Future of driving a driverless car for the gaming industry

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Abstract. The article suggests that future of driverless car is not about passenger comfort but it should be in increased human vehicle interaction whereby an idea of real time gaming simulator is promoted.

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1. Introduction

The automated driverless car is already a reality with a due credit going to billionaire Elon Musk's early efforts to introduce them as Taxis in American roads. Nearly all major automobile manufacturers are now following suit and investing hefty amounts in introducing their concept designs of driverless vehicles while already testing prototypes on roads. However nearly all prototype designs are envisioned in making the vehicle completely self reliant such that the driver becomes more of a passenger and the interaction between the vehicle and the driver is at minimum (Newman, 2017). Such design prototypes put the comfort of the driver a priority. This is a flaw in these designs overlooking the future scenario when all cars are driverless automated ones where hassles of traffic would be minimum and with no useful interaction with the vehicle by the passenger would actually take the romance out of driving and make the journey boring. Nevertheless, the future where all vehicles are driverless is somewhat a distant possibility but the need to make driverless cars more interesting is a valid one.

Driverless cars work through self learning simulations that are generated through various sensors the car is equipped with. The sensors map its interaction with the outside world with certain pre defined algorithms working as its command center. Here the same system can be used with a perspective of increasing interaction between the vehicle and the passenger as such that he/she feels like sitting in a gaming simulator.

For example, a driverless model of Tesla can be equipped with a simulator that can identify other vehicles based on color but also its manufacturer/model. The simulator can play the game with the passenger in similar lines to very popular game namely Candy Crush by

1. predicting colors of the vehicles around it on the road
2. Defining the probability of order of cars with particular colors
3. Predicting the models and their frequency in immediate or distant surrounding

The game is based on passenger preferences over certain colors or over his favorite/ fancy vehicle types and models. Similarly other games can be conceptualized based on age/gender/interests of passengers of driverless cars.

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