

Active Throttle for a Driving Simulator



Efficient mobility currently is one of the most dominant topics when talking about modern vehicles. Electro mobility is often thought of in that context, but there are also several promising measures to raise the efficiency for conventional vehicles. One measure that has been discussed is an active throttle, which communicates with the driver via force feedback.

At the chair of Mechatronics there is the driving simulator DRIVASSIST. The simulator is mainly used to do research in the field of human behavior when driving and gives good results when optimizing assistance systems in a car.

On the basis of a prior student work an active throttle is to be build, which uses force feedback to push the driver to a most efficient behavior.

The work consists of the following tasks:

- Learning about active throttles
- Building the active throttle as it has already been developed
- Testing the pedal in the driving simulator
- Documentation and presentation of the results