DUNNING FIVE-THIRTY

"Seeing is believing!"

GAZE-BASED INTERACTION

A sight to behold,

Information, such as title and descrip-

the system.

tion, are only revealed when looking at the

item. This reduces the amount

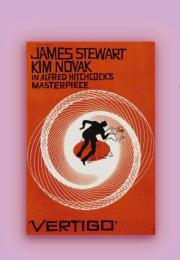
of time required to perceive

Eye-OS is a concept operating system that uses eye-tracking as a primary form of interaction. Like the introduction of the mouse, a new form of interaction requires a new paradigm. We set out to create this paradigm: a UI that was made for eye-tracking — not mouse.

To keep people from feeling overwhelmed while using this new form of interaction, no large changes are made when looking at an item

(opening a video, etc.)
Furthermore, we utilize
motion to clearly define
where new information
comes from.





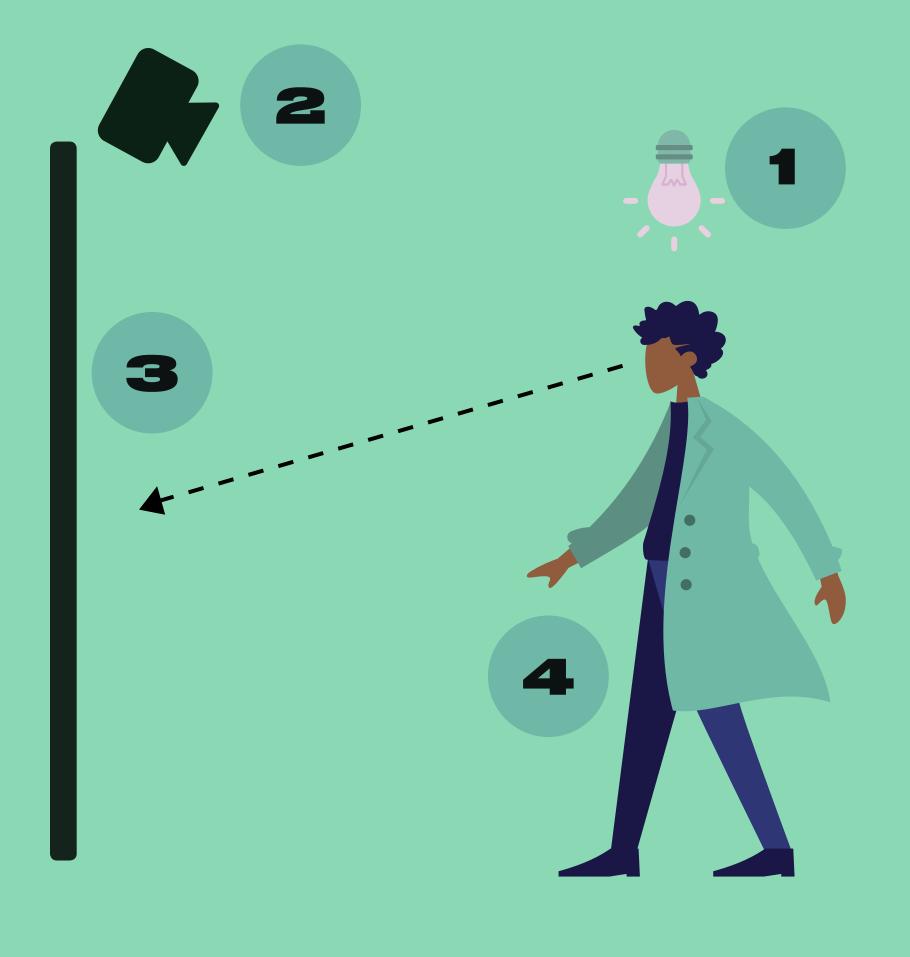




A Changing colour scheme helps reinforce the operator's current location, without the needing to read a title or rescan a page.

The borders of the page create a cardinal navigation system, both maximizing the button's

size (Fitts' law), and allowing the operator to maintain spatial awareness of their location.



OUR SETUP

- In our controlled environment, improved lighting increases the accuracy of the eye-tracking.
- A more expensive webcam gives also improves accuracy, providing a higher-quality image to work with.
- The larger the display, the smaller the perceived range of inaccuracy.
- In the future, viewers of the system will "click" via a nod gesture. For now, a one-button remote is used.

BUILT BY

JACK GUINANE QUINN POLLOCK MAXX KELEHER DAVID VASSOS & ALEXX PANA

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