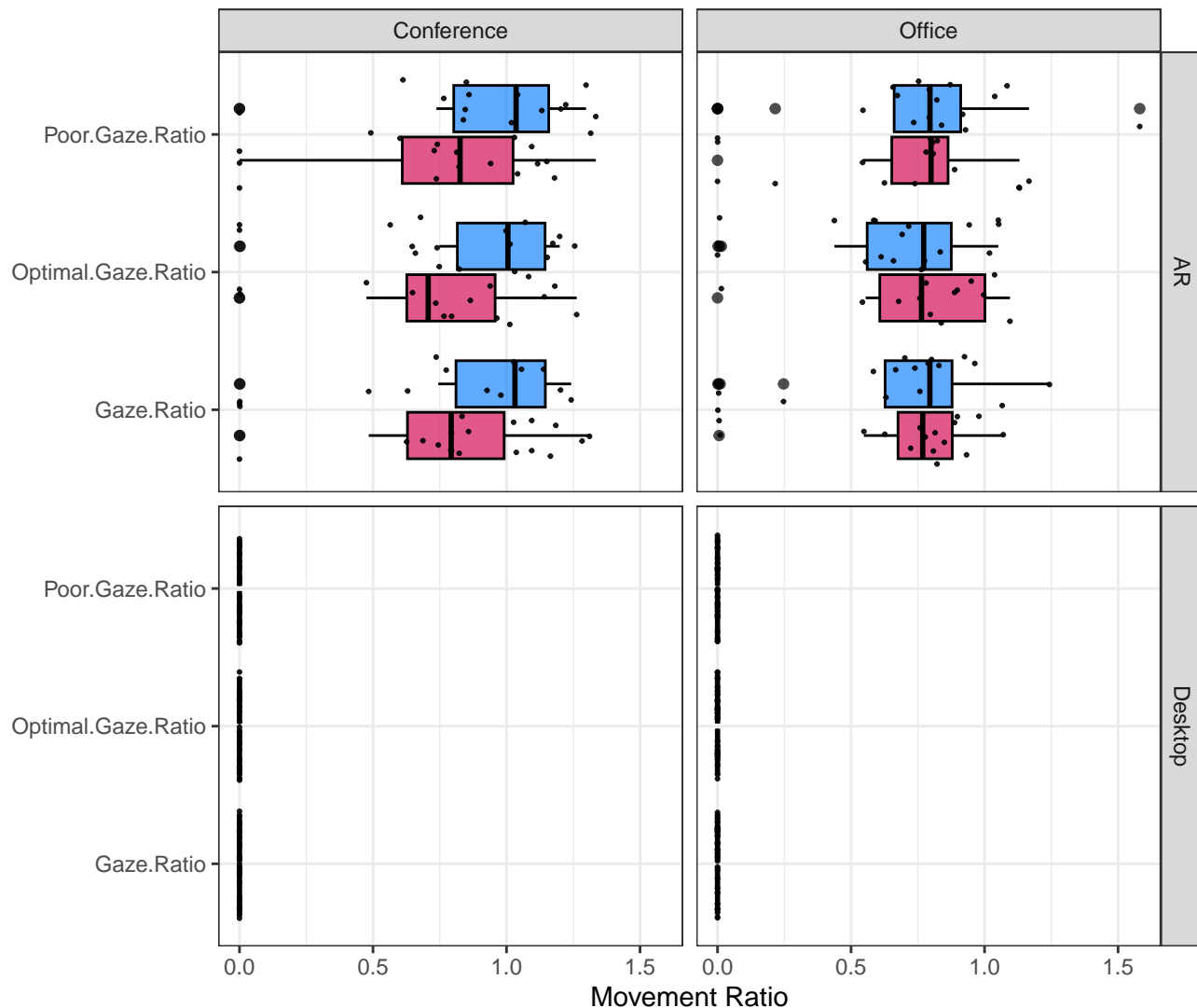


Movement and Performance – Gaze

Movement Metric



Optimal

FALSE

TRUE

Desktop

AR

Movement Ratio