

THE AFTER PARTY

Introduction to the resource:

Road safety is not an easy topic to talk about and get people involved. It is not high on the priority list for young people to talk about. We also have to think about how we plant seeds of awareness on the decisions they make as road users. Decisions that could be life changing, even fatal.

Purpose:

Our interactive video was specifically designed for rangatahi so they can experience something close to a realistic situation around driving (breaching licence conditions for example), whilst weaving in factors like speeding, restraints, impairment, distractions that impact the ability to drive safely.

They choose which path to take and experience the consequences. This important point provides exposure to learning coping strategies to respond to peer pressure (for example). A follow-up discussion on the use of the video and outcome are an essential part of the experience and, ultimately, gain an understanding of what the best action would be to stay alive and thrive.

Why:

At present there is no interactive video on the market that reaches young people and discusses road safety. This gives us an opportunity to be the first to offer this service across the whole of Aotearoa/New Zealand. We want to empower young people to lead conversations about the decisions they make in the video and influence others to make safer choices. The 'overall' message is largely - decisions that you make have consequences. A general aim is to steer people to the right path and, importantly, keep them there. The video will plant the seeds of awareness that they will hopefully keep in mind to help them make better decisions.

Description:

The setting and main theme of the video is a party or more specifically, "The After Party"- a typical scenario for most young people - one that strongly resonates with them. It covers likely scenarios that may reasonably occur leading up to when a young person leaves a party.

Viewers observe main character actions and are present on the journey with them. The aim, as this scenario unfolds, is that viewers are drawn into the story, addressing their curiosity to find out what happens next. Then the characters will have to make decisions about which option they want to take next. There will be a good choice and a poor choice. The latter takes them down a path where they will have no option but to learn a lesson - which comes with a good steer to what would have been a better choice, complete with consequences and coping strategies to avoid the poor behaviour. The main learning themes will cover driving distracted, speeding and impairment.

There are 31 different scenes that present scenarios that young people may find themselves in where making a decision is necessary, but the user makes the choice between what is a good decision and what may not be. The following scene is dependent on the previous choice.

Intended outcomes:

- To inspire young rangatahi to choose safer behaviours on the roads.
- To learn coping skills to respond to peer pressure.
- To understand that their actions have consequences, sometimes fatal, or can lead to loss of opportunities and into the criminal justice system.
- To start conversations about safer choices on our roads

We want young people to thrive and be safe. It will be a subtle message that plants a seed and raises awareness about road safety in a fun and engaging way. With real life scenarios that young people relate to. They can choose options and understand where that choice takes them, ultimately understanding what the safest and smarter option is.

Where can it be used?

The video can be used in multiple settings, such as during whānau time or at focused sessions at school or other forums where youth are gathered. The participant makes real time decisions whilst watching the video. Those decisions and results can be a combination of the following: making good decisions, something that comes with consequences and, importantly, learning points. Essentially, the aim is to convey the fact that decision-making leads to different outcomes.

Guidelines for using the resource:

The resource is designed to enable young leaders to facilitate viewing sessions so students can participate during school time, present on the subject and encourage group discussion. The interactive video also encourages family participation at home.

Ideally young leaders will facilitate the sessions and there will be conversation after the viewing to influence safer choices and allow behaviour change.

Suggested conversation starters:

- So now you have watched the video, what do you think the main take away messages are?
- What actions, in regards to transport, should you take before you head to the party?
- What are some ways you could convince someone who is intoxicated not to drive?
- If you are being pressured to breach your driving licence conditions by driving your mates, how could you avoid driving them?
- How can you be a better passenger to ensure a safe ride?
- Why is it important not to get into the boot of a car while it is moving, what could the consequences be?
- Why is it important not to distract your driver?
- What are the consequences of doing a burnout?
- What are the penalties for breaching your driver licence conditions? Are there any other consequences that could limit your opportunities in life (career, fines etc)