



Innocorp, Ltd.

The Makers of Fatal Vision® and SIDNE®

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Fatal Vision Marijuana Drug Education



Marijuana Goggle Activities



Why Marijuana Education?

- Legalization in many states for medical and recreational purposes
- Projected increase in marijuana driving offenses
- Convey how marijuana impairs the brain
- How daily use can affect other life choices



Why Fatal Vision Marijuana Goggles to Educate?

- The marijuana *goggles* impair a person's ability to perceive color
- Results in a loss of a participant's ability to make quick and accurate decisions
- This models some of marijuana/THC's impairing effects
- For an impaired driver - loss could lead to a crash
- In the work place - could lead to delayed decisions which could potentially be dangerous, especially when dealing with machinery or other mechanical equipment

NOTE: someone under the influence of marijuana DOES NOT lose their ability to distinguish between colors

Benefits to Simulated Educational Goggles

- A safe and effortless way to demonstrate impairment from marijuana/THC
- Easily tailor each marijuana educational activity for participants of all ages, from middle school to adult
- Instructional materials prepare instructors to deliver an engaging and relevant demonstration
- Activities are structured to address how distorted perception and delayed response mimic impaired behaviors that may occur while under the influence of marijuana/THC

Effects of Marijuana

- Euphoria
- Relaxation
- Fear, anxiety, panic, paranoia, hallucinations, delusions
- Impairs motor coordination
- Lowers inhibitions
- Distorts sense of time
- Impairs reaction time
- Impairs judgment
- Alters visual perception
- Impairs ***executive function***

Executive Function

Higher-level cognitive skills used to control and coordinate other cognitive abilities and behaviors.

- **Organization** – attention, planning, sequencing, problem-solving, working memory, cognitive flexibility, abstract thinking, rule acquisition, selecting relevant sensory information
- **Regulation** – initiation of action, self-control, emotions, monitoring internal and external stimuli, initiating and inhibiting context-specific behavior, moral reasoning, decision-making



DEMONSTRATION



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