

EYE TRACKING

Eye tracking involves measuring what a person is looking at.

On the HCC Workshop website, launch the **Eye Tracking** activity. Read these pages to learn more about these processes.

ACTIVITY

In this activity, you will use an eye tracker to visualise your eye gaze on screen, and to control the mouse.

Your group will be given a laptop and an Eye Tribe eye tracker. You will be shown how to set up the eye tracker and calibrate it for each person in your group.

Each person should take turns to calibrate the eye tracker, and complete some of the activities on the Eye Tracking page on the HCC Workshop.

In groups, discuss your experiences to help you find answers to the following questions. Take some notes on this worksheet. If you get stuck, talk to one of the ANU Instructors.

QUESTIONS

1. What is a fixation?

2. What is a saccade?

3. Two of the activities are examples of **active** eye tracking, whilst the other two are examples of **passive** eye tracking. Can you tell which are which?

Active:

Passive:

4. What is the difference between active and passive eye tracking?

5. Can you think of some other **active** uses for eye tracking? What scenarios might they be useful in?

6. Can you think of some other **passive** uses for eye tracking? What scenarios might they be useful in?

7. What is the purpose of calibration? When do you calibrate, and why?

8. What are some potential problems with using eye gaze as an input method?

9. Can you think of ways to perform click actions with eye tracking? Discuss the pros and cons of several different options.

10. Can you find any apps or devices that already use eye tracking technology?

11. What is the difference between a gaze point and a fixation?