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The seat effects on the neuromuscular fatigue during long duration driving



GROUPE





RESEARCH, INNOVATIONS, AND ADVANCED ENGINEERING DEPARTMENT

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INNOVATION : STAKES OF TOMORROW CARS

EVOLUTION OF USES AND NEEDS

INNOVATION STRATEGIC PRIORITIES





NETWORK STELLAB







BACKGROUND (1/2)



BACKGROUND (2/2)



(Recarte & Nunes, 2003 ; Borghini et al., 2014)

→ Major role of car seats design for better comfort/efficiency

OBJECTIVES

For the same car configuration (filtration, posture) and for long duration driving condition : - Assess the effect of **three different seats**



- Define new seat design which could reduce the neuromuscular fatigue



EXPERIMENTAL PROTOCOLS



Static simulator



- Participants adjust themselves their seat before the driving session
- Automatic gearbox

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- 3 hours of driving without break time
 - Different types of roads (highway, city, mountain and departmental roads)



Real driving condition



EXPERIMENTAL PROTOCOLS – ROAD SECTORS



MATERIALS AND METHODS 1/2 : ELECTROMYOGRAPHY ANALYSIS

During driving session

Electromyographic recording of eight muscles involved during driving task:

- Trapezius descendant (bilaterally)
- Erector spinae longissimus (bilaterally)
- Multifidus (billaterally)
- Tibialis anterior
- Vastus Lateralis

(McGill et al., 2000 ; Hostens & Ramon, 2005)



EMG electrodes placement

Analysis :

 Muscles RMS according to time and road sectors



Before and after driving session

Endurance static test: Maintain a weight bar at pectoral level as long as possible. Recording of trapezius muscular activity.

Analysis :

- Time limit
- Trapezius RMS-EMG (root mean square)

MATERIALS AND METHODS 2/2 : DISCOMFORT PERCEPTION

During driving session



General discomfort assessment

Discomfort scores for each body part



 \rightarrow Every 20 minutes during driving session



✓ Real driving condition induces lower level of discomfort compared to static simulator

Long duration driving highlighted different neuromuscular fatigue profiles between the seats with few differences between \checkmark static simulator and real condition due to vibrations, accelerations etc...

The softer features of C4P seat lead to an absence of compensation strategy during the driving task, which, in turn, induce higher neuromuscular fatigue. This is confirmed by a greater fall of endurance time.

Suspended seat seems to be promising as we found also compensation strategy as for the 308 but with less muscular \checkmark activity leading to a better tolerance to neuromuscular fatigue as confirmed by the lack of difference in endurance time test between before and after conditions

Finally, subject's perception of seat's comfort is not correlated to the level of neuromuscular fatigue. For example : the \checkmark subject could perceive C4P as more comfortable but it is not necessary correlated to the level of neuromuscular fatigue.

