**EXPERIMENT PLAN**

1. Brief
2. Calibrate
3. Game
   1. Brief
   2. For each version, let them practice; ‘tell me when you are ready to start the actual test’
   3. Actual test
   4. Record results: TIMING & MISFIRES
   5. After all 3 versions, get them to do survey ~~(Next participant start gaming)~~
      1. Rank Versions
      2. General Comments
      3. If remove limitations of hardware, comments?
4. Website
   1. Brief (no need for practice, guide participants along the way)
   2. Tasks (2 times, 1 for each version)
      1. Click on Games
      2. Click on toggle menu
      3. Click on Live Demo
      4. Read and answer 2 questions (to be asked only after reading)

* What are the 3 words that describe the interface we are working towards?
* With the auto-scrolling feature enabled, what can you do to scroll up and down?
* Name 2 of the current conventional input methods that were mentioned in the website.
* What is the eye-tracking giant that was mentioned in the website?
* Complete the sentence: With I-Focus, the computer is literally \_\_\_\_.
  + 1. Do QUIS (Next participant start using website)

**SLIDES SCRIPT**  
Slide 2

We are undertaking a school project called I-Focus and it is an eye-tracking project.

The motivation for our project is that everyone is now looking out for new devices and new interaction modes – just look at how we have progressed from a DOS system to the mouse to touchscreens, the Kinect, Google Glasses… Yet all of these input modes are tactile input modes, involving the hands… so we thought what about gaze-interaction, or eye-tracking?

The objective of this research today is to conduct trial testing on 2 platforms: a game and a website, in order to test out the intuitiveness, feasibility and functionality of eye-tracking.

Slide 4

Before we go into the objectives for the tasks today, you will have to familiarise yourself with the eye-tracker provided.

The eye-tracker has already been setup for you, but you must perform the calibration.

All you have to do is to look at the white circles once you press “Calibrate” or “Re-calibrate”.

Depending on your calibration result, you may have to perform a re-calibration.

Glasses are ok but you may have to remove it if necessary.

Slide 10

Once you have calibrated the eye-tracker and are ready to explore the website, we will be guiding you through the various tasks involved. Apart from navigation, there will be 2 simple comprehension-like questions which you have to answer as you read through the live demo page.

Slide 11

This will be your schedule for the website testing. Note that the 2 versions may not be necessarily done in order (ie you can do v2 then v1 as well)