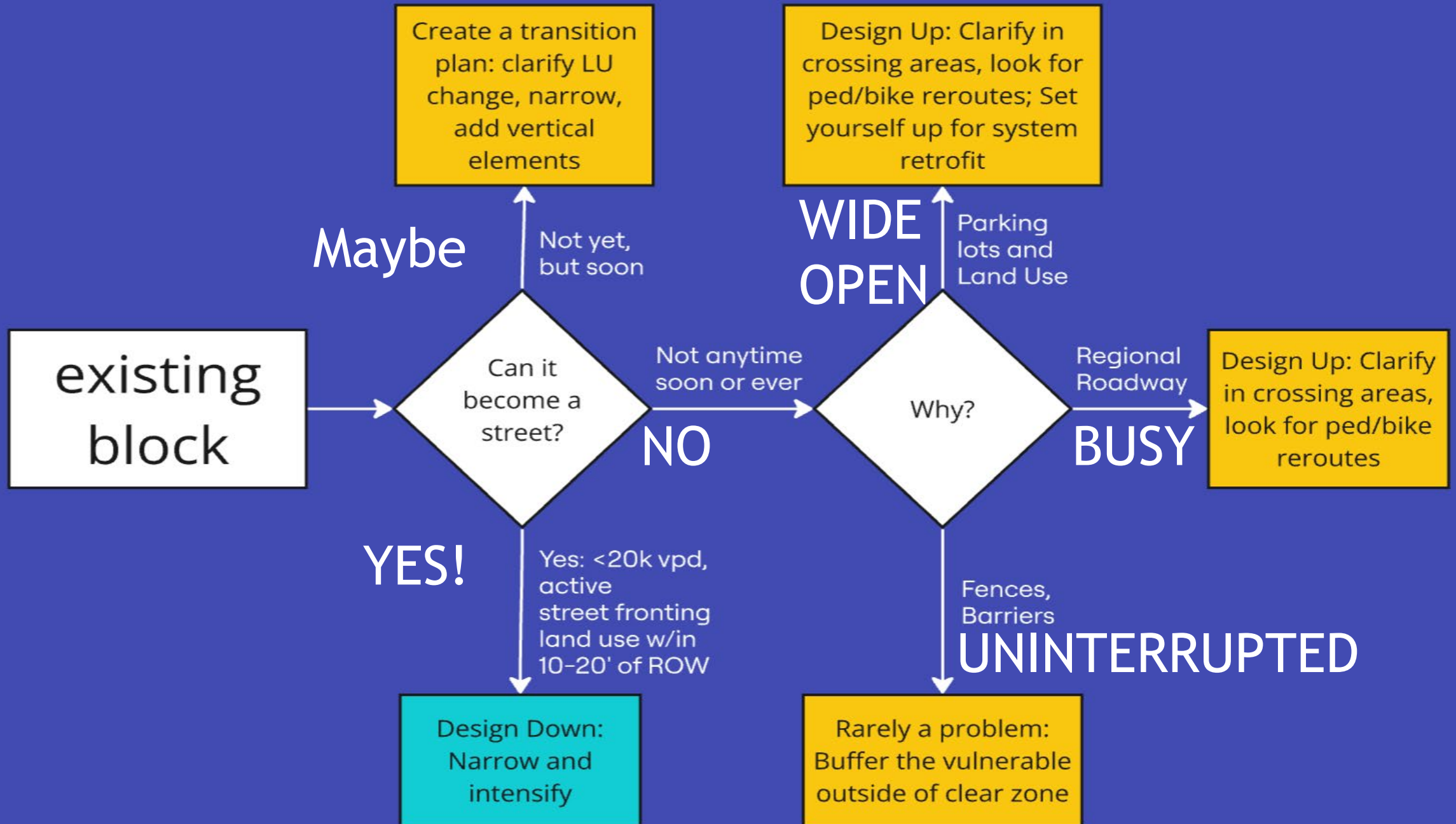
# TRANSITION STRATEGY

Goal: Avoid a 25-40 mph target speed

Choose whether you need a street or a road in the long term

We need both in the system, just not necessarily in the same right of way

Parallel systems are ideal





# Try it out:

## Jersey City's Example: Tactical Urbanism as an Infrastructure strategy

Tactical urbanism is not a silver bullet for overcoming opposition by any means. However, it puts the debate out into the public realm, where it's not theoretical; it's something physical everyone can see and debate, and it's reversible and therefore low risk politically.

--Mike Lydon



# Final takeaways





# Big picture:

We cannot build our way out  
of congestion

Widening only adds to  
fatalities

Time to think in systems





# Congestion trap

- Without the supporting network, the state systems needs continual roadway widening until the road way consumes the adjacent land use
- Up to 4-lanes, historic land use can survive; not past it



# Two design concepts:

STREETS: IT'S A DANCE, NOT A DRIVE



ROADS: IT'S A RIVER, NOT A ROUTE







Treat your  
pavement like  
gold and you'll  
get heavenly  
places.

Not an inch more or less than  
you need.

Move the curbs. Put something  
vertical there.





# Shaping the space shapes the response

- Drivers may not be seeing individual targets at intersections—they need to get the big picture.
- Make those targets as obvious as you can.
  - Steer your drivers
  - Pull pedestrians into view

# “But that’s not in my box”

Remember, the Eisenhower system shifted the development pattern for the whole country, not by fiat, but by accident







Dr. Patricia Tice  
ProFound Insights, Inc.  
PTice@ProFoundInsights.net



# ProFound City Insights

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## The 7 Mental Frameworks

We teach engineering students physics, but we don't teach them any useful psychology.

AUG 9 • PROFOUND INSIGHTS

[Latest](#) [Top](#) [Discussions](#)





### ProFound City Insights

A newsletter about urban design, driver behavior, and livable communities. You don't have to sign up here if you aren't ready, just click the link below for "no thanks" and you won't see this welcome page again.

### Peace and Reality Checks

Silent stability makes for short days but long years...

NOV 12 • PROFOUND INSIGHTS



### Street Design Rule 11: Margins Matter (II)

Clutter can be beautiful, but parking is not great clutter for a street.

NOV 8 • PROFOUND INSIGHTS



### The History and Future of Suburbia



### Recommendations



#### The Infinite Universe

Tim Andersen



#### Oxymoron

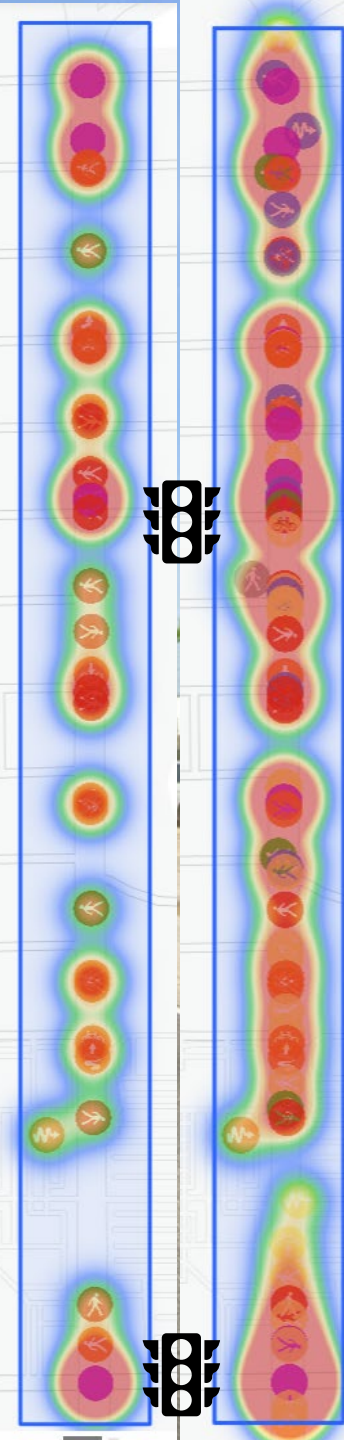
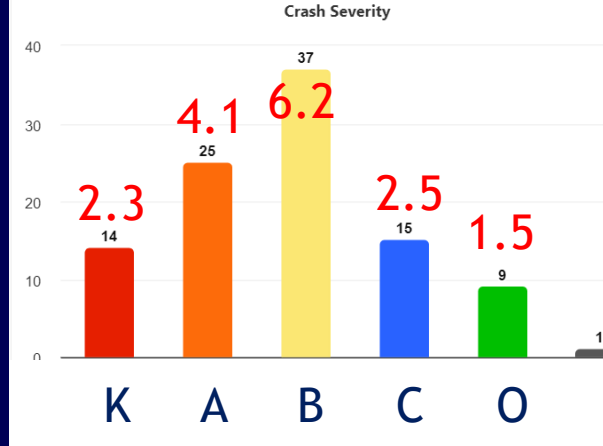
Tom Greenwood

[MANAGE](#)

<https://profoundinsights.substack.com/>

# Case Study: OBT, south of I-4

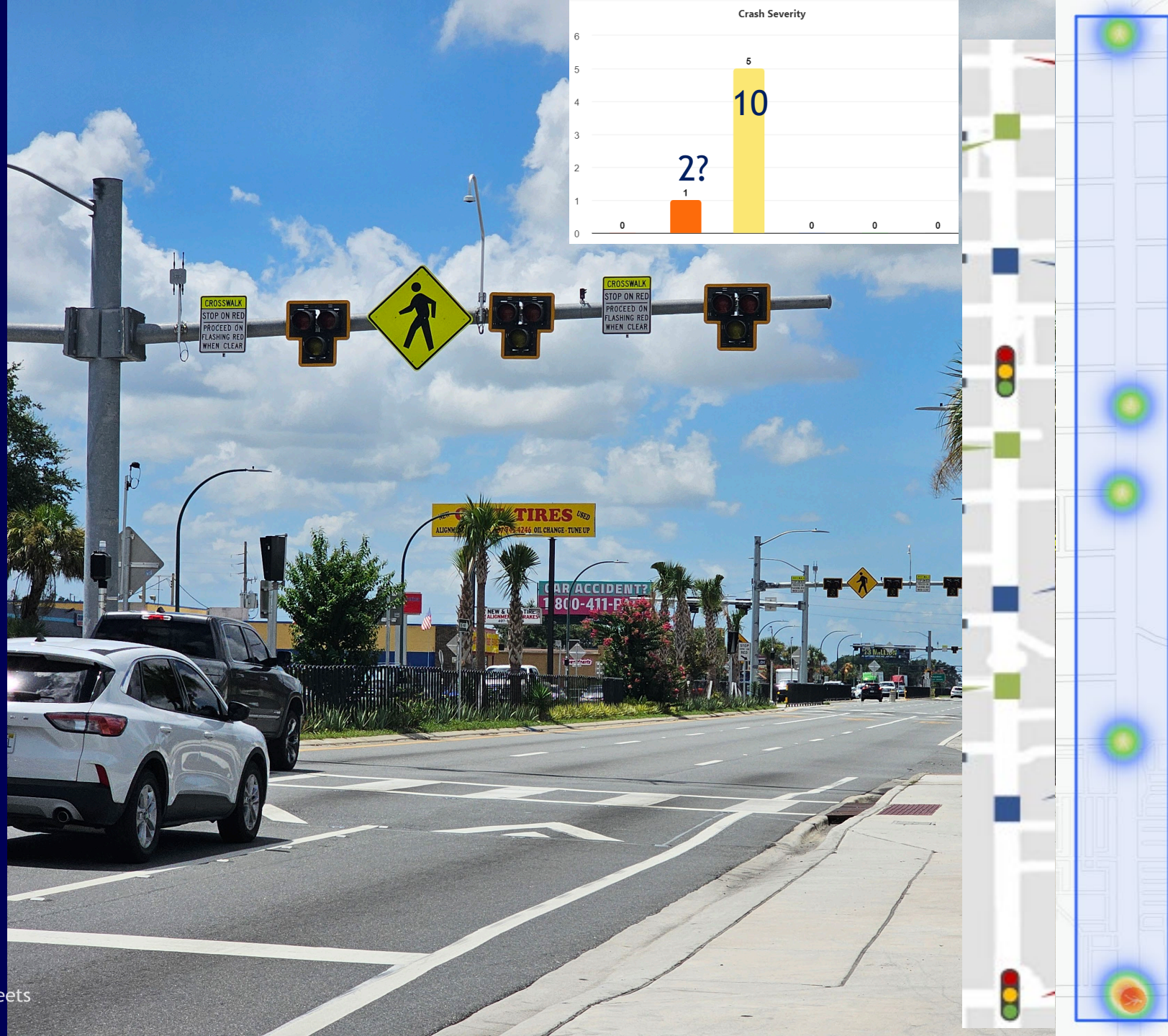
- Low income neighborhood, Transit Corridor
- Had already tried:
  - Reduced speed limit, mid-block crosswalks, raised median
  - 7 Ped/bike Serious/Fatal per year despite the changes





# Case Study: OBT, south of I-4

- After:
  - Midblock PHB's
  - raised crosswalk,
  - narrowed lanes
- Outcomes:
  - 18 months to the first fatality







AHEAD

SPEED  
LIMIT  
30  
YOUR  
SPEED  
27



GUARANTEED  
CASH OFFER  
ON YOUR MODEL  
MARK SPAIN

IT'S NOT FRESHLY  
IT'S NOT JERSEY

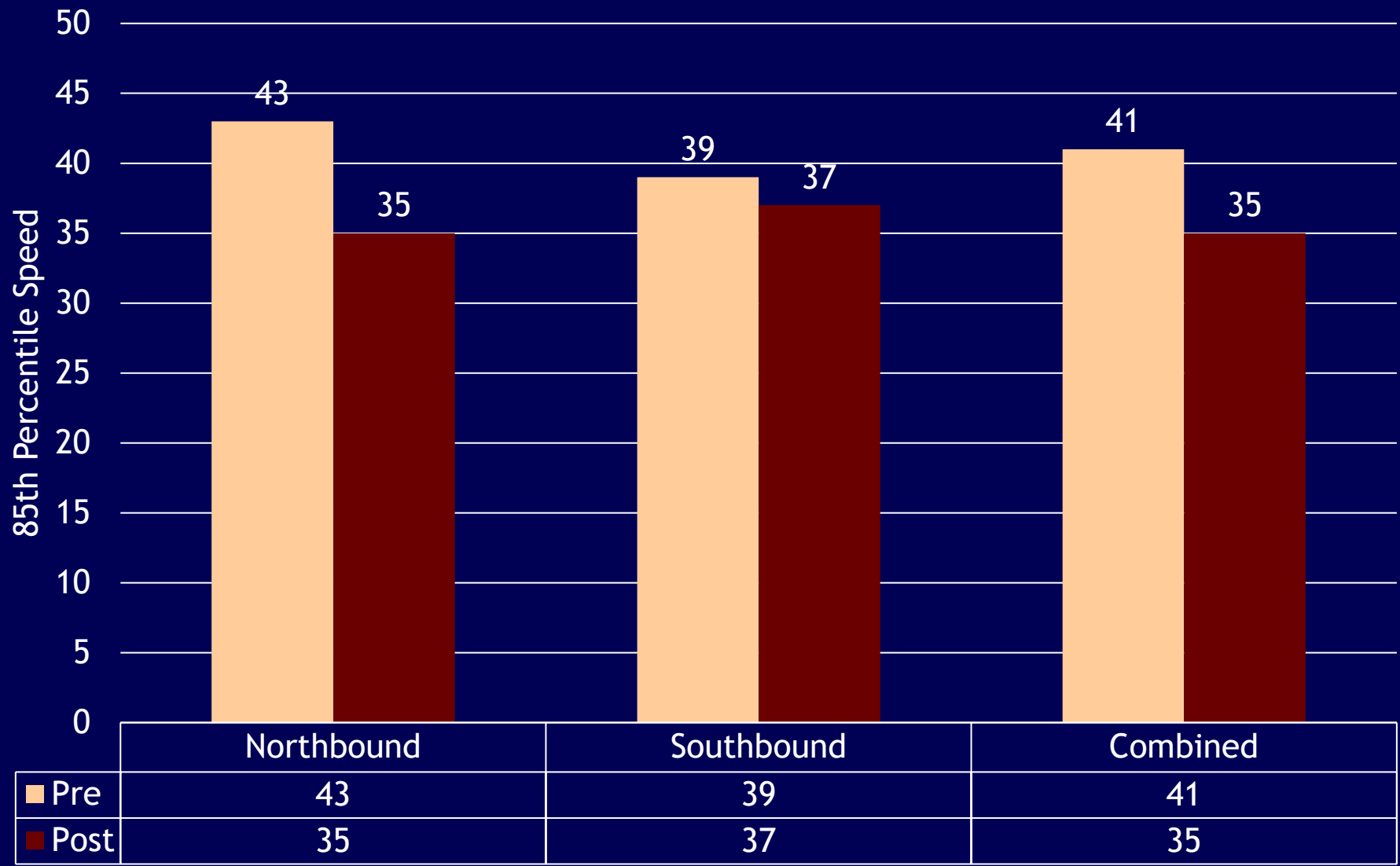
ABLE  
58.5429

Franklin Street

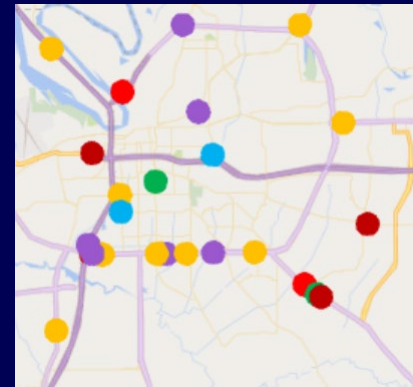
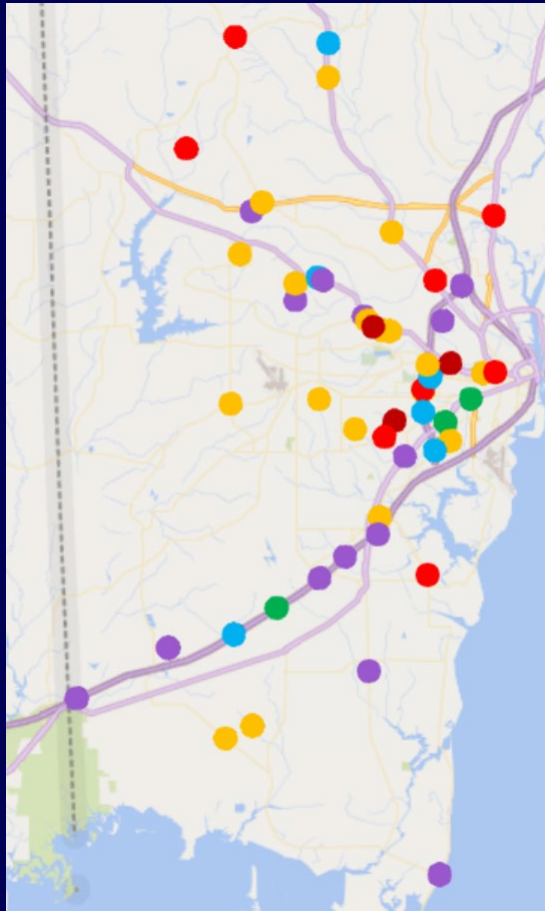
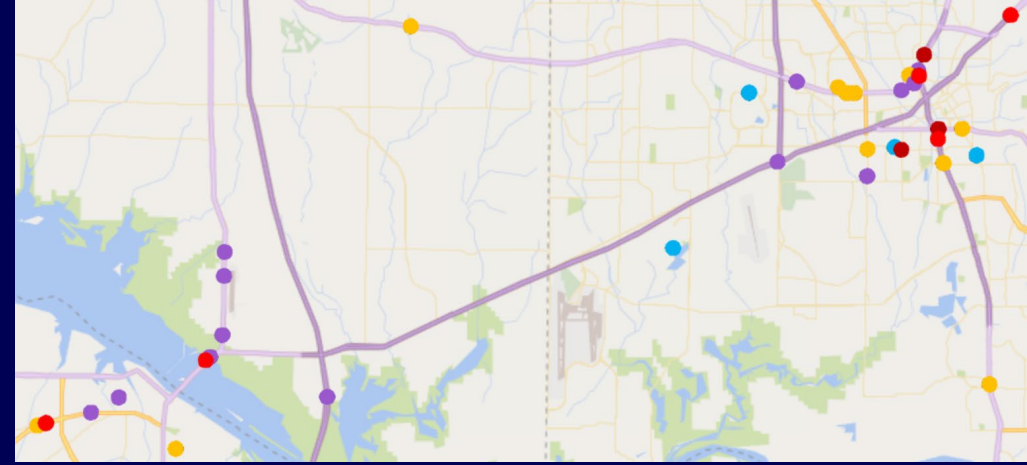
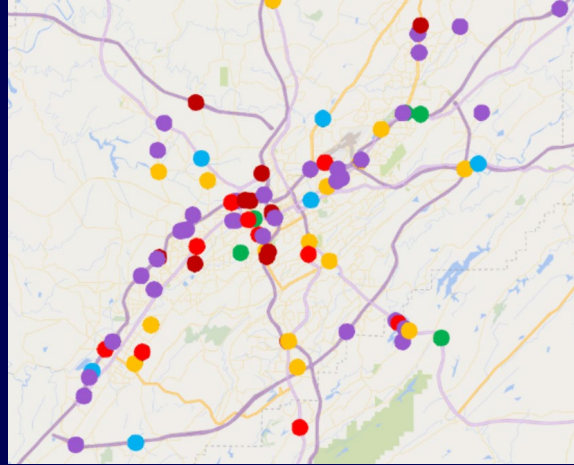
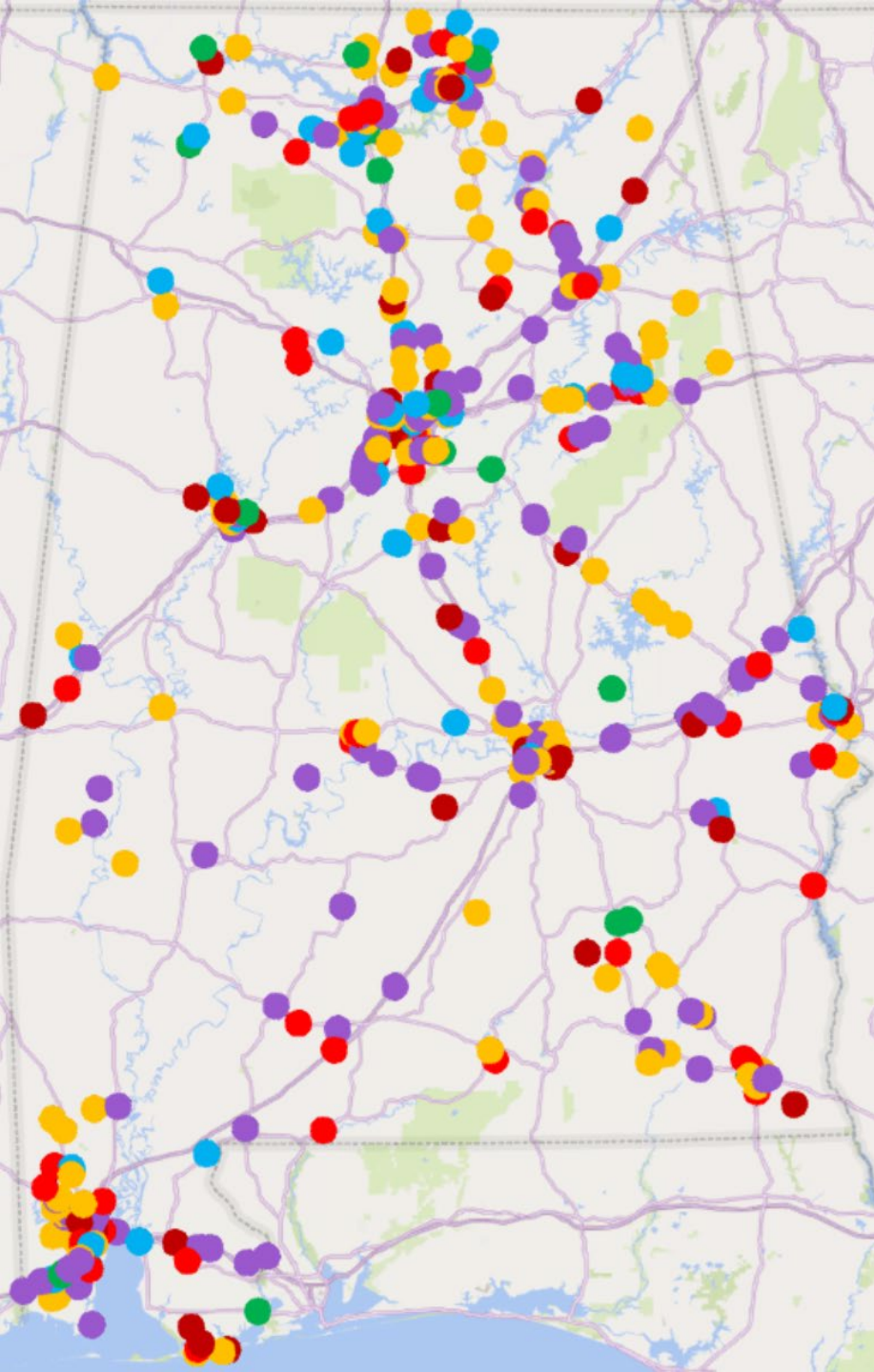




# Near Orange Blossom Center 85 Percentils Speed by Direction





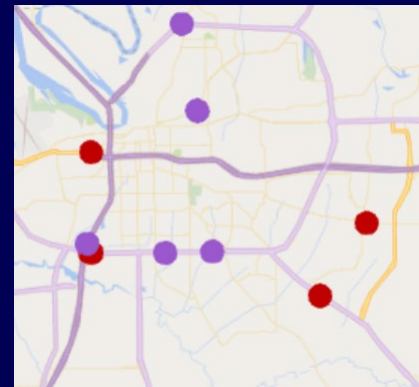
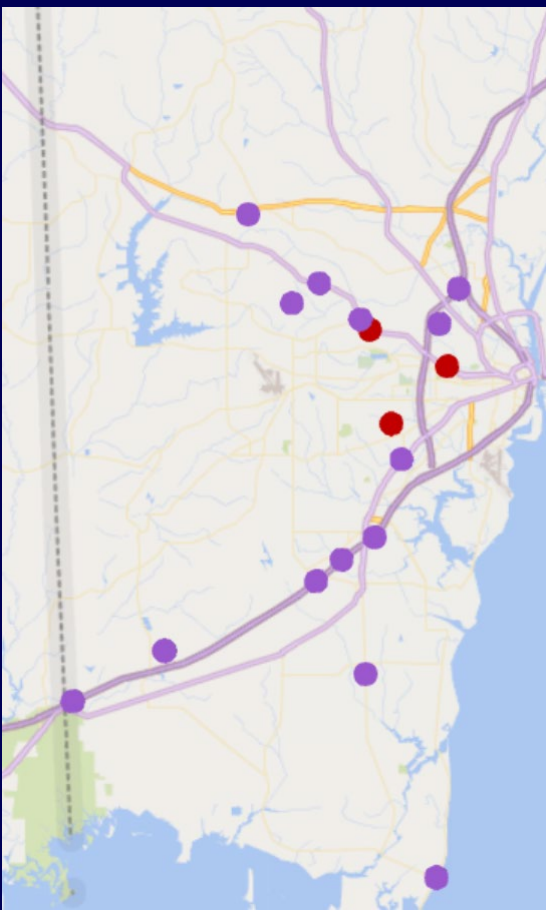
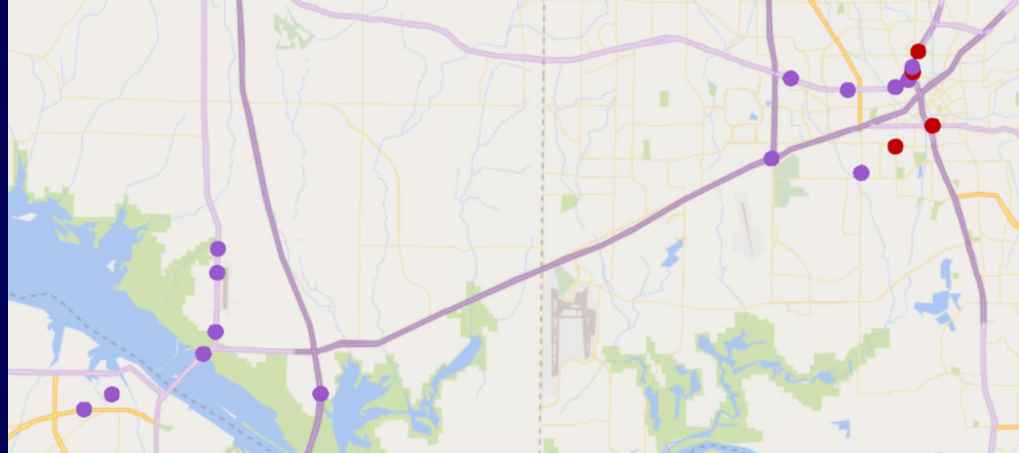
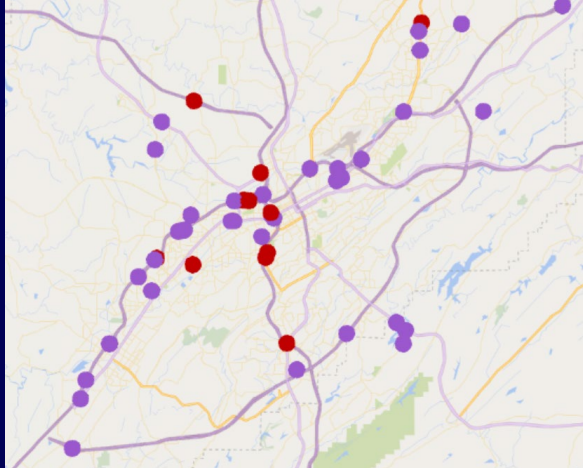
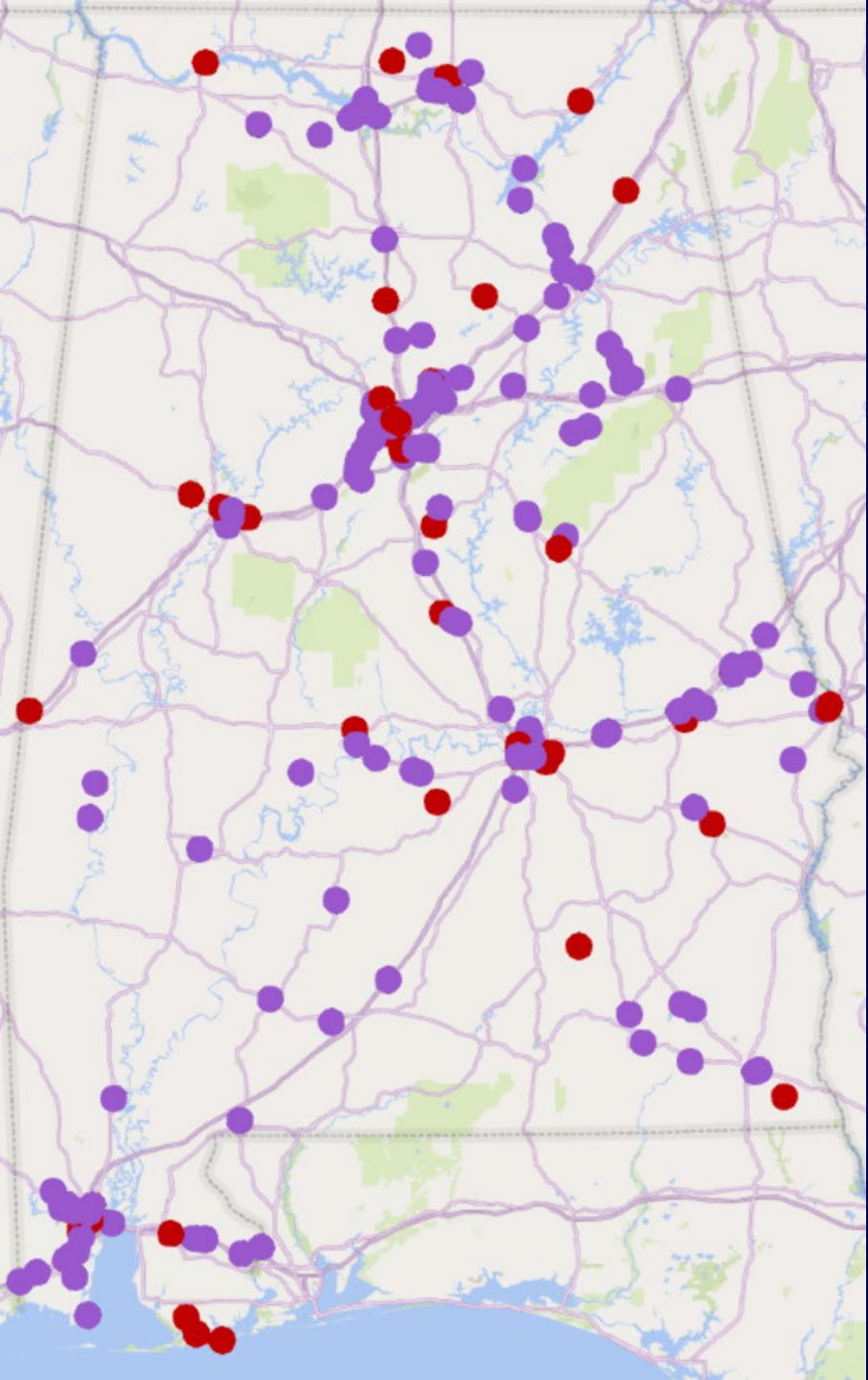


Notice Anything?

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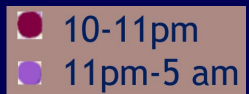




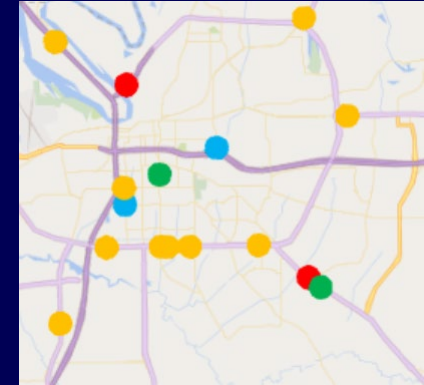
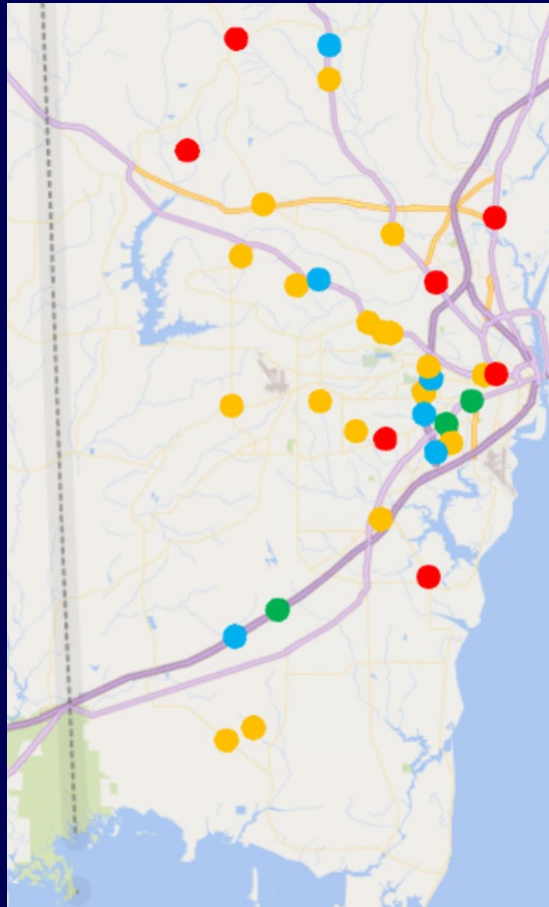
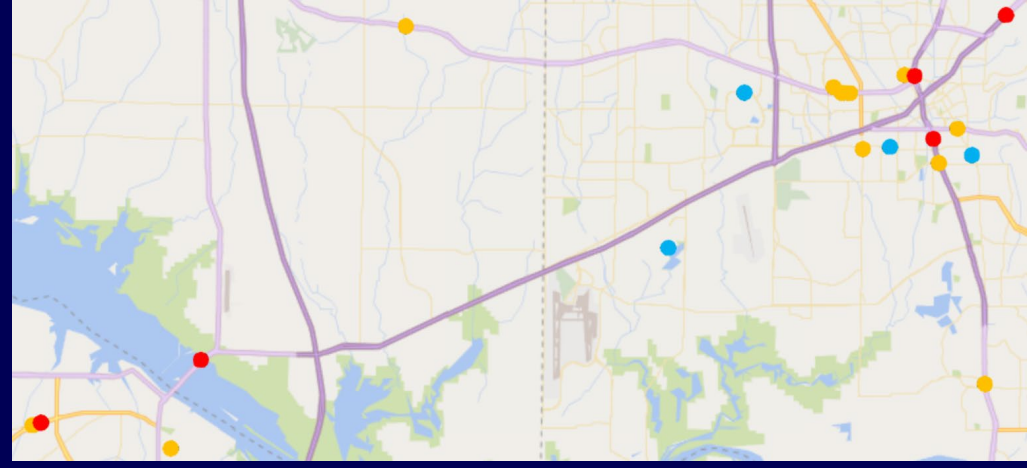
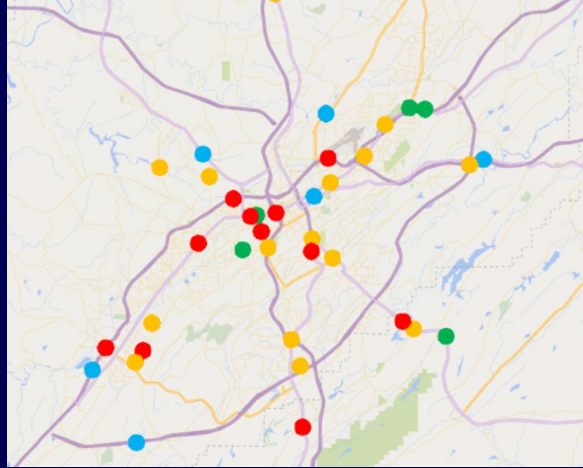
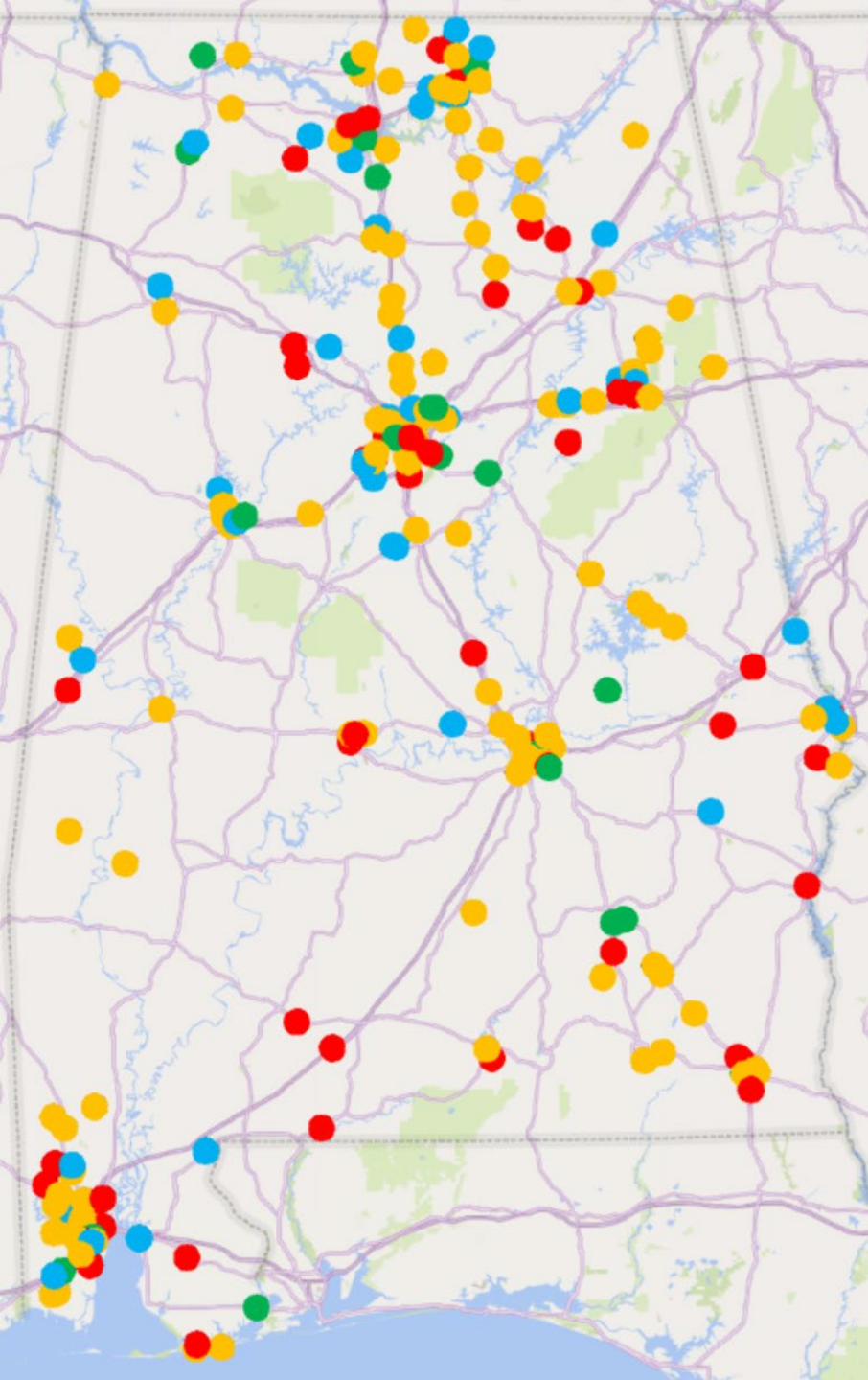


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Functional

