

D4.6 A web platform for personalized goal setting, tips & tricks, and social gamification



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1 Introduction

One of the main objectives of WP4 is the technical implementation of driver assistance interventions (i.e. in real-time while driving) and post-trip (i.e. providing feedback about the safety performance of the driver and using goal setting and social gamification schemes for long-term sustainable behavioural change) for different risk-related scenarios.

The i-DREAMS platform adopts two strategies for post-trip interventions, i.e. on the one hand a strategy targeted at providing personalized feedback about driver/operator behavioural aspects of the past trip with a direct link to safety (overall safety score, speeding, mobile phone usage, etc.) and ecological driving, and on the other hand, a strategy called feed and feed forward targeted at setting safety behavioural goals and supported by social gamification schemes. Two user-friendly technologies are developed for this, i.e. a smartphone app and a web-based platform.

A web-platform software for goal setting and social gamification (feed and feed forward) has been developed where the fleet managers/operators are able to set and receive goals and configure or consult a set of gamification features to improve driver behaviour in a sustainable way. Based on the safety driver performance of the individual, new personalized goals are communicated to the driver on the smartphone app and tips, tricks and rewards are provided to achieve those goals. The fleet manager/operator is also able to see the safety driver performance in relation to fellow drivers. The web-application is fed by information from the i-DREAMS post-trip intervention backend through a REST API. The web platform, its realization and functionalities, is the subject of this deliverable.

1.1 Deliverable overview and report structure

This text accompanies the software deliverable D4.6: A web platform for personalized goal setting, tips & tricks, and social gamification. Section 2 describes the i-DREAMS framework components and data flow, and situates the web platform in this framework. Section 3 presents the approach that was taken in developing the website, and the technologies that were leveraged. In section 4 we give a high-level overview of the web platform and its different functionalities and screens. This text has an appendix Powerpoint presentation which shows the screens and functionalities of the website in detail. The code artefacts of the web platform are available on a Gitlab repository, to which access can be provided on request.

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2 i-DREAMS platform: components and data flow

The i-DREAMS architecture consists of several input, output and processing (server) components, as shown in Figure 1: i-DREAMS platform: components and data flow. Different components communicate with each other through a REST API interface.

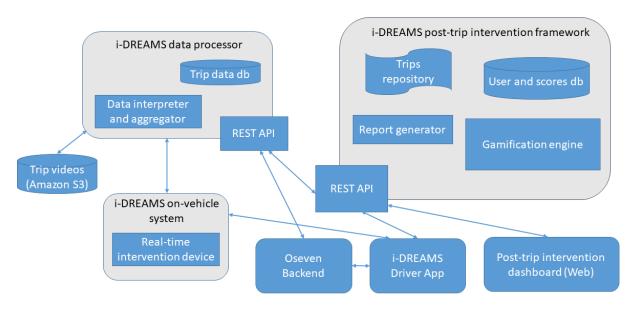


Figure 1: i-DREAMS platform: components and data flow

The i-DREAMS platform consists of the following input components:

- **i-DREAMS on-vehicle system**: gathers real-time data relevant for real-time interventions and stores a part of this data (on the Cardio Gateway) to be sent through to the i-DREAMS data processor.
- **i-DREAMS driver app**: gathers data used for post-trip interventions and sends it to the OSeven backend for processing.
- OSeven backend: processes data sensed on the driver app and makes it available to the i-DREAMS data processor. It also provides a service to derive speeding events to the post-trip intervention framework.

The i-DREAMS platform consists of the following output components:

- **i-DREAMS real-time intervention device**: visually shows real-time interventions to the driver.
- **i-DREAMS driver app**: shows scores and other gamification elements to the driver (post-trip intervention).
- i-DREAMS post-trip intervention dashboard (Web): allows the company coach and manager to analyse behaviour evolution of its drivers. The i-DREAMS controller also uses the dashboard to configure gamification functionality for each project.

The i-DREAMS platform consists of the following processing/backend components:

• **i-DREAMS** data processor: receives data from the i-DREAMS on-vehicle system and the i-DREAMS driver app, processes and stores it. It exposes an API to the i-DREAMS post-intervention framework which can get the necessary data from it. Each time new trip data is available, the post-trip intervention backend gets notified and can synchronize this trip data.

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• i-DREAMS post intervention framework: contains trip information and a database with scores for all relevant performance objectives, which it generates from the data obtained from the i-DREAMS data processor. The driver app and the web dashboard use its API for their operations.

The i-DREAMS post-trip intervention framework provides the driver with scores on the following performance objectives, which are grouped into safety promoting goals:

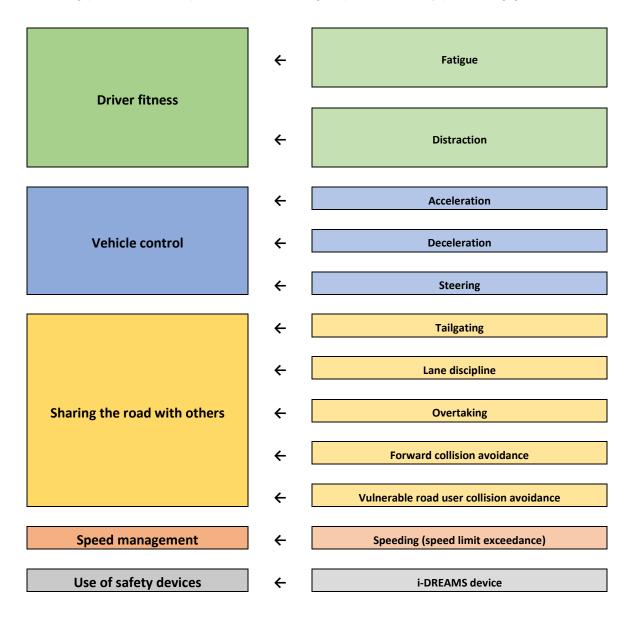


Figure 2: Safety promoting goals and performance objectives

For the post-trip intervention framework to calculate the scores for these performance objectives, it needs to get data from the i-DREAMS data processor, which has cleaned, interpreted and aggregated the data it received from the different input components. The post-trip intervention framework receives general trip data (start and end time, location trace, fuel consumption, distance) and pre-processed data. The former will be stored in the trips repository, and the latter is fed into the scores generator, which will generate scores for the different performance objectives and store them in the scores database.

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Scores data is the starting point for the gamification engine. A complete overview of gamification theory and its features can be found in the deliverable i-DREAMS: D3.3 Toolbox of recommended interventions to assist drivers in maintaining a safety tolerance zone. These scores are shown to the user and are the basic metric by which users can track their progress for a given performance objective. The scores also drive forward the other gamification elements:

- A leaderboard which ranks drivers according to their score.
- Goals taken up by drivers trying to achieve a minimal score within a given time or distance.
- Badges earned when achieving goals for specific performance objectives.
- Credits associated with achieving a good score, with which drivers can buy items in a shop.

Supporting information like advantages and disadvantages of certain behaviour, and tips to achieve a specific goal, are also managed by the gamification engine.

All together, the post-trip intervention framework and its gamification engine manage the gamification experience for the user and provide all necessary information to the i-DREAMS app by its REST API.

The post-trip intervention dashboard interacts with the post-trip intervention backend (REST API) and provides information to project managers which can manage the gamification experience and follow the behavioural evolution of its drivers.

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3 i-DREAMS web platform: technical overview

The i-DREAMS web platform uses Angular as a framework for implementation, and a RESTful API for communication with the backend. The development approach and architecture focused on the following non-functional requirements:

- Use of mainstream technologies: Angular and REST are the most popular, extensive and well-supported technologies for web development. Angular libraries (for a full overview, see section 3.2) like D3 and Chart.js for visualization of charts are wellestablished. For web-based map visualization, Leaflet was used.
- Content genericity and adaptability: Gamification features are highly configurable. The
 driving behaviour parameters (safety promoting goals and performance objectives)
 could be changed or extended in the future. The website dynamically decides which
 content to load based on the set of behaviour parameters per project, a project being
 a company or field trial unit participating to i-DREAMS.
- Use of open data: for showing map tiles, we used OpenStreetmap, which is non-proprietary data.
- Flexible, iterative, traceable development: agile Scrum development, using a development tool stack that is standard in industry (see section 3.1).

3.1 Development methodology and tools

The i-DREAMS web platform was realized using an agile (Scrum) development methodology, in which functionalities are described in stories, that are selected and grouped in sprints of 2 weeks. Each sprint represents an iteration in the development process. In this way, development was efficient, flexible and traceable. The following tools supported this process:

- Jira: management of Scrum boards which contain the stories and sprints.
- Confluence: documentation of implementation decisions, API and stories.
- Gitlab: code repository tool.
- Slack: for daily and efficient communication between team members.
- GitFlow: as a basic branching approach for git.
- CI/CD: continuous integration of code via GitFlow, and Docker-based deployment in a development, test and production environment.
- IntelliJ IDEA: for code implementation.

3.2 Technologies and libraries

The i-DREAMS web platform was developed in Angular 9, which is one of the most commonly used state-of-the-art JavaScript technology for development of web-based frontends.

For communication with the backend, a REST API is provided (documented in Confluence), with calls that are tailored to the functionalities needed in the website, improving communication efficiency and processing needs on the client.

The following libraries were used in the web platform:

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```
"dependencies": {
  "@angular/animations": "~10.0.0-next.4",
  "@angular/cdk": "^9.2.4",
  "@angular/common": "~10.0.0-next.4",
  "@angular/compiler": "~10.0.0-next.4",
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  "@asymmetrik/leaflet-d3": "^4.4.0",
  "@asymmetrik/ngx-leaflet": "^8.1.0",
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  "@asymmetrik/ngx-leaflet-markercluster": "^5.0.0",
  "@crystalui/angular-lightbox": "^1.1.8",
  "@fortawesome/fontawesome-free": "^5.13.0",
  "@ng-bootstrap/ng-bootstrap": "^6.1.0",
  "@types/d3": "^5.16.3",
  "@types/googlemaps": "^3.39.8",
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  "@types/moment-duration-format": "^2.2.2",
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  "bootstrap": "^4.4.0",
  "d3": "^6.2.0",
  "leaflet": "^1.7.1",
  "leaflet-draw": "^1.0.4",
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  "ngx-treeview": "^6.0.2",
  "rxjs": "~6.5.4",
```

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```
"tslib": "^1.10.0",
 "video.js": "^7.0.3",
 "zone.js": "~0.10.2"
},
"devDependencies": {
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 "@angular/cli": "~10.0.0-next.3",
 "@angular/compiler-cli": "~10.0.0-next.4",
 "@angular/language-service": "~10.0.0-next.4",
 "@types/jasmine": "~3.5.0",
 "@types/jasminewd2": "~2.0.3",
 "@types/leaflet": "^1.5.19",
 "@types/leaflet-draw": "^1.0.3",
 "@types/node": "^12.11.1",
 "codelyzer": "^6.0.0-next.1",
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 "karma": "~5.0.0",
 "karma-chrome-launcher": "~3.1.0",
 "karma-coverage-istanbul-reporter": "~2.1.0",
 "karma-jasmine": "~3.0.1",
 "karma-jasmine-html-reporter": "^1.4.2",
 "protractor": "~5.4.3",
 "ts-node": "~8.3.0",
 "tslint": "~6.1.0",
 "typescript": "~3.8.3"
```

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4 i-DREAMS web platform: structure and functionalities

The i-DREAMS web platform software enables goal setting and social gamification (feed and feed forward). Fleet managers/operators are able to set and receive goals and configure or consult a set of gamification features to improve driver behaviour in a sustainable way. Based on the safety driver performance of the individual, new personalized goals are communicated to the driver on the smartphone app and tips, tricks and rewards are provided to achieve those goals. The fleet manager/operator is also able to see the safety driver performance in relation to fellow drivers.

The i-DREAMS web platform contains the following functionalities, of which the site map is shown in Figure 3: i-DREAMS web platform site map:

Drivers:

- Individuals: an overview of drivers within a project, with basic metrics like number of trips for each driver. Also driver administration is available in this screen.
- Groups: functionality to view, edit and create groups of drivers.
- Leaderboards: ranking of drivers in a project according to scores.

Results:

- o Trips: a listing of the trips performed by specific drivers.
 - Trip score: detailed view of the scores on performance objectives for a trip of a driver.
 - Map: view of the trip and the events related to performance objectives on a map.
- Scores: time evolution of project-average and driver-specific scores for performance objectives and safety promoting goals.
- Reports: possibility to generation PDF reports containing driver or project performance.

Gamification:

- Tips: view, edit and create a list of coping tips to improve driving behaviour related to specific performance objectives.
- Pros/cons: view, edit and create a list of advantages and disadvantages of certain driving behaviour related to specific performance objectives.
- Goals/badges: view, edit and create a list of goals for specific performance objectives for a group of drivers.
- Credits: configure credits in the project.
- Shop: configure items in the shop for a project.
- Survey: list, edit and create questions for use in surveys performed by drivers.
- Phases: configuration of available functionalities in the i-DREAMS app given the different psychological profiles of drivers.
- Forum: functionality to communicate with drivers by sending messages.
- Contact us: i-DREAMS information and contact details.

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Figure 3: i-DREAMS web platform site map

In the remainder of this section, the most important screens of the web platform are shown and explained. For a full overview of functionalities and screens, we refer to the appendix of this deliverable. The following sections and the appendix are intended to give an overview of the functionalities realized in the i-DREAMS web platform software deliverable. As such, it is not the scope of this deliverable to provide a manual or instructions on how to use the software in practice. A manual with full description of functionalities and instructions on how to use the software will be included in Deliverable 4.7: A guide for driver/operator coaches and trainers on improving safety and ecological driving culture in transport companies based on real driver data.

4.1 Drivers: individuals and groups

The drivers screen (Figure 4) allows for administration of and viewing information on individual drivers and groups of drivers. For an individual driver, we show the transportation type according to which she/he is driving, her/his behavioural (psychological) phase, the group to which the driver belongs, the number of credits obtained, the badges gathered, and basic driving information (number of trips, time driven, distance driven). Drivers can be added or deactivated, and transport type, behavioural phase and driver personal information can be edited here.

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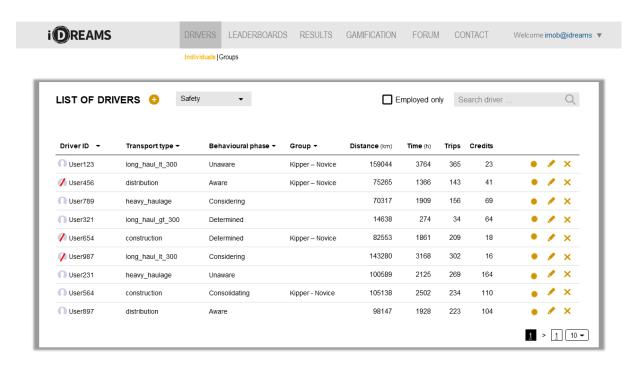


Figure 4: i-DREAMS web platform: list of drivers

The groups screen (Figure 5) gives a list of the available groups of drivers in the project, with the possibility to create, edit and delete a group, and to see the detailed information about a group.

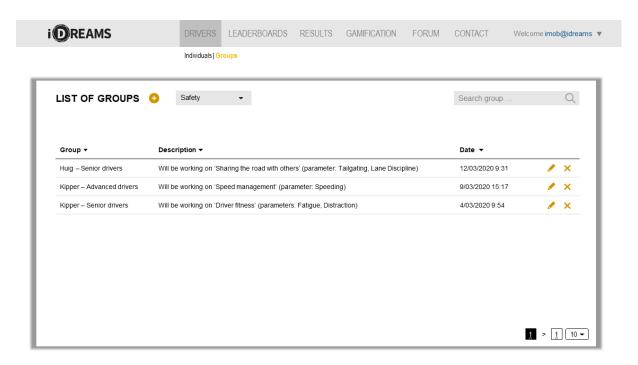


Figure 5: i-DREAMS web platform: list of groups

Group details are shown in Figure 6. The group consists of a number of group members (drivers), who are working on a set of safety promoting goals and performance objectives.

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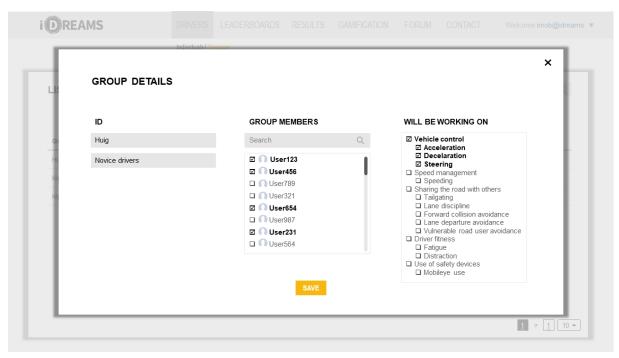


Figure 6: i-DREAMS web platform: group details

4.2 Leaderboards

The leaderboards screen shows a ranking of drivers (with their score and position change in the ranking). The leaderboard can be filtered according to target audience, behavioural phase, and the ranking position can be changed according to different timings.

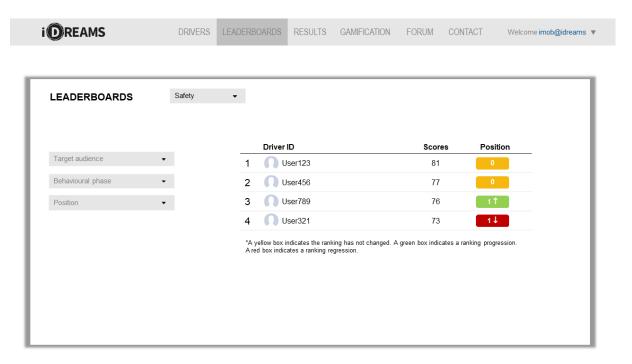


Figure 7: i-DREAMS web platform: leaderboard

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4.3 Results: trips

The trips screen (Figure 8) gives a listing of the trips performed by a selected driver. By clicking on a trip in the list, the scores and number of events are shown for each performance objective.

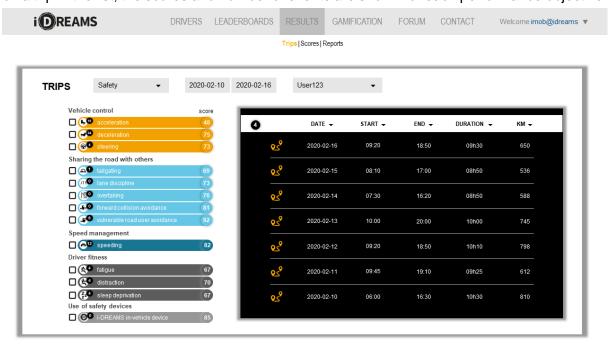


Figure 8: i-DREAMS web platform: results - trips

By clicking on the route icon of a specific trip, a trace of the trip with performance objective events as markers on the trace is shown in a map (Figure 9). Events can be filtered according to performance objective, and by clicking on an event, detailed information (and where available a video) is shown.

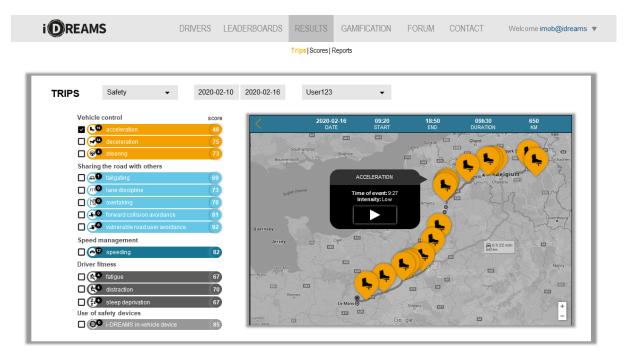


Figure 9: i-DREAMS web platform: results - trip details

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4.4 Results: scores

The scores screen (Figure 10) shows the scores for the different performance objective (per driver, or averaged over all drivers in the project). The time interval (from a specific date until a specific date) and the granularity of aggregation (day, week, month) can be selected.

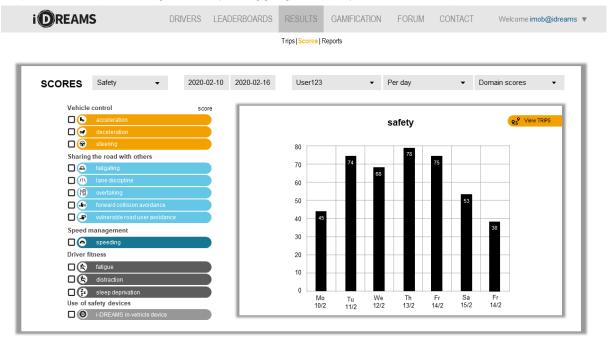


Figure 10: i-DREAMS web platform: results - scores

4.5 Gamification: coping tips – pros and cons

Coping tips, advantages and disadvantages related to specific performance objectives can be listed, created, edited and removed in the screens shown in Figure 11 and Figure 12.

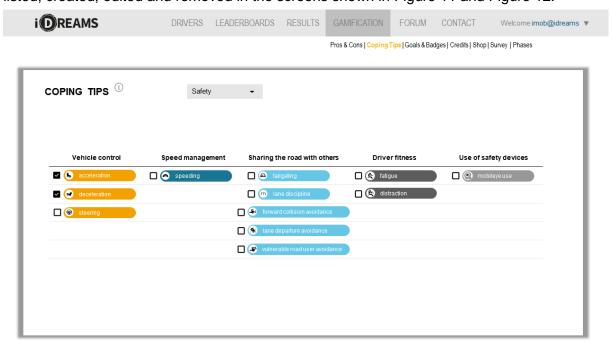


Figure 11: i-DREAMS web platform: gamification - coping tips

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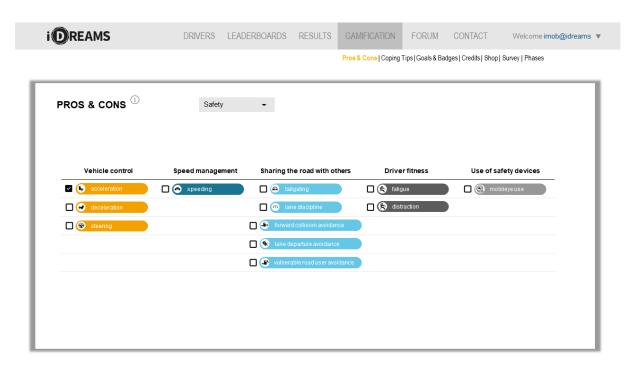


Figure 12: i-DREAMS web platform: gamification - pros and cons

4.6 Gamification: goals and badges

Goals for each performance objective can be listed and edited in the goals screen (Figure 13 and Figure 14).

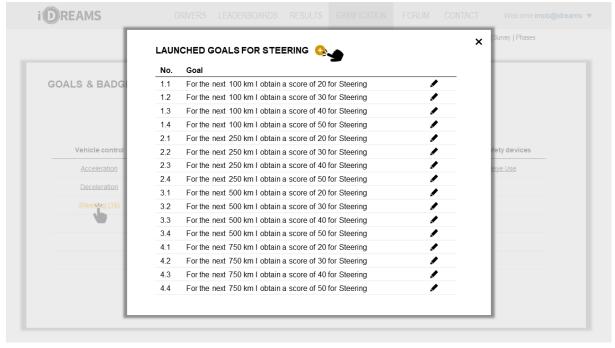


Figure 13: i-DREAMS web platform: gamification - goals

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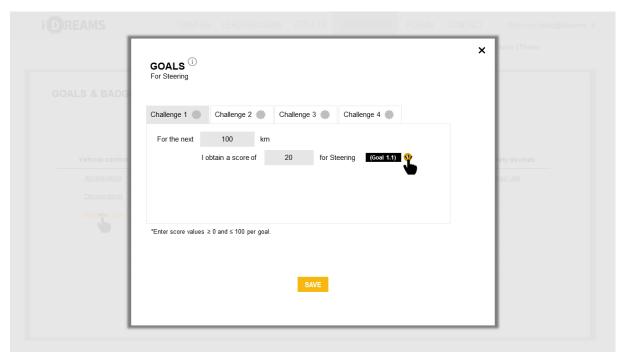


Figure 14: i-DREAMS web platform: gamification - new goals

Badges can be obtained when a driver succeeds in a set of goals for a performance objective. 4 different badges have been defined: bronze, silver, gold and platinum, which can be obtained in increasing levels of difficulty (expressed by subsequent sets of goals). The badges obtained by a driver are shown in Figure 15.

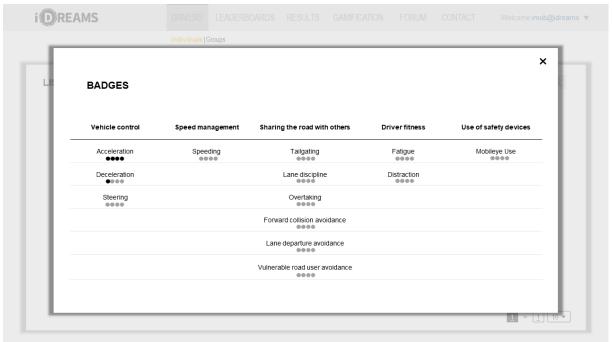


Figure 15: i-DREAMS web platform: badges

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4.7 Gamification: surveys

A driver can perform surveys in the i-DREAMS smartphone app which increase his/her knowledge with respect to safety promoting goals and performance objectives. Survey management and adding/editing/removing questions is possible in the survey screen (Figure 16).

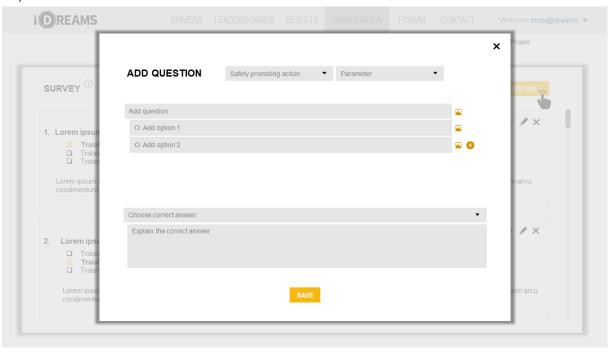


Figure 16: i-DREAMS web platform: gamification - survey

4.8 Gamification: shop

The project leader can administer the items in the shop: adding, editing and removing products (Figure 17)

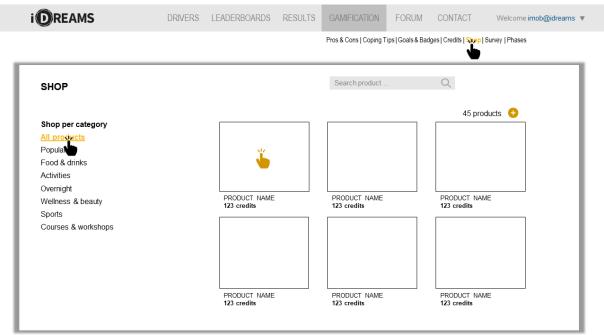


Figure 17: i-DREAMS web platform: gamification - shop

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4.9 Gamification: phases

Gamification features will be available in the i-DREAMS smartphone app according to which psychological profile (behavioural phase) the user is in. If needed the functionalities available corresponding to the different psychological profiles can be changed in the screen shown in Figure 18.

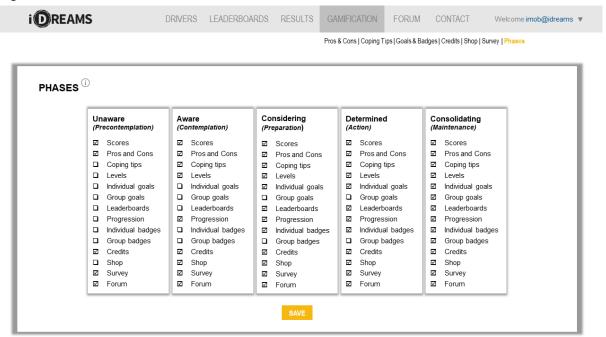


Figure 18: i-DREAMS web platform: gamification - phases

4.10 Forum

The project leader can view and post messages to a specific driver, a group of drivers, or all drivers in the project. He can consult replies to messages, and see how many views or likes a specific message got (Figure 19).

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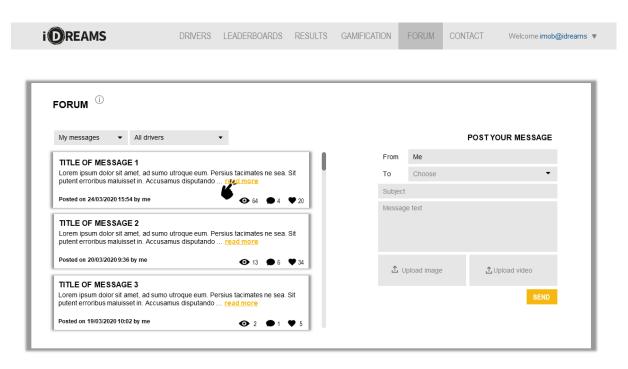


Figure 19: i-DREAMS web platform: forum

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5 Summary

This text provided an overview of the place of the i-DREAMS web platform in the overall i-DREAMS software framework, the approach and technological decisions that were taken, and the main functionalities that were realized in this web platform. In providing a qualitative, state-of-the-art, flexible and dynamic web platform, we realize the two strategies for post-trip interventions fundamental to the i-DREAMS approach, i.e. on the one hand a strategy targeted at providing personalized feedback about driver/operator behavioural aspects of the past trip with a direct link to safety (overall safety score, speeding, mobile phone usage, etc.) driving, and on the other hand, a strategy called feed and feed forward targeted at setting safety behavioural goals and supported by social gamification schemes.

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Username imob@idreams ▼

Password '@SQr5y7Wp=;f6j[

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Choose project Company X ▼

OK

Individuals | Groups

LIS	T O	F D	RIV	/FR	S
LIU	1 0		' I X I Y		J



Safety

Employed only

Search driver ...

Driver ID ▼	Transport type ▼	Behavioural phase ▼	Group ▼	Distance (km)	Time (h)	Trips	Credits			
User123	long_haul_lt_300	Unaware	Kipper – Novice	159044	3764	365	23	• •	ıl 🖋	×
/ User456	distribution	Aware	Kipper – Novice	75265	1366	143	41	• •	ıl 🖋	×
User789	heavy_haulage	Considering		70317	1909	156	69	• .	1 🗸	×
User321	long_haul_gt_300	Determined		14638	274	34	64	• •	ıl 🖋	×
/ User654	construction	Determined	Kipper – Novice	82553	1861	209	18	• •	ıl 🖋	×
User987	long_haul_lt_300	Considering		143280	3168	302	16	•	11 🗸	×
User231	heavy_haulage	Unaware		100589	2125	269	164		ıl 🗸	×
User564	construction	Consolidating	Kipper - Novice	105138	2502	234	110	• .	ıl 🖋	×
User897	distribution	Aware		98147	1928	223	104	•	ıl 🖋	×

LIST OF DRIVERS 😲



Safety

Employed only

Search driver ...

Driver ID ▼	Transport type ▼	Behavioural phase ▼	Group ▼	Distance (km)	Time (h)	Trips	Credits		
User123	long_haul_lt_300	Unaware	Kipper – Novice	159044	3764	365	23	¥ 🖊	X
/ User456	distribution	Aware	Kipper – Novice	75265	1366	143	41	at 🗸 :	X
User789	heavy_haulage	Considering		70317	1909	156	69	• at 🗸 :	×
User321	long_haul_gt_300	Determined		14638	274	34	64	• at 🖊	×
/ User654	construction	Determined	Kipper – Novice	82553	1861	209	18	• at 🗸 :	×
User987	long_haul_lt_300	Considering		143280	3168	302	16	• at 🗸 :	×
User231	heavy_haulage	Unaware		100589	2125	269	164	• at 🗸 :	×
User564	construction	Consolidating	Kipper - Novice	105138	2502	234	110	• al 🗷	×
User897	distribution	Aware		98147	1928	223	104	• al 🖊	×

Individuals | Groups



BADGES

Vehicle control	Speed management	Sharing the road with others	Driver fitness	Use of safety devices
Acceleration	Speeding	Tailgating • • • • • • • • • • • • • • • • • • •	Fatigue	Mobileye Use
Deceleration •••••		Lane discipline	Distraction	
Steering		Overtaking		
		Forward collision avoidance		
		Lane departure avoidance		
		Vulnerable road user avoidance		

Individuals | Groups

LIST ()F	DRI\	/ERS
--------	----	------	------



Safety

Employed only

Search driver ...

Driver ID ▼	Transport type ▼	Behavioural phase ▼	Group ▼	Distance (km)	Time (h)	Trips	Credits			
User123	long_haul_lt_300	Unaware	Kipper – Novice	159044	3764	365	23	•1	×.	×
/ User456	distribution	Aware	Kipper – Novice	75265	1366	143	41	•		×
User789	heavy_haulage	Considering		70317	1909	156	69	•		×
User321	long_haul_gt_300	Determined		14638	274	34	64	•		×
/ User654	construction	Determined	Kipper – Novice	82553	1861	209	18	•		×
User987	long_haul_lt_300	Considering		143280	3168	302	16	•		X
User231	heavy_haulage	Unaware		100589	2125	269	164	•		X
User564	construction	Consolidating	Kipper - Novice	105138	2502	234	110	•		×
User897	distribution	Aware		98147	1928	223	104	•		X

37

X

DRIVER DETAILS

ID

User123

long_haul_lt_300

Unaware

Kipper - Novice

CONTACT DETAILS

Edith

Donders

Peperblook

3600

Genk

Belgium

edith.donders@gmail.com

0032479379031

LOGIN DETAILS

Renew password

SAVE

37

X

DRIVER DETAILS

ID

User123

Unaware

Kipper - Novice

long_haul_lt_300

CONTACT DETAILS

Edith

Donders

Peperblook

3600

Genk

Belgium

edith.donders@gmail.com

0032479379031

LOGIN DETAILS

edith.donders@gmail.com

Renew password

New password

Confirm password

SAVE

Individuals | Groups

LIST OF DRIVERS ϕ



Safety

■ Employed only

Search driver ...

Driver ID ▼	Transport type ▼	Behavioural phase ▼	Group ▼	Distance (km)	Time (h)	Trips	Credits			
User123	long_haul_lt_300	Unaware	Kipper – Novice	159044	3764	365	23	•	-11	×
// User456	distribution	Aware	Kipper – Novice	75265	1366	143	41	•	at	×
User789	heavy_haulage	Considering		70317	1909	156	69	•	al	×
User321	long_haul_gt_300	Determined		14638	274	34	64	•	at	×
/ User654	construction	Determined	Kipper – Novice	82553	1861	209	18	•	at	×
User987	long_haul_lt_300	Considering		143280	3168	302	16	•	at	×
User231	heavy_haulage	Unaware		100589	2125	269	164	•	40	×
User564	construction	Consolidating	Kipper - Novice	105138	2502	234	110	•	at	×
User897	distribution	Aware		98147	1928	223	104	•		×

×

DRIVER DETAILS

ID

Username	
Transport type	•
Behavioural phase	•
Group	•

CONTACT DETAILS

First name		
Last name		
Street		No.
Postal code	City	
Country		
Email		
Telephone		

LOGIN DETAILS

Email	
Password	
	Renew password

•

X

DRIVER DETAILS

ID

Username

Transport type

long_haul_lt_300 long_haul_gt_300 distribution construction heavy_haulage

CONTACT DETAILS

First name

Last name

Street No.

Postal code City

Country

Email

Telephone

LOGIN DETAILS

Password

Email

Renew password

SAVE

X



ID

Username

Group

Transport type

type A
type B
type C

CONTACT DETAILS



LOGIN DETAILS

Password

Renew password

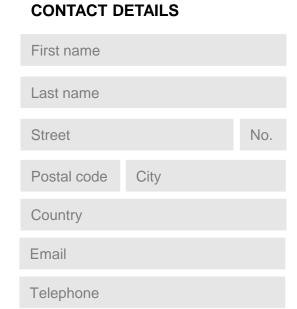
SAVE

X

DRIVER DETAILS

ID

Username Transport type ■ Behavioural phase Unaware Aware Considering Determined Consolidation



LOGIN DETAILS

Password

Renew password

SAVE

No.

X

•

DRIVER DETAILS

Username

ID

Transport type

Behavioural phase

Group

Kipper - Novice

Kipper - Senior

xxxxxxxx

CONTACT DETAILS

First name

Last name

Street

Postal code City

Country

Email

Telephone

LOGIN DETAILS

Email

Password

Renew password

SAVE





LIST OF DRIVERS 👴



Safety

Employed only

Search driver...

Driver ID ▼	Transport type ▼	Behavioural phase ▼	Group ▼	Distance (km)	Time (h)	Trips	Credits			
User123	long_haul_lt_300	Unaware	Kipper – Novice	159044	3764	365	23	•	i al	×
/ User456	distribution	Aware	Kipper – Novice	75265	1366	143	41	•) all	×
	heavy_haulage	Considering		70317	1909	156	69	•	i al	×
O User321	long_haul_gt_300	Determined		14638	274	34	64	•	e all	×
/ User654	construction	Determined	Kipper – Novice	82553	1861	209	18	•	all	×
/ User987	long_haul_lt_300	Considering		143280	3168	302	16	•	al	×
	heavy_haulage	Unaware		100589	2125	269	164	•	e aid	×
User564	construction	Consolidating	Kipper - Novice	105138	2502	234	110	•	i all	×
O User897	distribution	Aware		98147	1928	223	104	•	al	×





Safety

Search group ...

Group ▼	Description ▼	Date ▼	
Huig – Senior drivers	Will be working on 'Sharing the road with others' (parameter: Tailgating, Lane Discipline)	12/03/2020 9:31	✓ ×
Kipper – Advanced drivers	Will be working on 'Speed management' (parameter: Speeding)	9/03/2020 15:17	
Kipper – Senior drivers	Will be working on 'Driver fitness' (parameters: Fatigue, Distraction)	4/03/2020 9:54	✓ ×

Q

X

GROUP DETAILS

ID

Category (e.g. kipper, huig)

Team (e.g. novice drivers)

GROUP MEMBERS

Search

- ☐ User456
- □ **(**) User789
- □ User654

WILL BE WORKING ON

- Vehicle control
 - □ Acceleration
 - Decelaration
 - Steering
- ☐ Speed management
 - Speeding
- ☐ Sharing the road with others
 - Tailgating
 - Lane discipline
 - ☐ Forward collision avoidance
 - ☐ Lane departure avoidance
 - ☐ Vulnerable road user avoidance
- Driver fitness
 - Fatigue
 - Distraction
- ☐ Use of safety devices
 - Mobileye use



Q

X

GROUP DETAILS

ID

Huig

Novice drivers

GROUP MEMBERS

Search

- ✓ User123
- ✓ User456
- □ **(**) User789
- ✓ User654
- ✓ User231

WILL BE WORKING ON

- **☑** Vehicle control
 - **☑** Acceleration
 - ☑ Decelaration
 - **☑** Steering
- ☐ Speed management
 - Speeding
- ☐ Sharing the road with others
 - Tailgating
 - Lane discipline
 - ☐ Forward collision avoidance
 - ☐ Lane departure avoidance
 - ☐ Vulnerable road user avoidance
- Driver fitness
 - Fatigue
 - Distraction
- ☐ Use of safety devices
 - Mobileye use



LIST OF GROUPS 👴



Safety

Search driver ...

Group ▼	Description ▼	Date ▼	
Huig – Novice drivers	Will be working on 'Vehicle control (parameter: Acceleration, Deceleration, Steering)	20/03/2020 16:01	×
Huig – Senior drivers	Will be working on 'Sharing the road with others' (parameter: Tailgating, Lane Discipline)	12/03/2020 9:31	×
Kipper – Advanced drivers	Will be working on 'Speed management' (parameter: Speeding)	9/03/2020 15:17	
Kipper – Senior drivers	Will be working on 'Driver fitness' (parameters: Fatigue, Distraction)	4/03/2020 9:54	

X

GROUP MEMBER DETAILS

Huig - Novice drivers 😛



Driver ID ▼	Transport type ▼	Behavioural phase ▼	
User123	long_haul_lt_300	Unaware	×
User456	distribution	Aware	×
User654	construction	Determined	×
User231	heavy_haulage	Unaware	×

SAVE

Q

X

GROUP DETAILS

ID

Huig

Novice drivers

GROUP MEMBERS

Search

✓ User123

✓ User456

廿 ∩ User789 User321

✓ User654

✓ User231

WILL BE WORKING ON

☑ Vehicle control

☑ Acceleration

☑ Decelaration

☑ Steering

☐ Speed management

☐ Speeding

☐ Sharing the road with others

■ Tailgating

■ Lane discipline

☐ Forward collision avoidance

☐ Lane departure avoidance

☐ Vulnerable road user avoidance

■ Driver fitness

■ Fatigue

■ Distraction

☐ Use of safety devices

■ Mobileye use









Target audience	•
Behavioural phase	•
Position	•

	Driver ID	Scores	Position
1	User123	81	0
2	User456	77	0
3	User789	76	1 1
4	User321	73	1 ↓

^{*}A yellow box indicates the ranking has not changed. A green box indicates a ranking progression. A red box indicates a ranking regression.



Та	arget audience
All	drivers
Gr	oup
	Kipper – Novice drivers
	Huig – Senior drivers
	Kipper – Advanced drivers
	Kipper – Senior drivers
Tra	ansport type
	long_haul_lt_300
	long_haul_gt_300
	distribution
	construction
	heavy_haulage

	Driver	Scores	Position
1	User123	81	0
2	User456	77	0
3	User789	76	1 1
4	User321	73	1 ↓

^{*}A yellow box indicates the ranking has not changed. A green box indicates a ranking progression. A red box indicates a ranking regression.



Target audience	•
Behavioural phase	•
All phases Considering Determined Consolidating	

	Driver	Scores	Position
1	User123	81	0
2	User456	77	0
3	User789	76	1 1
4	User321	73	1 ↓

^{*}A yellow box indicates the ranking has not changed. A green box indicates a ranking progression. A red box indicates a ranking regression.



Target audience	•
Behavioural phase	•
Position	•

	Driver	Scores	Position
1	User123	81	0
2	User456	77	0
3	User789	76	1 1
4	User321	73	1↓

^{*}A yellow box indicates the ranking has not changed. A green box indicates a ranking progression. A red box indicates a ranking regression.



Kipper – Novice Drivers	•
All phases	•
Relative to yesterday	•

	Driver	Scores	Position
1	User123	81	0
2	User456	77	0
3	User789	76	1 1
4	User321	73	1 ↓

^{*}A yellow box indicates the ranking has not changed. A green box indicates a ranking progression. A red box indicates a ranking regression.



Safety ▼

Kipper – Novice Drivers	•
Considering	•
Relative to yesterday	•

	Driver	Scores	Position
1	User456	77	0
2	User789	76	1 ↑

^{*}A yellow box indicates the ranking has not changed. A green box indicates a ranking progression. A red box indicates a ranking regression.



DRIVERS

LEADERBOARDS

RESULTS

GAMIFICATION

FORUM

CONTACT

Welcome imob@idreams ▼

TRIPS Domain ▼ From To Target audience ▼



DRIVERS

LEADERBOARDS

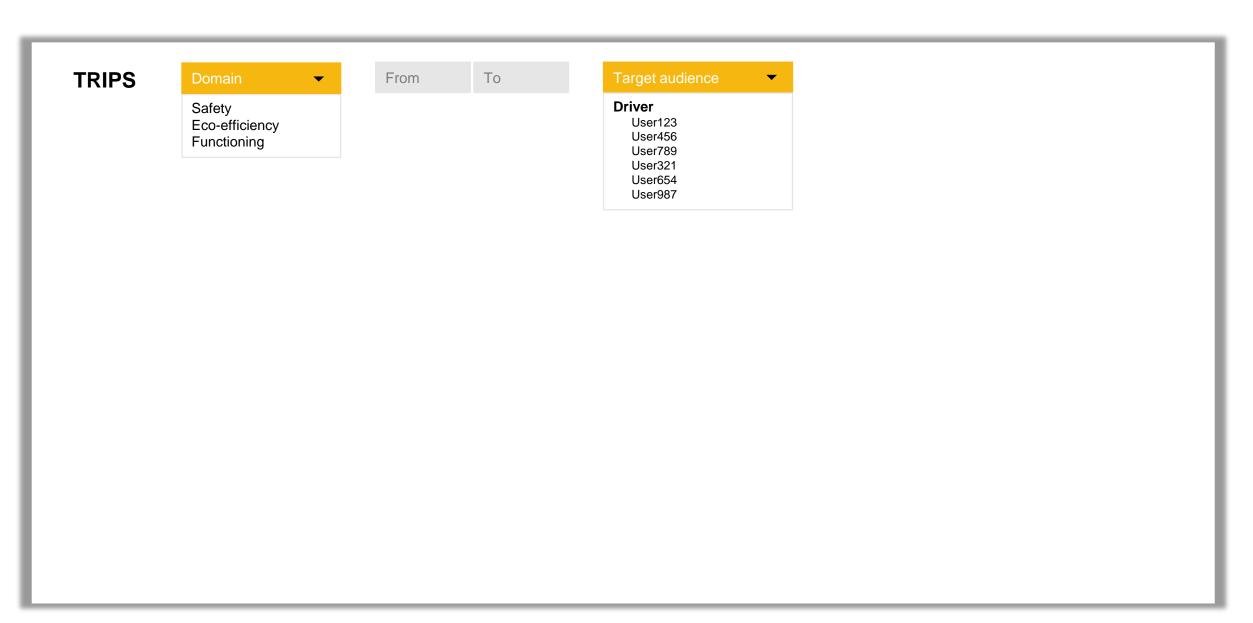
RESULTS

GAMIFICATION

FORUM

CONTACT

Welcome imob@idreams ▼



2020-02-16

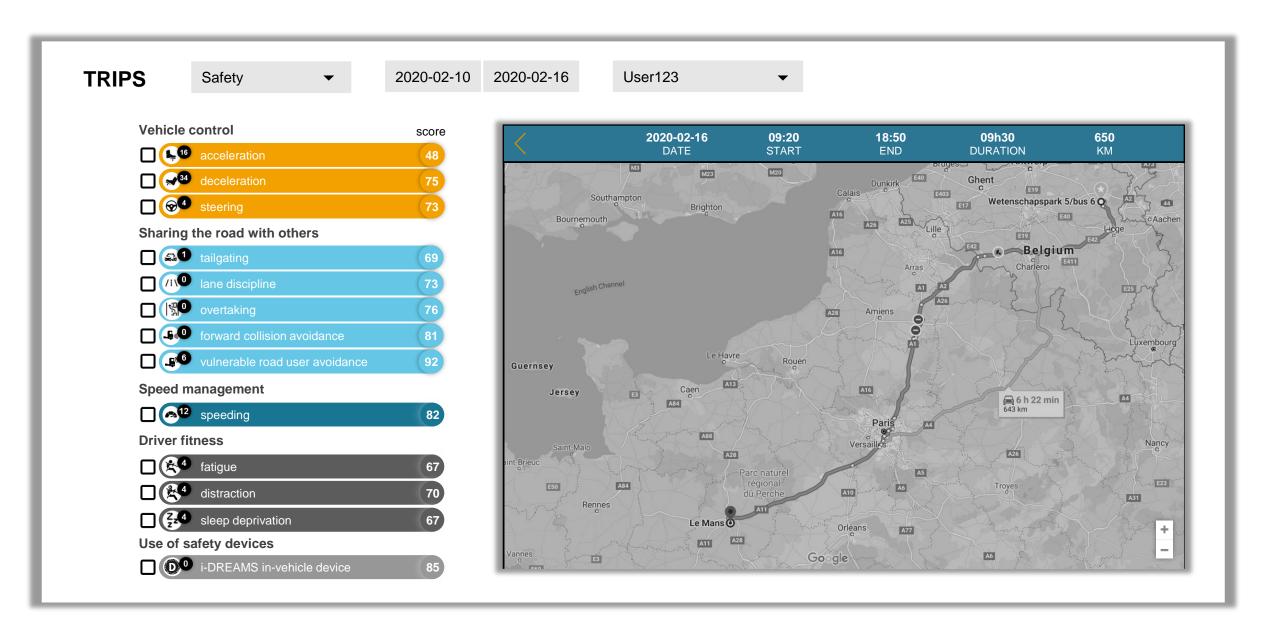


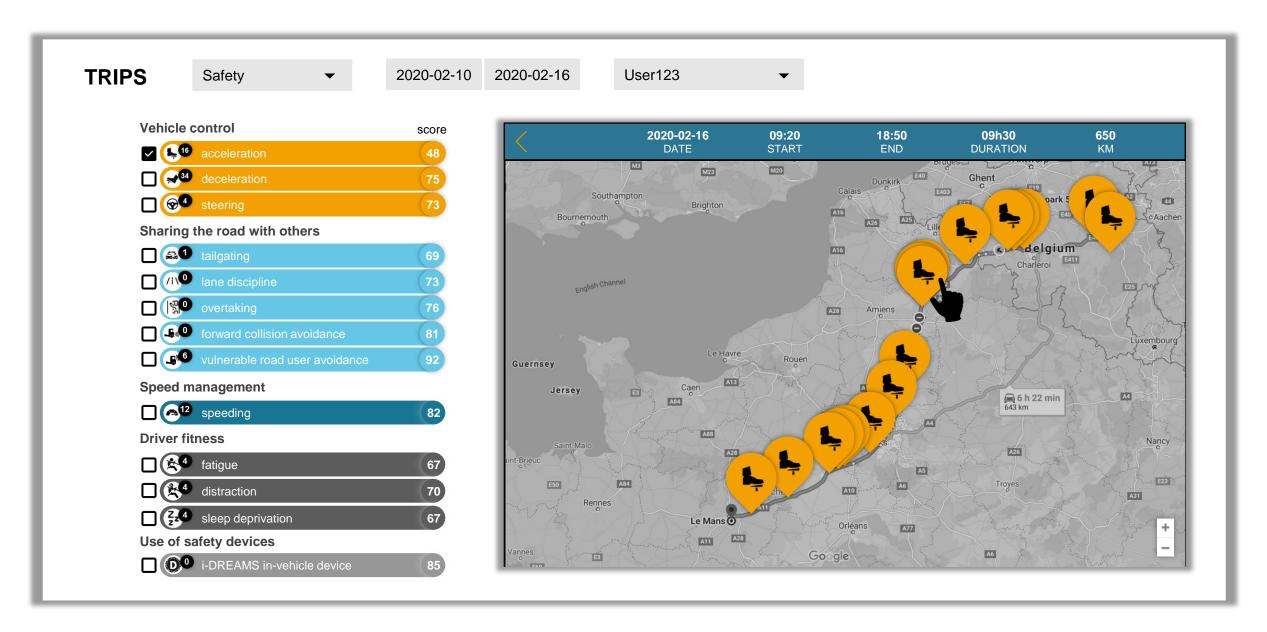
Trips | Scores | Reports

User123

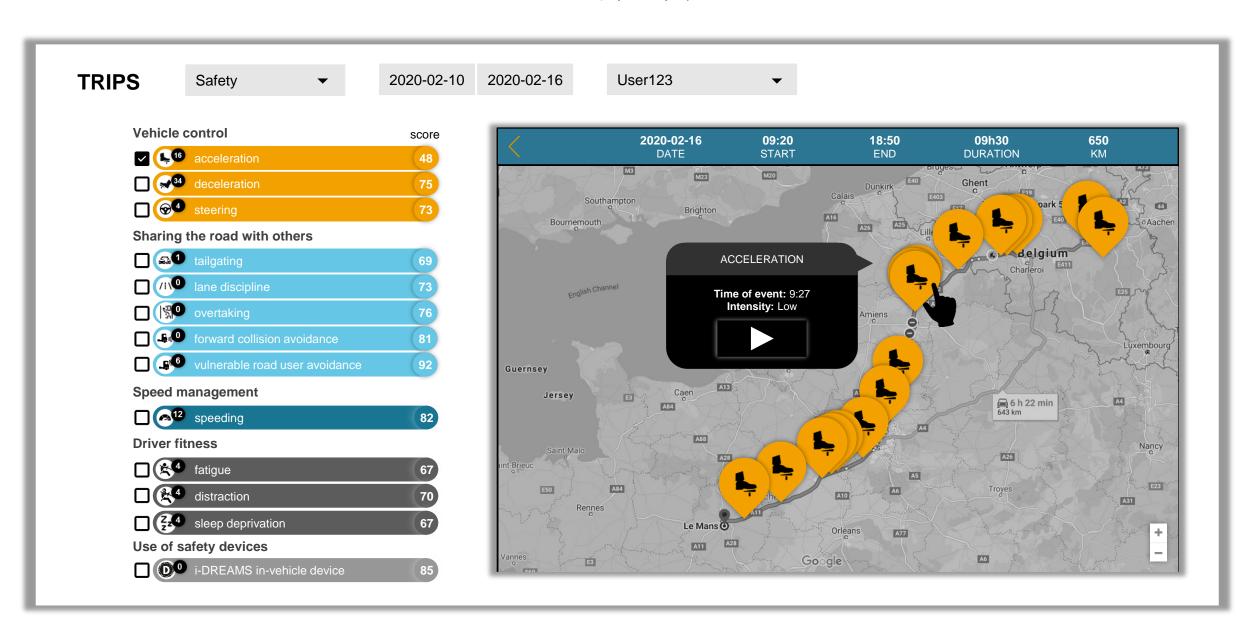
TRIPS	Safety ▼	2020-02-10
Vehicle	control	score
	acceleration	48
	deceleration	75
	steering	73
Sharing	the road with others	
	tailgating	69
	lane discipline	73
	overtaking	76
	forward collision avoidance	81
	vulnerable road user avoidance	92
Speed n	nanagement	
	speeding	82
Driver fi	tness	
	fatigue	67
	distraction	70
□ [2 .4	sleep deprivation	67
Use of s	safety devices	
	i-DREAMS in-vehicle device	85

	DATE ▼	START ▼	END ▼	DURATION →	KM ▼
250	2020-02-16	09:20	18:50	09h30	650
<u>Q</u> <u>S</u>	2020-02-15	08:10	17:00	08h50	536
Q _\$	2020-02-14	07:30	16:20	08h50	588
Q _S	2020-02-13	10:00	20:00	10h00	745
6 2	2020-02-12	09:20	18:50	10h10	798
9 5	2020-02-11	09:45	19:10	09h25	612
9 5	2020-02-10	06:00	16:30	10h30	810

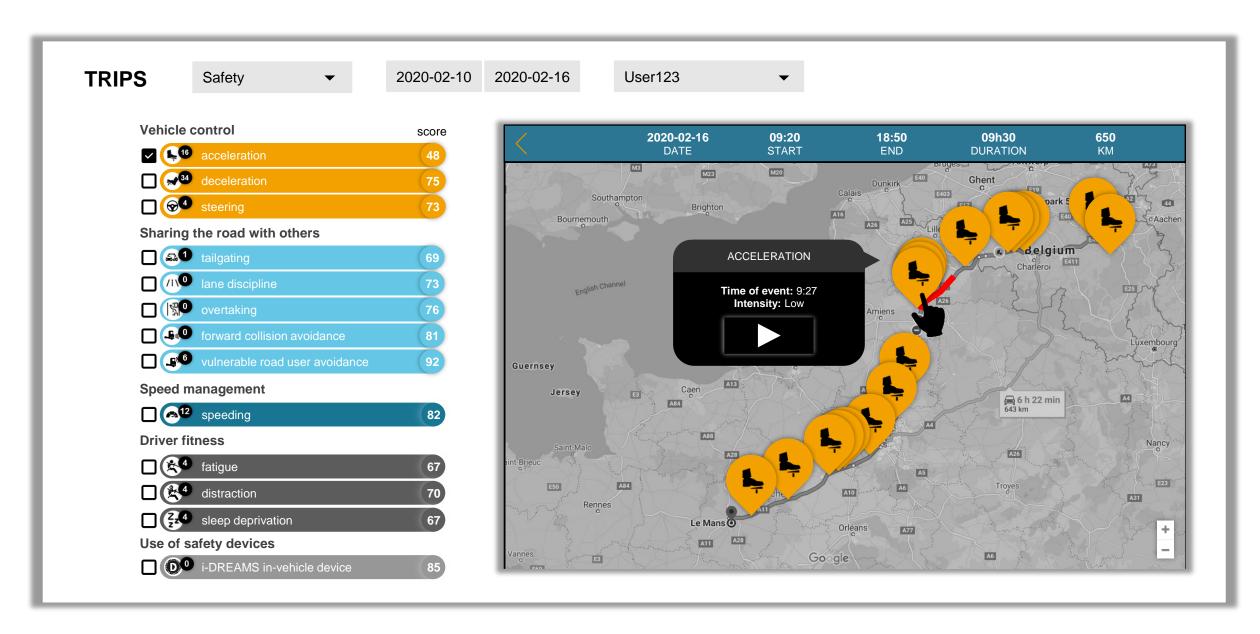




DRIVERS LEADERBOARDS

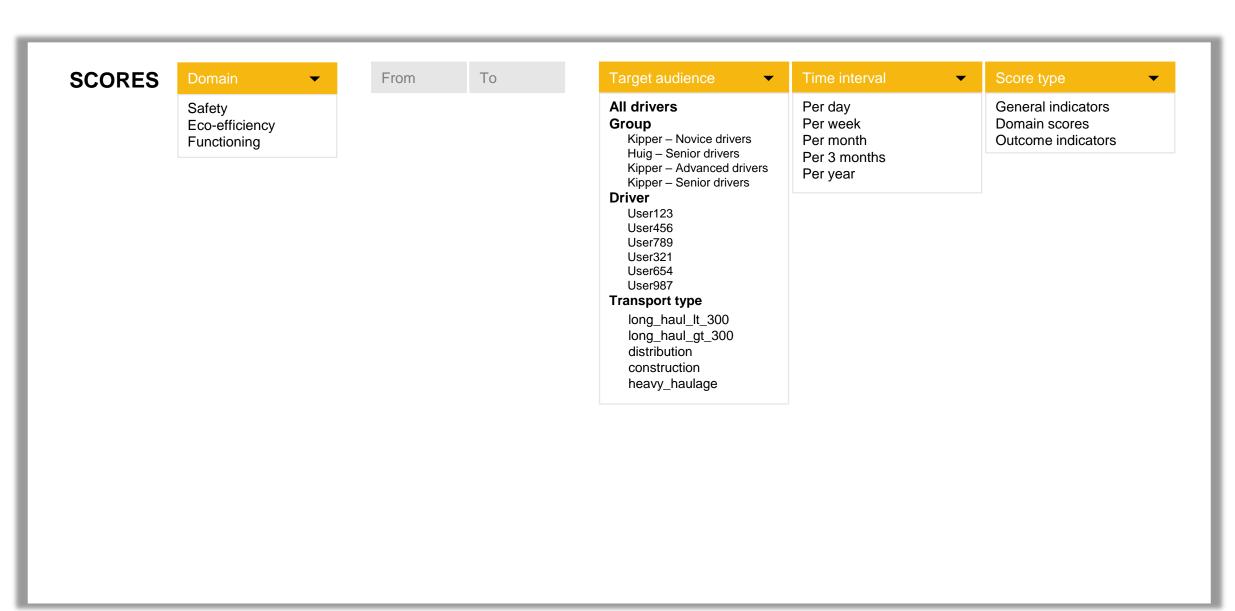


DRIVERS LEADERBOARDS



DRIVERS

SCORES	Domain ▼	From	То	Target audience ▼	Time interval ▼	Score type ▼





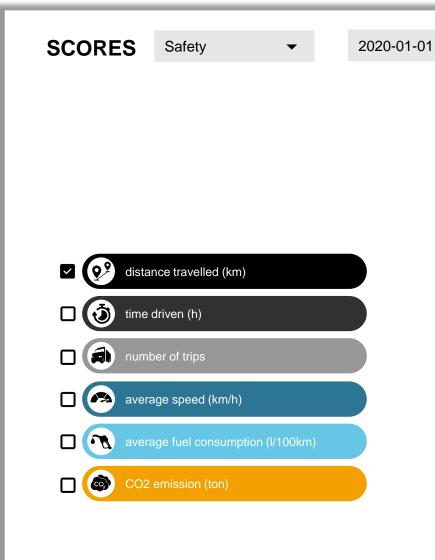
2020-01-31

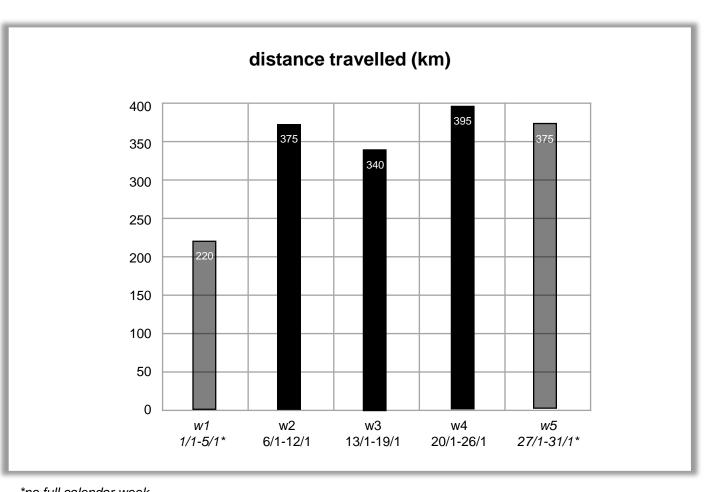
Per week

General indicators

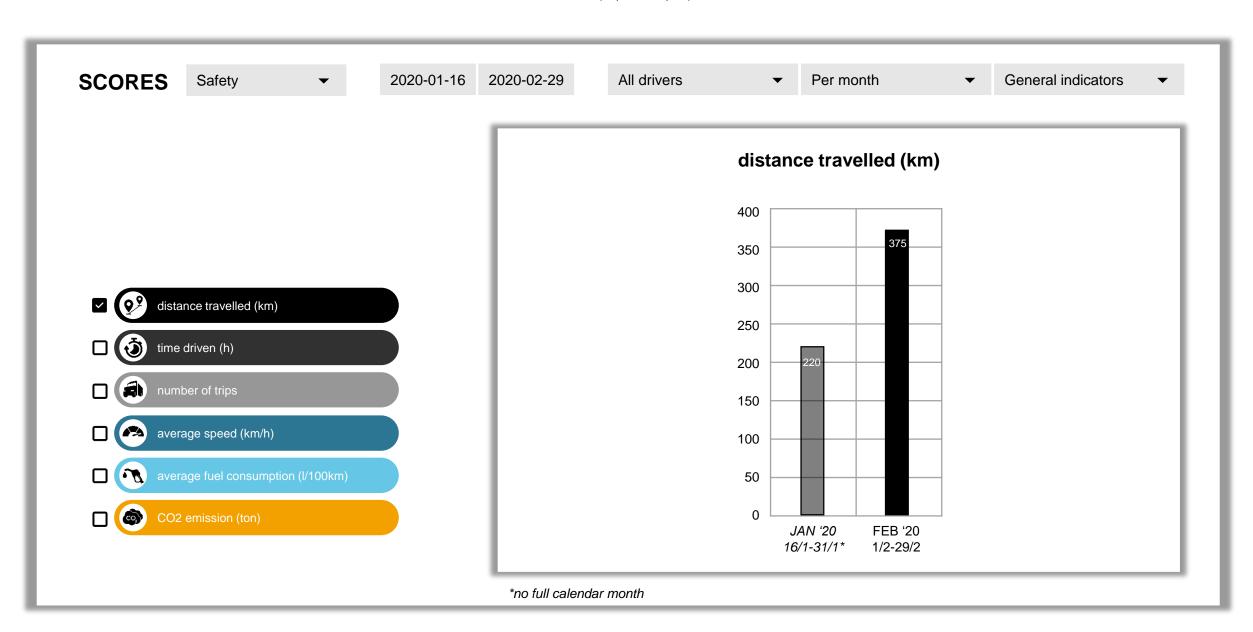
Trips | Scores | Reports

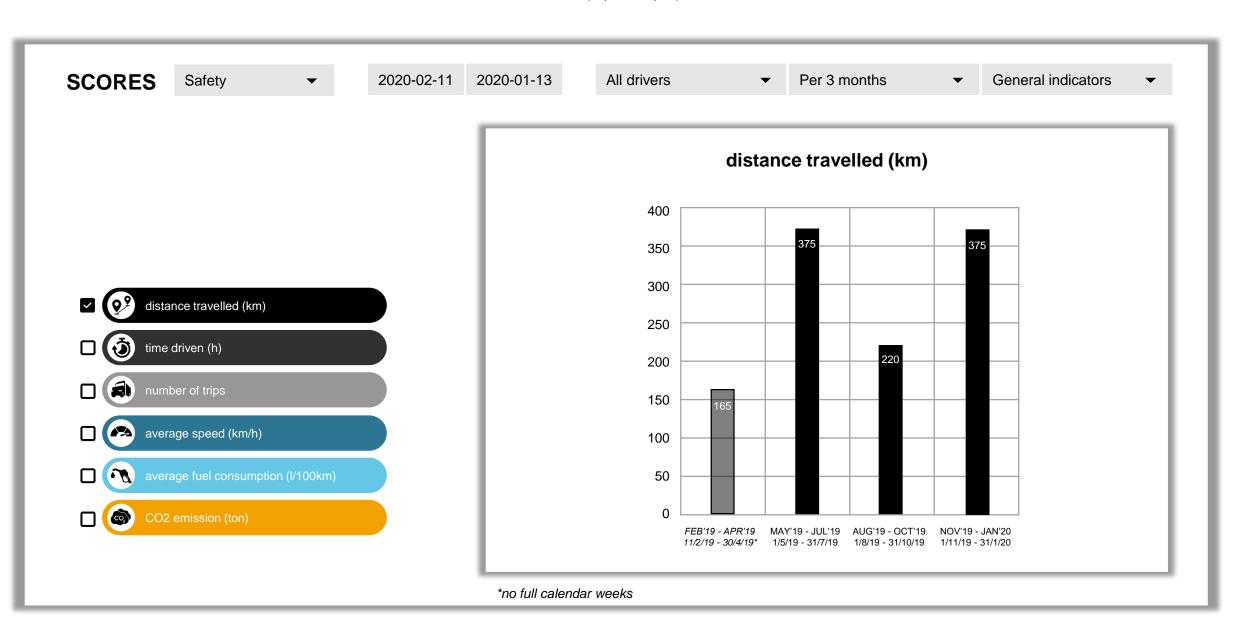
All drivers

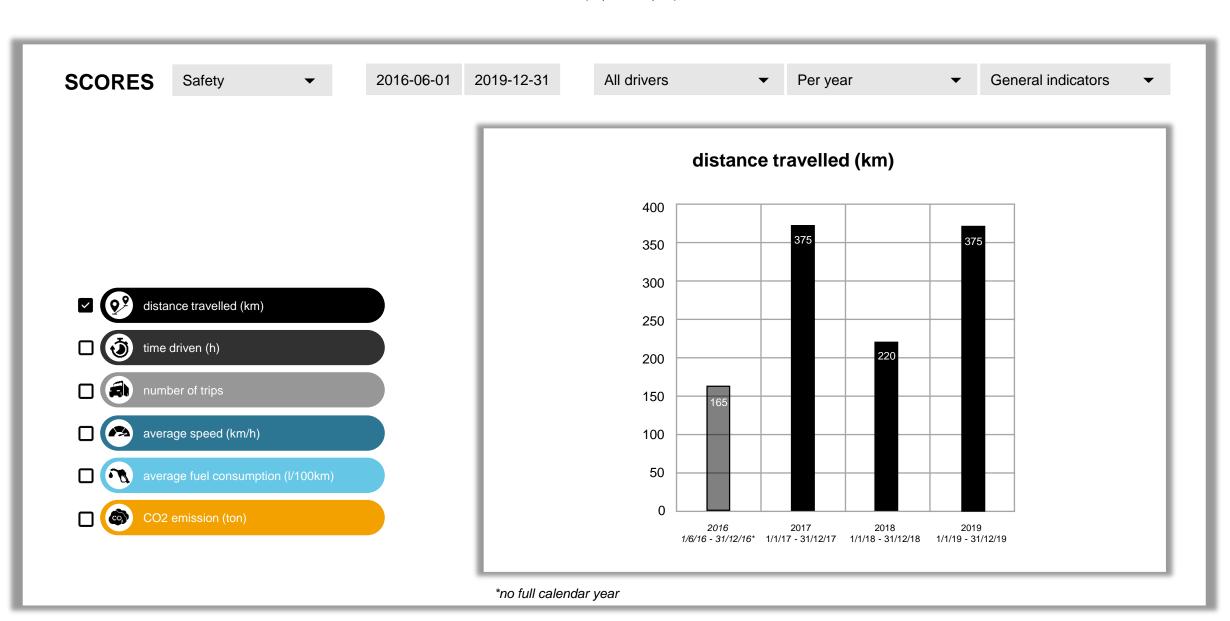




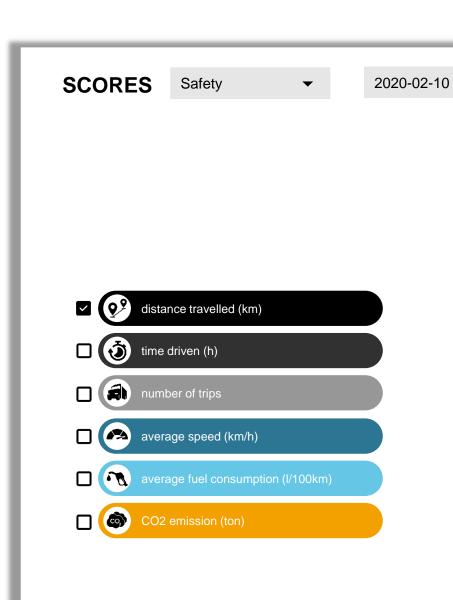
*no full calendar week

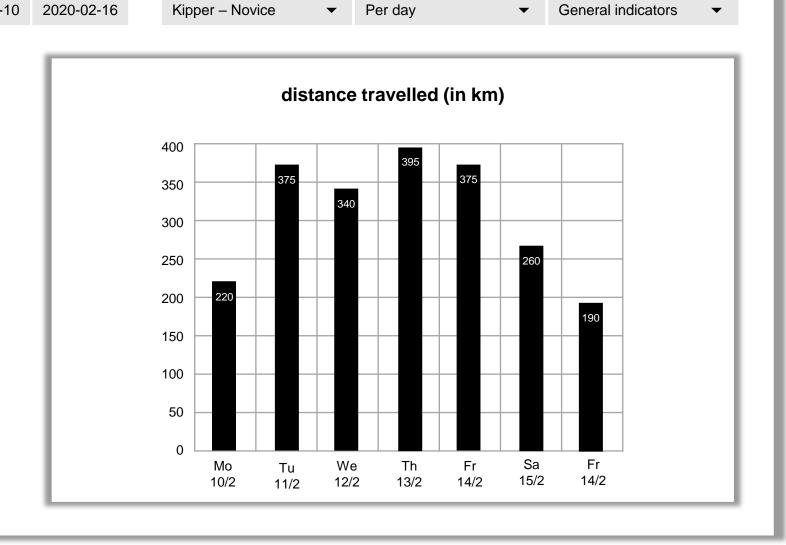






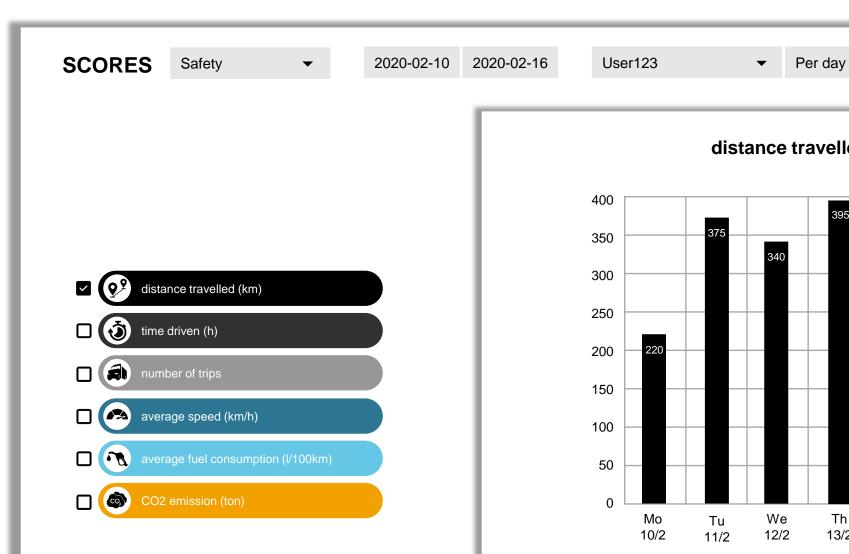


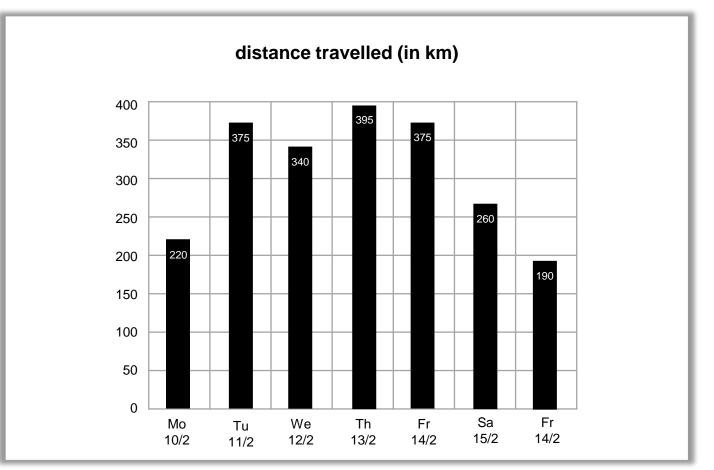






General indicators





i REAMS



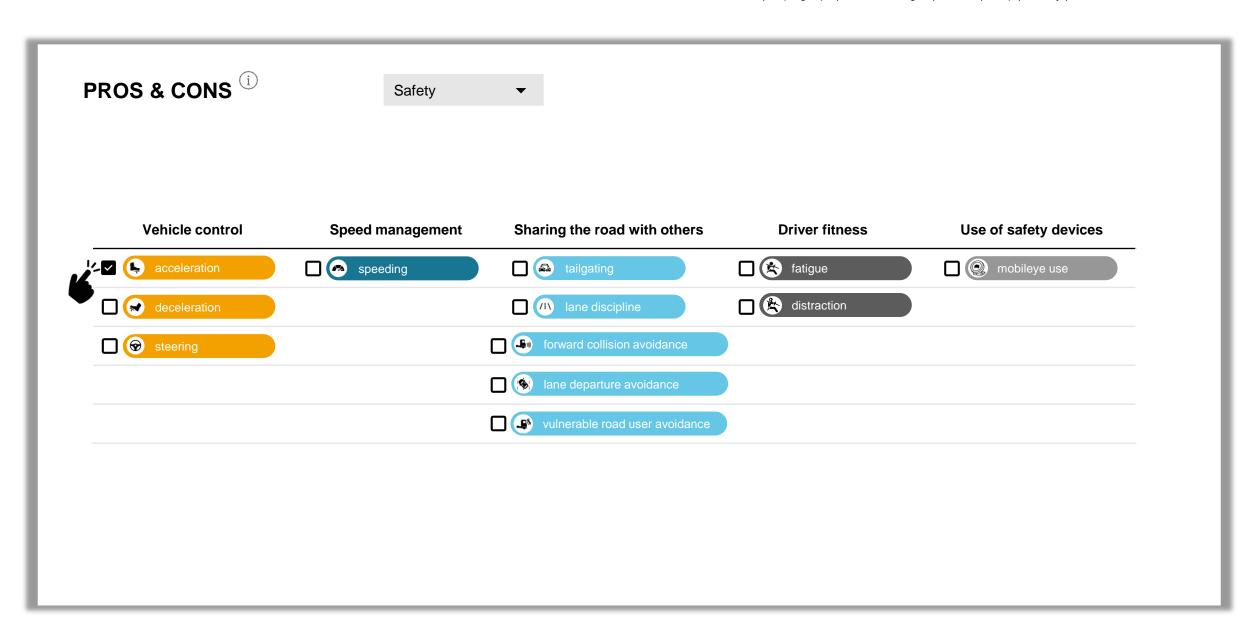








Pros & Cons | Coping Tips | Goals & Badges | Credits | Shop | Survey | Phases





PROS FOR ACCELERATION 🔾



Pr	Pros		Video	
1	Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce eros lectus, elementum vitae viverra ac, consectetur et justo.			×
2	Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce eros lectus, elementum vitae viverra ac, consectetur et justo.			×
3	Lorem ipsum dolor sit amet, consectetur adipiscing elit.			×

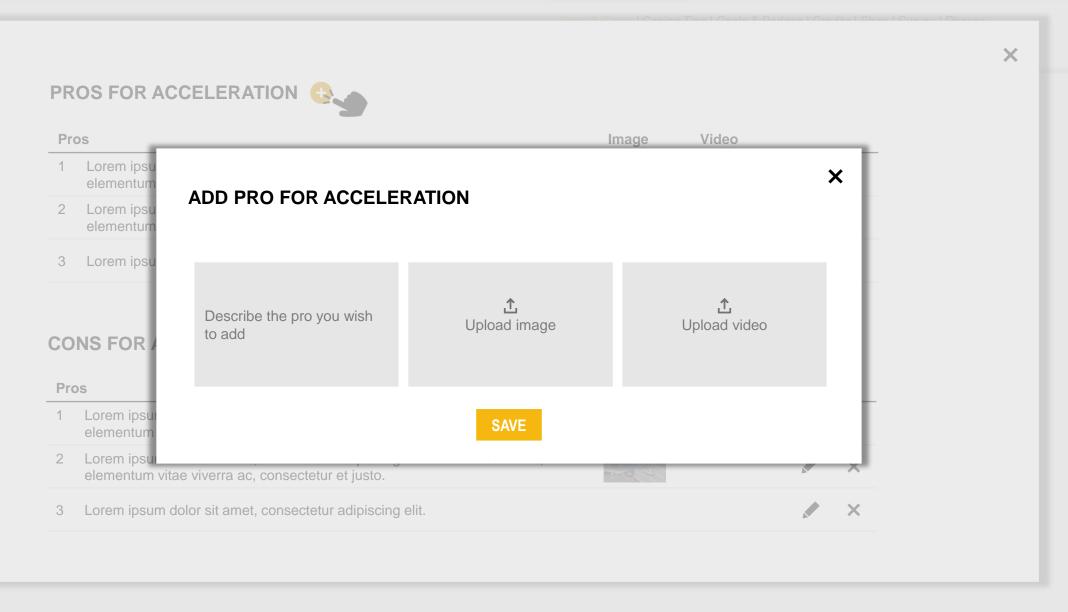
CONS FOR ACCELERATION ••



Pros		Image	Video	
1	Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce eros lectus, elementum vitae viverra ac, consectetur et justo.			×
2	Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce eros lectus, elementum vitae viverra ac, consectetur et justo.	-		×
3	Lorem ipsum dolor sit amet, consectetur adipiscing elit.			×

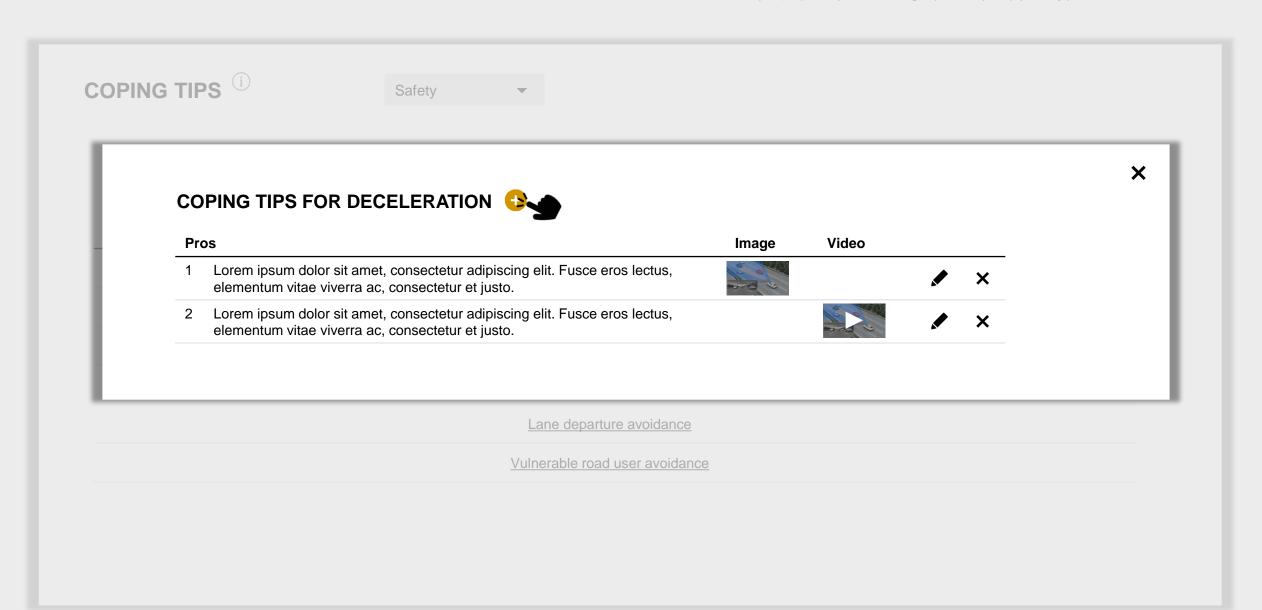


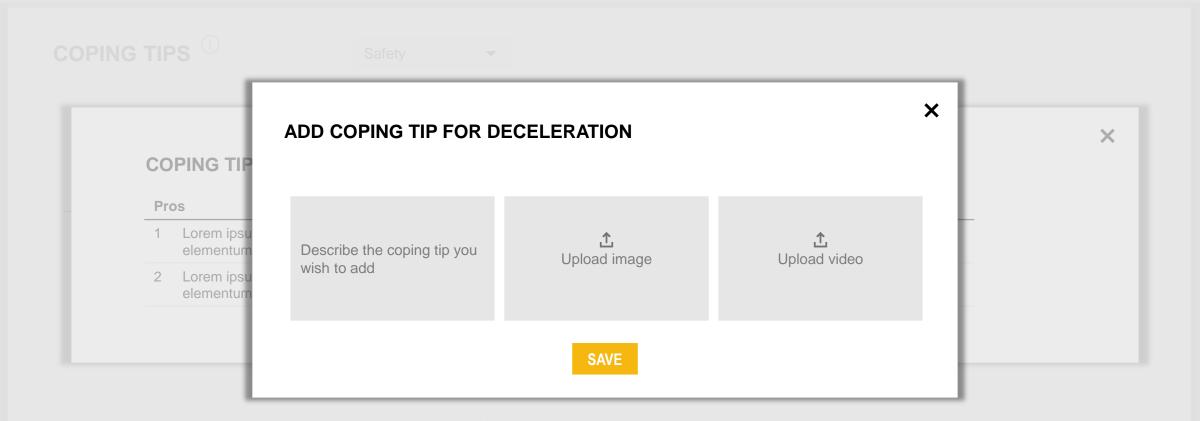






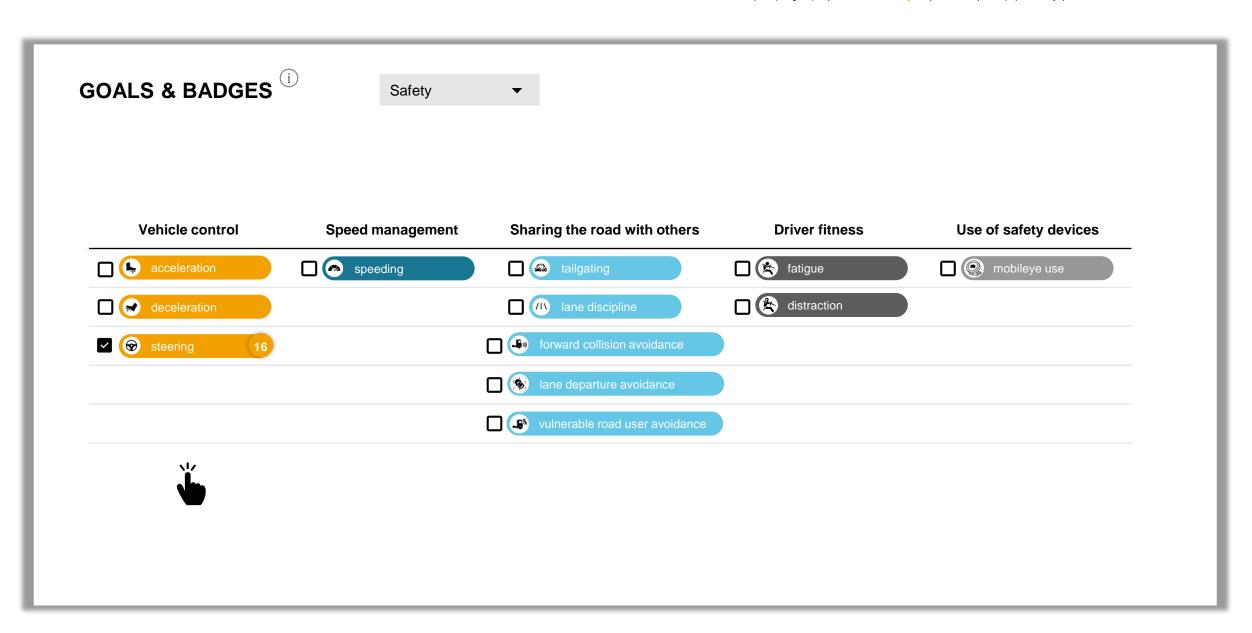






Vulnerable road user avoidance







GOALS & BADG

LAUNCHED GOALS FOR STEERING 🔍



No.	Goal	
1.1	For the next 100 km I obtain a score of 20 for Steering	
1.2	For the next 100 km I obtain a score of 30 for Steering	
1.3	For the next 100 km I obtain a score of 40 for Steering	
1.4	For the next 100 km I obtain a score of 50 for Steering	
2.1	For the next 250 km I obtain a score of 20 for Steering	
2.2	For the next 250 km I obtain a score of 30 for Steering	
2.3	For the next 250 km I obtain a score of 40 for Steering	
2.4	For the next 250 km I obtain a score of 50 for Steering	
3.1	For the next 500 km I obtain a score of 20 for Steering	
3.2	For the next 500 km I obtain a score of 30 for Steering	
3.3	For the next 500 km I obtain a score of 40 for Steering	
3.4	For the next 500 km I obtain a score of 50 for Steering	
4.1	For the next 750 km I obtain a score of 20 for Steering	
4.2	For the next 750 km I obtain a score of 30 for Steering	
4.3	For the next 750 km I obtain a score of 40 for Steering	
4.4	For the next 750 km I obtain a score of 50 for Steering	

Survey | Phases

ifety devices

leye Use

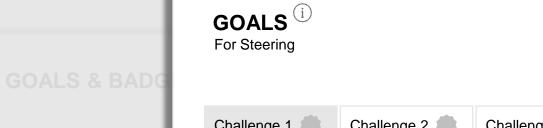


Vehicle control

Acceleration

Deceleration

X



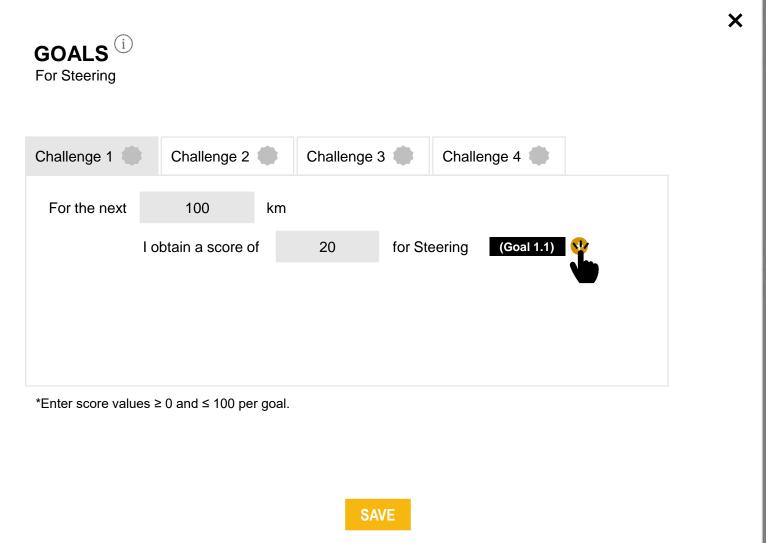
*Enter score values ≥ 0 and ≤ 100 per goal.

Challenge 1 Challenge 2 Challenge 3 Challenge 4 Insert number For the next I obtain a score of (Goal 1.1) Insert score* for Steering

SAVE

ety devices



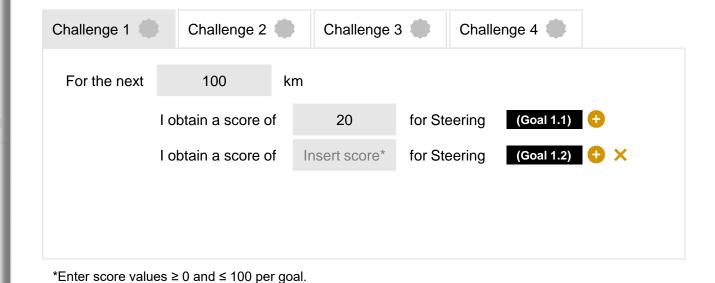


ety devices

X



GOALS & BADG



SAVE

ety devices

GOALS & BADG

GOALS (i) For Steering

Challenge 5 Challenge 6 Challenge 7 Challenge 8 For the next 1750 km I obtain a score of (Goal 8.1) 20 for Steering 30 for Steering (Goal 8.2) 🕕 🗶 I obtain a score of (Goal 8.3) 🕕 🔀 I obtain a score of 40 for Steering (Goal 8.4) 🕕 🗙 I obtain a score of 50 for Steering

SAVE

X

ety devices

^{*}Enter score values ≥ 0 and ≤ 100 per goal.



CREDITS (i)

START CREDITS

Enter amount

BONUS CREDITS

Completing LEVEL1 = Enter amount Bonus credits Completing LEVEL2 = Enter amount Bonus credits Completing LEVEL3 = Enter amount Bonus credits Completing LEVEL4 = Enter amount Bonus credits Completing LEVEL5 = Enter amount Bonus credits Completing LEVEL6 = Enter amount Bonus credits Completing LEVEL7 = Enter amount Bonus credits Completing LEVEL8 = Enter amount Bonus credits Completing LEVEL9 = Enter amount Bonus credits

Enter amount

Bonus credits

SAVE

Completing LEVEL10 =

Search product ... **SHOP** 45 products 👴 **Shop per category** All products Popula Food & drinks Activities Overnight PRODUCT NAME PRODUCT NAME PRODUCT NAME Wellness & beauty 123 credits 123 credits 123 credits Sports Courses & workshops PRODUCT NAME PRODUCT NAME PRODUCT NAME 123 credits 123 credits 123 credits

hases

ucts

X



×

SHOP

+

Shop per categ

All products

Popular

Food & drinks

Activities

Overnight

Wellness & beau

Sports

Courses & works

PRODUCT DETAILS

PRODUCT NAME 123 credits

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nullam sagittis luctus varius. Ut velit arcu, ultricies at molestie nec, ultricies eget urna. Nunc venenatis sollicitudin sem, in accumsan dui blandit id. Ut gravida metus nec suscipit consectetur. Suspendisse nec faucibus arcu, vitae malesuada ligula.

Category: All, Food & drinks

DELETE PRODUCT FROM SHOP



RIVERS

ADFRBOARDS

RESULTS

SAMIFICATION

ORUM

CONTACT

Welcome imob@idreams ▼

hases

lucts

X

X

X

PRODUCT DETAILS

Shop per categ

All products

Popular

SHOP

Food & drinks

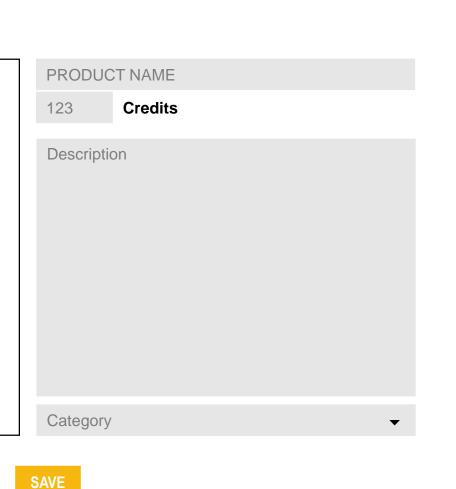
Activities

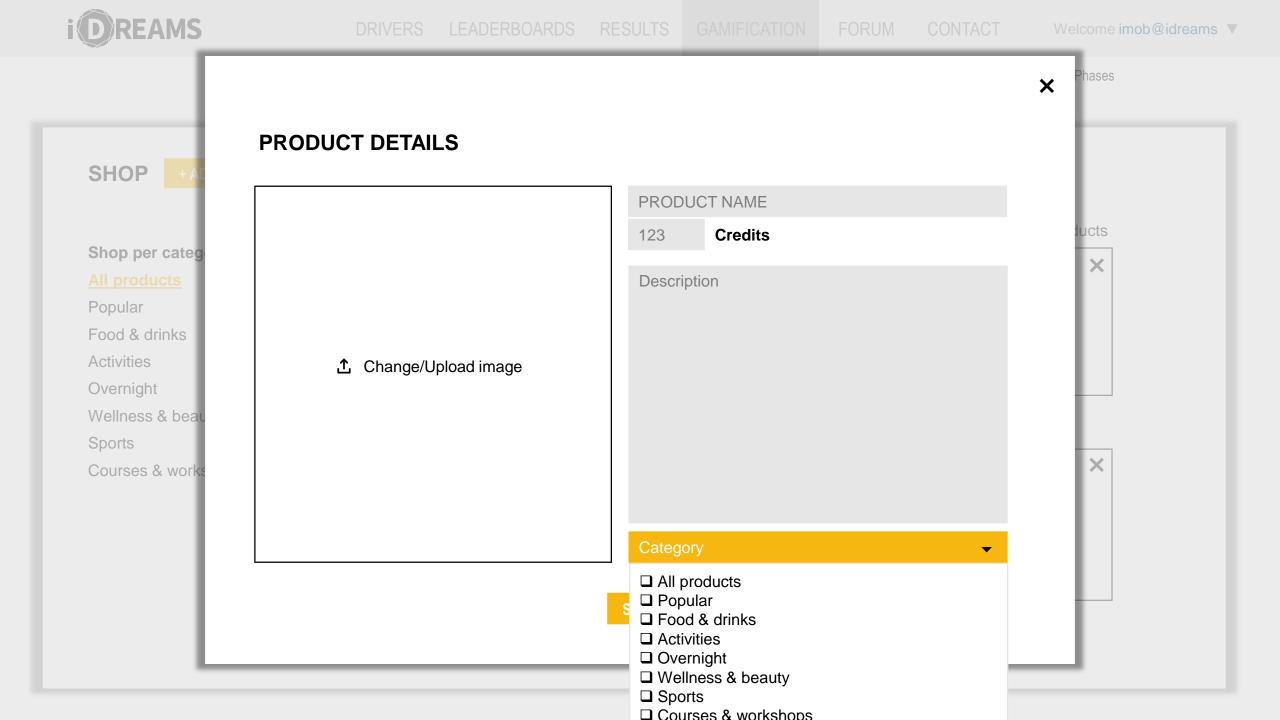
Overnight

Wellness & beau

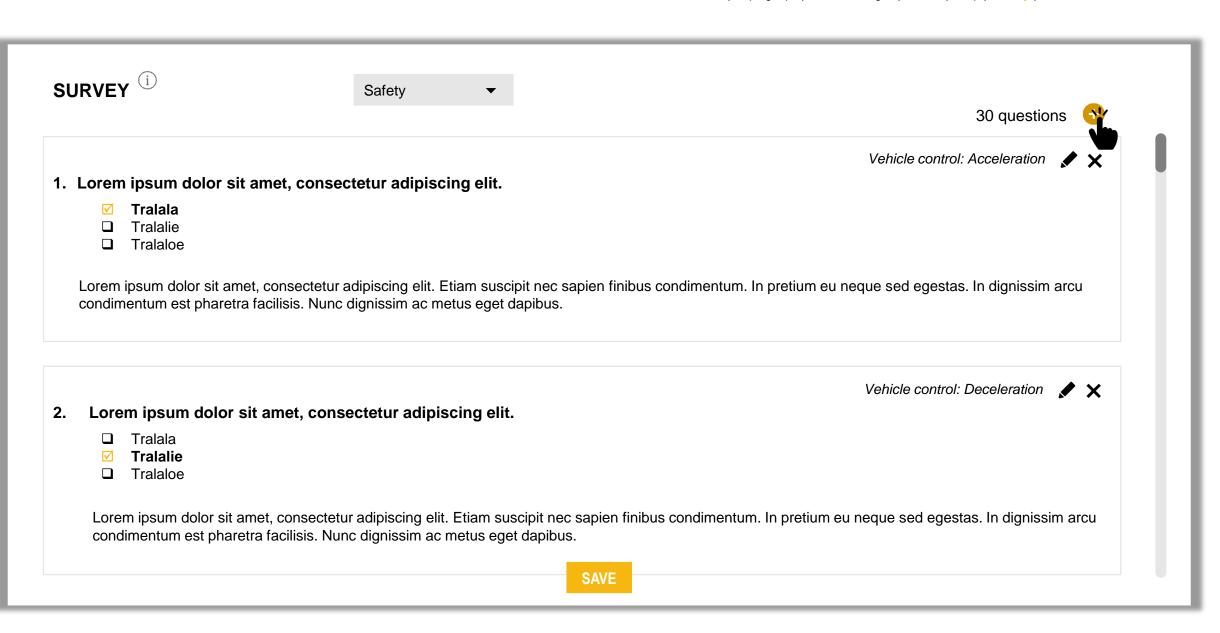
Sports

Courses & works









Choose correct answer

Explain the correct answer

Phases

arcu

/ X

sim arcu

X



1. Lorem ipsun

SURVEY (i)

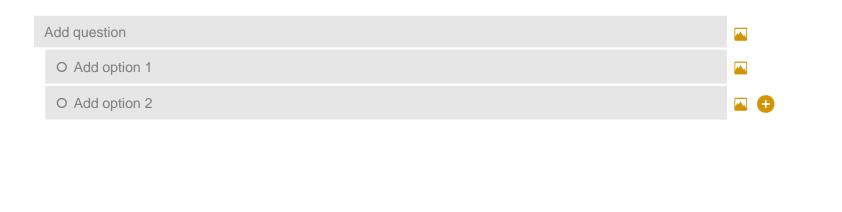
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2. Lorem ipsi

- □ Tralal
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SAVE

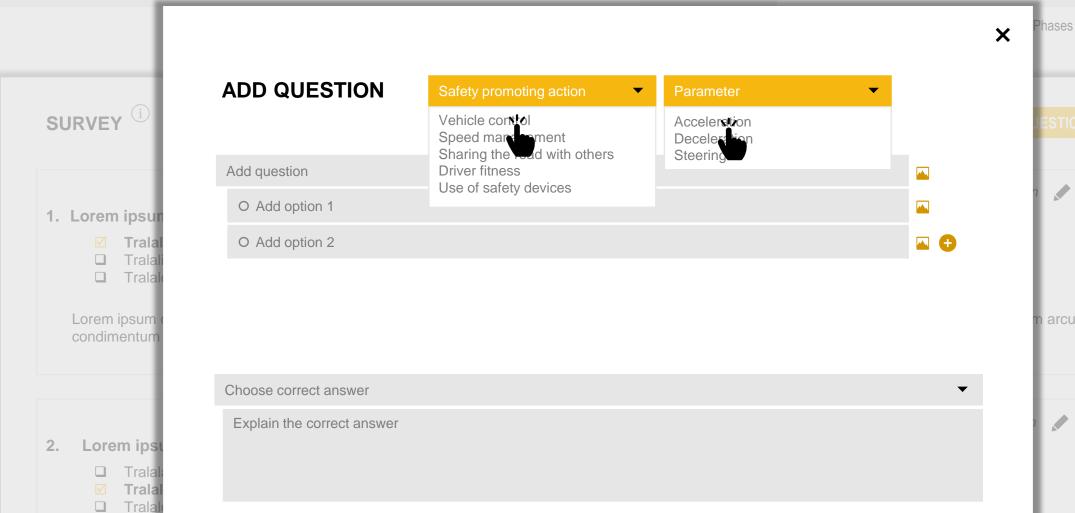
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RIVERS

ADERBOARDS

RESULTS

SAMIFICATION

ORUM

CONTACT

Phases

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Vehicle control

Acceleration

1. Lorem ipsun

SURVEY i

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Lorem ipsum condimentum

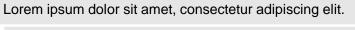
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O Add option 3

Choose correct answer

Explain the correct answer

SAVE

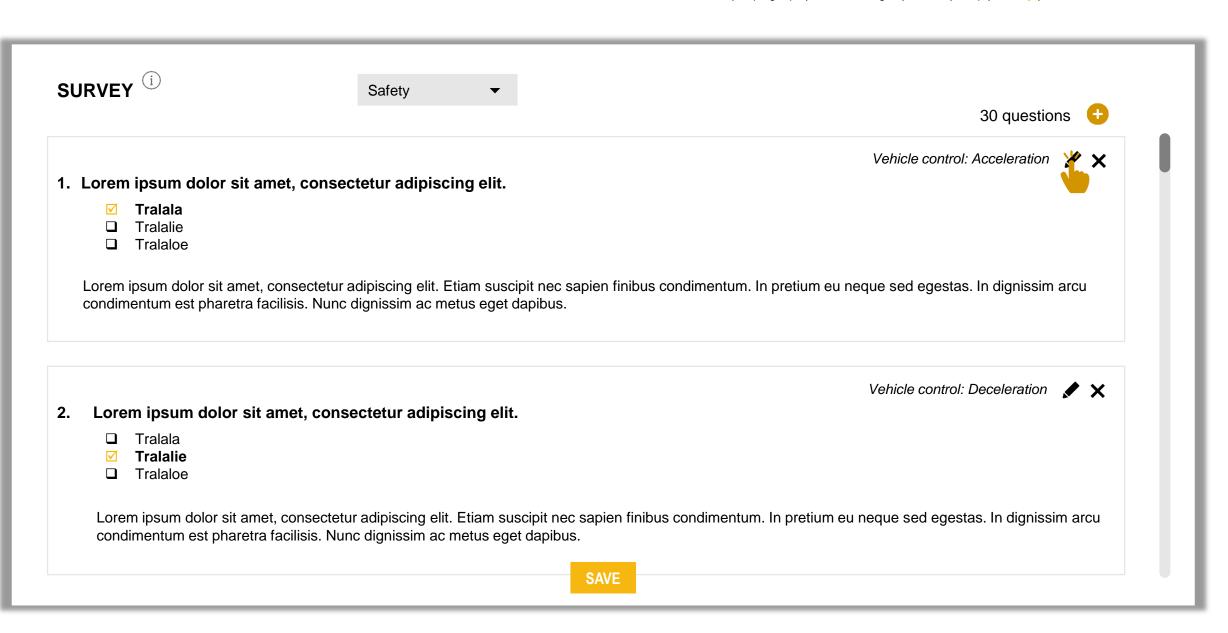


arcu



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SURVEY (i)

1. Lorem ipsur

ADD QUESTION

Vehicle control ▼ Acceleration

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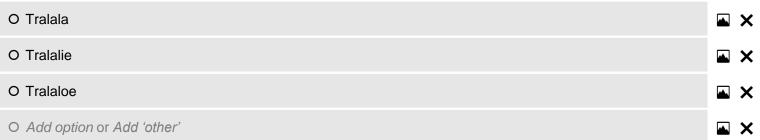
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- ☐ Trala

Lorem ipsum condimentum

2. Lorem ipsi

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PHASES (i)

Unaware (Precontemplation)			
V	Scores		
Ø	Pros and Cons		
	Coping tips		
	Levels		
	Individual goals		
	Group goals		
	Leaderboards		
	Progression		
	Individual badges		
	Group badges		
V	Credits		
	Shop		
V	Survey		
Ø	Forum		

Aware (Contemplation) Scores **Pros and Cons** Coping tips Levels Individual goals Group goals Leaderboards Progression Individual badges Group badges Credits \checkmark Shop $\sqrt{}$ Survey Forum

Considering (Preparation) $\overline{\mathbf{V}}$ Scores **Pros and Cons** Coping tips Levels Individual goals Group goals Leaderboards Progression Individual badges Group badges $\overline{\mathbf{V}}$ Credits Shop $\sqrt{}$ Survey $\overline{\mathbf{V}}$ Forum

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V	Scores	ı		5
V	Pros and Cons		$\overline{\checkmark}$	F
V	Coping tips		$\overline{\checkmark}$	(
V	Levels		$\overline{\checkmark}$	L
\checkmark	Individual goals		\checkmark	I
	Group goals		$\overline{\checkmark}$	(
\checkmark	Leaderboards		\checkmark	L
\checkmark	Progression		\checkmark	F
\checkmark	Individual badges		\checkmark	I
	Group badges		\checkmark	(
\checkmark	Credits		\checkmark	(
\checkmark	Shop		\checkmark	5
\checkmark	Survey		\checkmark	5
V	Forum		$\overline{\mathbf{V}}$	F

solidating ntenance) Scores Pros and Cons Coping tips _evels Individual goals Group goals _eaderboards Progression Individual badges Group badges Credits Shop Survey Forum

DRIVERS



Messages

Target audience

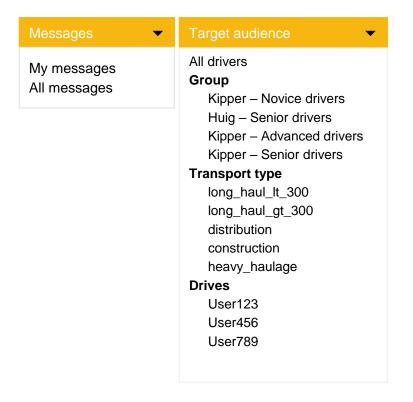
POST YOUR MESSAGE

From	Me		
То	Choose	▼	
Subject			
Message	etext		
1 Up	oload image	1 Upload video	

Mo



FORUM (i)



POST YOUR MESSAGE

1 10111	IVIC				
То	Choose	▼			
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SEND













TITLE OF MESSAGE 1



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Posted on 24/03/2020 15:54 by me









Lorem ipsum dolor sit amet, praesent gubergren vis ne, id eos quaestio inimicus pericula, quo ei sumo antiopam.

Posted on 24/03/2020 15:56 by User123



Lorem ipsum dolor sit amet, praesent gubergren vis ne, id eos quaestio inimicus pericula, quo ei sumo antiopam.

Posted on 24/03/2020 16:10 by User456



Lorem ipsum dolor sit amet, praesent gubergren vis ne, id eos quaestio inimicus pericula, quo ei sumo antiopam.

Posted on 24/03/2020 16:30 by User789



REACT HERE

Message text

POST REACTION





TITLE OF MESSAGE 1



Lorem ipsum dolor sit amet, praesent gubergren vis ne, id eos quaestio inimicus pericula, quo ei sumo antiopam. Ne nam justo nominati, mea ad affert maiorum cotidieque. Novum tamquam vel id. Te vim graeci menandri, et sumo nonumes vivendum has, dicta volutpat at mel. Vix no option aliquip feugiat, cum delectus intellegebat no.

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POST REACTION /







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Posted on 24/03/2020 16:00 by me







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Posted on 24/03/2020 16:10 by User456



REACT HERE

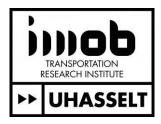
Message text

POST REACTION



CONTACT

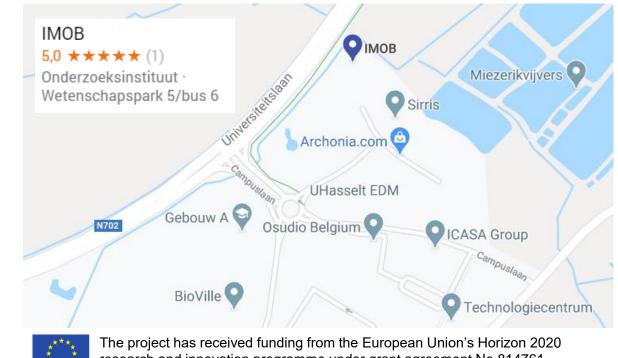
The i-DREAMS project is coordinated by:



Hasselt University Transportation Research Institute Wetenschapspark 5 3590 Diepenbeek Belgium

Tel. +32 (0)11/26.91.02

Email: idreams.admin@uhasselt.be





research and innovation programme under grant agreement No 814761