

EYE TRACKING: FACTORS TO CONSIDER

DEVICE	LATENCY (ms)	SAMPLING (Hz)	FOV (°)	ACCURACY (°)	SOURCE (see below)	PRICE (\$\$)
SMI	Integrated (!)	250	110	0.2	1	~12,000
TOBII	10	120	110	0.5	2	>3,500
PUPIL LABS	5.7 (and 3-4 for CPU)	120	>100	0.6	3	~1,550
AGLASS	<5	120-380	>110	<0.5	4	~250

1. https://www.smivision.com/wp-content/uploads/2016/11/smi_prod_eyetracking_hmd_HTC_Vive.pdf
2. <https://www.tobiipro.com/product-listing/vr-integration/#Specifications>
3. <https://pupil-labs.com/vr-ar/>
4. <http://www.aglass.com/product>

All of the above websites were accessed on 8/14/2017