



Why Are More Utility Providers Using Mobileye Collision Avoidance?

Tens of thousands of utility fleet vehicles on the road are equipped with Mobileye collision avoidance systems, helping to reduce collisions and improve driver performance, resulting in lower operational costs. If you're wondering why fleets are investing in Mobileye's aftermarket, AI-powered technology, read on:

✓ BETTER RESPONSE TIMES

As a utility provider, you want your customers to receive prompt, efficient service. That starts with getting where you need to be safely. Fleets using Mobileye 8 Connect™ experience fewer slowdowns due to risky driving and collisions.

✓ A DRIVER COACH IN EVERY VEHICLE

The Mobileye 8 Connect™ aftermarket product is a 24/7 driver coach in every vehicle, helping to prevent collisions and improve driver performance over time, using vision sensor technology and real-time alerts for:

- Forward Collision Warning
- Lane Departure Warning
- Headway Monitoring Warning
- Speed Limit Indicator
- Pedestrian & Cyclist Collision Warning



✓ GAIN VISIBILITY INTO YOUR FLEET

With the Mobileye Connect Platform, you don't just know where your drivers are, you know how they're driving. With precise vision sensor alerts you can visualize your fleet safety with easy-to-use standardized scoring of risky driving events.



✓ REWARD BETTER PERFORMANCE

Studies show that drivers respond to positive reinforcement. Easily track driving performance and reward progress, incentivizing long-term, sustainable improvement.

✓ SEAMLESS INTEGRATION INTO VEHICLE PURCHASING

Mobileye works with dozens of upfitters across the country to provide quick and professional installation, meaning less downtime before vehicles are back on the road.



✓ LOWER COSTS, MAXIMIZE EFFICIENCY

Utilizing collision avoidance technology along with a telematics solution has been shown to reduce costs for fleets thanks to:

- Fewer at-fault collisions
- Reduced insurance premiums
- Lower fuel consumption,
- Decreased maintenance and repairs

...and more!