



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

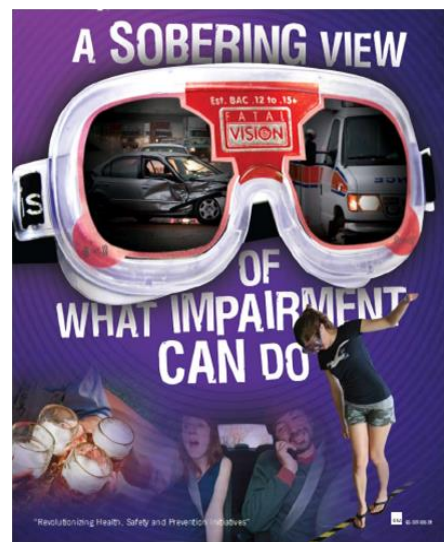


The **Concussion Goggle** is an awareness tool that is specifically constructed to simulate the potentially debilitating effects of a traumatic brain injury (TBI).

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.





Fatal Vision® Marijuana THC Simulation Goggles

Experience: The Marijuana/THC Goggles Starter Kit features introductory activities and materials to demonstrate the impaired perception caused by recreational marijuana/THC usage. Marijuana affects the brain differently than alcohol and the Fatal Vision® Marijuana/THC Goggles reflect that difference.

How it Works: The Fatal Vision Marijuana/THC Goggle impairs a person's ability to perceive colour (NOTE: someone under the influence of marijuana DOES NOT lose their ability to distinguish between colours). We use this goggle feature to model a loss of capacity to make quick and accurate decisions, one of the main recreational marijuana/THC's impairing effects. For an impaired driver, this loss could lead to a crash. The Starter Kit comes with introductory marijuana education and prevention instructional materials and videos to help you use the marijuana goggles with custom-designed activities. These activities shed light on the potentially severe consequences that can result from recreational marijuana/THC use.

Modelled Impairments: Loss of short-term memory, executive function, altered visual perception and slight loss of motor coordination.

Benefits:

- ✓ Offers a safe and effortless way to demonstrate impairment from recreational marijuana use
- ✓ It can be easily tailored for use with participants of all ages, including teenagers to adults
- ✓ Instructional materials prepare instructors to deliver an engaging and relevant demonstration
- ✓ Activities are structured to address how distorted perception and response mimic impaired behaviours that may occur while under the influence of marijuana/THC
- ✓ Marijuana simulation goggles were developed working with Drug Recognition Experts

MARIJUANA STARTER KIT:

- 1 x Fatal Vision THC Goggle with cloth protective bag
- 12 x Activity balls
- 3 x Fabric boxes
- 1 x Executive function dry erase maze boards and markers kit
- 1 x 4-In-A-Row Memory Challenge
- 1 x Box (50/pack) of germicidal disposable wipes

(Additional Marijuana/THC Goggles can be purchased if required)





Fatal Vision® Polydrug Alcohol & THC Goggles

Experience: Fatal Vision® Polydrug [Alcohol & THC] Goggles replicate the amplified impairments that arise from consuming multiple drugs simultaneously. When alcohol and Tetrahydrocannabinol (THC) are used together, impairments are enhanced over the impact of either drug used alone. Users will find that their coordination is compromised, cognitive processing is distorted, and driving skills are negatively affected to an amplified degree.

How it works: The Fatal Vision Polydrug [Alcohol & THC] Goggles and training activities simulate impairments like distorted perception, poor motor coordination, slowed decision-making, and delayed reactions. Demonstrating cognitive distortion and balance challenges when impaired. Note: THC does not affect a person's ability to perceive colour. The green lens feature is solely used to illustrate impaired cognitive perception and the potential consequences. The goggles also impact targeting, decision-making speed, reaction time, and motor skills, highlighting amplified impairments and risks of polydrug [Alcohol & THC] use.

Benefits:

- ✓ Safely address the growing concern of polydrug-impaired driving
- ✓ Multiple activities demonstrate the amplified impairments and their negative impact on communities, homes, schools, and workplaces
- ✓ Engaging instructional materials facilitate effective demonstrations
- ✓ Understand and display the amplified impairments resulting from combined alcohol and THC use
- ✓ Developed in collaboration with Drug Recognition Experts to ensure a realistic simulation of impairments

POLYDRUG PROGRAM KIT:

- 1 x Fatal Vision® Polydrug [Alcohol & THC] Goggle
- 1 x DIES® Maze Driving Mat Activity
- 1 x Tic Tac Two activity
- 1 x Backpack
- 1 x Printed user guide and online access to instructional videos and materials

(Additional Polydrug Goggles can be purchased if required)

\$3250

*inc GST and delivery in Australia
+\$495 per extra goggle*





Fatal Vision® OPIOID GOGGLES

After years of development working with drug recognition experts in opioid abuse and addiction, it is now possible to introduce the **Fatal Vision Opioid Goggles**.

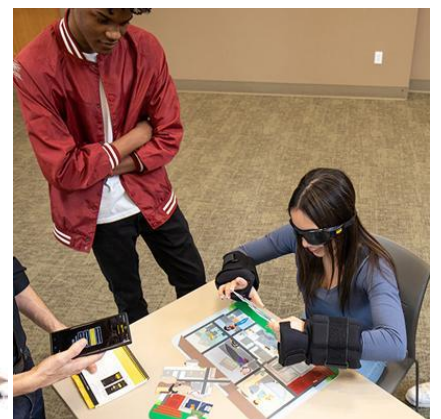
How it works: The Fatal Vision® Opioid Program Kit models how opioid abuse depresses the central nervous system. These impairments can negatively impact an individual's health, quality of life, and safety. By experiencing the behavioural effects of opioid use, participants are more aware of people's susceptibility and knowledgeable of the severe consequences associated with using opioids.

- **Divided Attention Failure:** The goggles limit the scope of the input, so participants experience decreased awareness and the impairing effects of recognizing and responding to a limited, narrow field of view while performing a task.
 - **Nodding Out:** The goggles blackout halfway, then completely, then continue to blackout for more extended periods.
 - **Contrast Sensitivity Impairment:** A special film on the goggles reduces the wearer's ability to distinguish an object from its background at the periphery.
 - **Heaviness in the Extremities:** Wrist weights cause a lack of coordination and sluggishness when performing the associated activities.
- ✓ Safely address the growing concern of opioid addiction
 - ✓ Multiple activities demonstrate the amplified impairments and their negative impact on communities, homes, schools, and workplaces
 - ✓ Engaging instructional materials facilitate effective demonstrations
 - ✓ Developed in collaboration with Drug Recognition Experts to ensure a realistic simulation of impairments

THE OPIOID PROGRAM KIT CONTAINS:

- 1 x Fatal Vision® Opioid Goggle
- 1 x Hand/wrist weights set
- 1 x Backpack
- 1 x "Opioid's Addiction, Overdose and Death" DVD
- 1 x GET IT 2GETHER™ – Home and School Activity with case
- 1 x In-app educational materials that include instructional videos and user guides

(Additional Opioid Goggles can be purchased if required)





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



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)