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NEO TANDEM TECHNOLOGIES

User Manual
V0.1

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July 24, 2015

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Document Revisions

Version: Version 0.0:Initial creation of document
Version: Version 0.1:Added basic content relating to Introduction,Processes and Appendix.

1 Introduction

1.1 Scope and Purpose

The purpose of this eye-tracking software is to provide the user with a eye-tracking software which will allow for the tracking of the eye on 2D and 3D models and videos.The system is centred around making eye-tracking possible for all media types.

1.2 Process Overview

There are a few core process that have been implemented and that will allow for more effective eye-tracking across mediums.The process are as follows:

- Eye tracking on 2D and 3D models and videos.
- Creation of heat maps from eye-tracking.
- Saving heat map on specific media.

The following process listed are the core of this program as they carry out the basic and most important functionality of this software.

2 Configuration

2.1 System Configuration

2.1.1 Minimum Hardware requirements

- 1.6 GHz or faster processor
- 4GB of RAM
- 1GB of available hard disk space
- 5400 RPM hard drive
- DirectX 9-capable video card
- Internet connection required

2.1.2 Recommended Hardware requirements

- 2.6 GHz or faster processor
- 8GB of RAM
- 2GB Graphics Card

- 1GB of available hard disk space
- 5400 RPM hard drive
- DirectX 9-capable video card running at 1024 x 768 or higher display resolution
- Internet connection required

2.1.3 Recommended Software requirements

- The EyeTribe software. That comes with the EyeTribe camera.
- Windows Media Player Version 12

2.1.4 Recommended External Devices

- The EyeTribe eye-tracking camera.The camera can be purchased here ...

2.2 Installation

Please ensure that you meet the minimum requirements.It it is recommended that you meet the recommended requirements as this will ensure that the best performance is achieved.

Installation instructions will be filled in later.

3 Getting Started

The program is made to run with as little configuration as possible.There are no authentication processes that are associated with the program.The user will be able to just run the application and use it if the minimum requirements have been met.

3.1 Basic use

Once the application is run the user will be presented with a screen which will allow them to select the option to start a new recording session or use a previously created session.A new form will pop up with options to navigate to different sections of the application.The calibration button will navigate to the calibration page will allow the setup of the EyeTribe eye camera.This form will allow you to calibrate the camera to ensure that the data recorded is correct.The calibration process will be discussed further in section ... .The recording button on the main page will open the recording set up.This page will allow the user to select the type of recording which will then take them to the appropriate pages to do the recording.The recording the page will allow for recording on the selected media.You would select the appropriate media and then start the recording.The data will then be saved and then used to make the heatmaps and all

the associated files.

The application can be exited easily by just pressing the exit button(red cross) on the top right of the application.This will end the application and end all its accompanied processes.This will ensure that the application does not cause harm to the computer.

4 Appendices

4.1 OGAMA

OGAMA(OpenGazeAndMouseAnalyzer) is a free software that is used to view,capture and analyse interactive stimuli.The OGAMA.Currently OGAMA only allows for the tracking and analysis on slideshow based stimuli.OGAMA essentially uses the information gathered by the eye tracking camera to create analytics and show the user where on the slideshow the users viewed the most.OGAMA is also capable of tracking mouse movements.More information regarding OGAMA can be found at http://www.ogama.net.

4.2 EyeTribe

The EyeTribe is a low cost development kit this is used with the OGAMA project to track the movement of the eye.The Eyetribe eye tracker includes a SDK(Software Development Kit) that allows the integration of eye tracking on multiple applications on multiple platforms.More information on the EyeTribe and its various components can be found at http://www.theeyetribe.com.

5 Index

This is where the index will be located. Here the user will be able to look for specific words and see where they are located