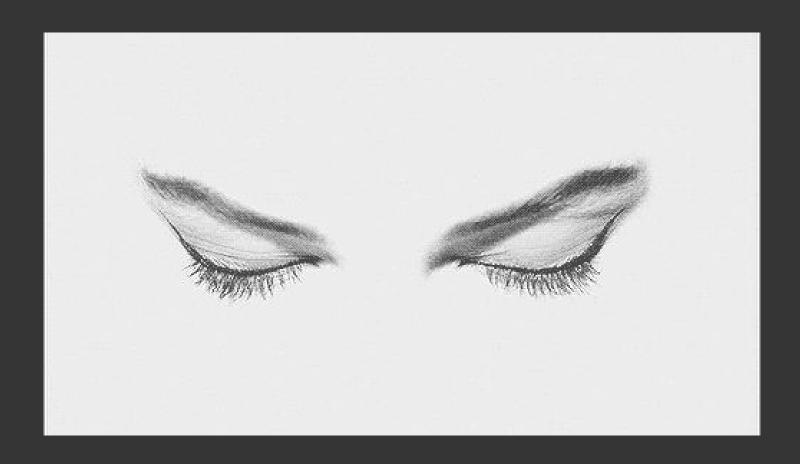
eyeGalaw: A Google Chrome **Extension for Website Navigation through Human Gaze**

Eyes



Eye tracking

Eye tracking

Why study eye tracking?

Technology: Usability

Technology: Usability

Eye tracking: Usability

Technology:

Convenience

Eye tracking:

Convenience

Usability Convenience

Google Chrome +
Eye movements +
Web camera

Specifically,

1

incorporate basic navigation and advanced navigation methods

2

to detect the user's gaze location on the screen using an ordinary web camera

3

navigate active web pages using eye movements

_

But wait! Limitations first.

(stuff stuff)

Eye glasses is a no no (and other eye movement disorders)

Gaze navigation happens inside the browser only

Limited to its control functionalities

(scroll up/down, next/previous page and hold)

How?

(Methodology)

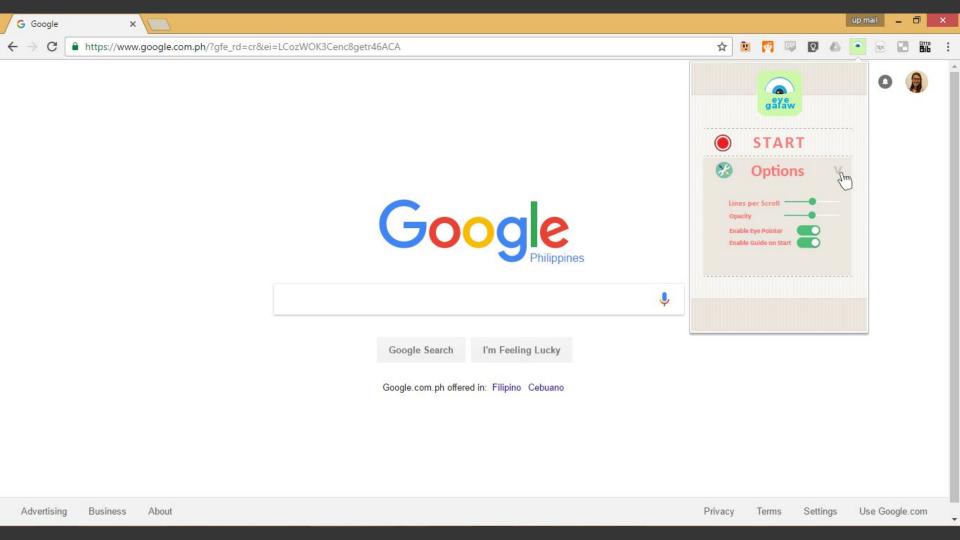
System Requirements

- HTML5 and CSS
- Javascript
- Webgazer.js

Webgazer.js

eyeGalaw: Main Functionalities

1 Settings Tab







START



Options



Lines per Scroll

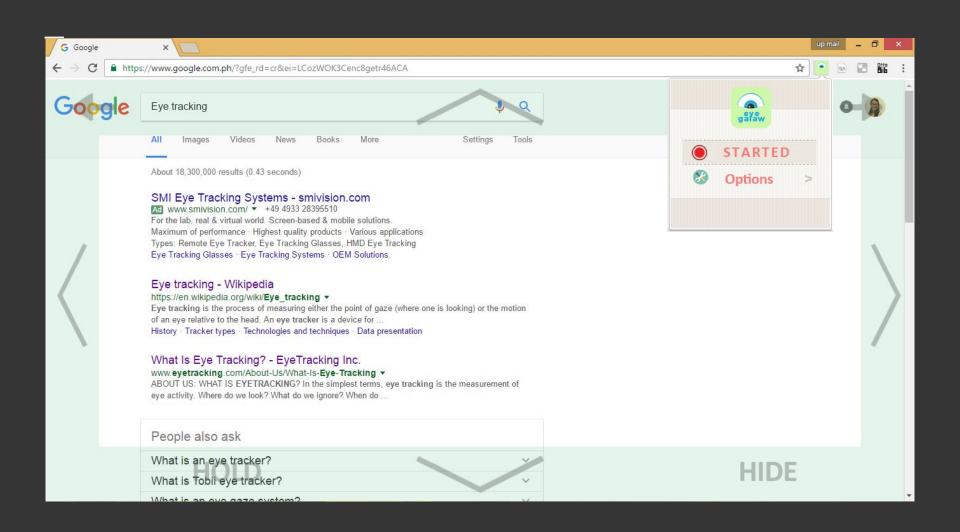
Opacity

Enable Eye Pointer

Enable Guide on Start



2 Scroll Up, Down, Left, and Right



3 Previous page and Next page

attps://www.google.com.ph/?gfe_rd=cr&ei=LCozWOK3Cenc8getr46ACA





What is eye tracking and how does it work? - iMotions

https://imotions.com/blog/eye-tracking-work/ >

Jan 12, 2016 - Eye tracking renders it possible to quantify visual attention objectively monit where, when, and what people look at.



Eye tracking in user experience and usability - Tobii Pro

www.tobiipro.com > Fields of Use ▼

×

Eye tracking provides compelling objective data that reveals the human behavior behind usability problems. User Experience (UX) and Human-Computer ...

Eye Tracking | Usability.gov

https://www.usability.gov/how-to-and-tools/methods/eye-tracking.html > Eye tracking involves measuring either where the eye is focused or the motion of the eye as an individual views a web page.

Searches related to Eye tracking

eye tracking tobii eye tracking glasses eye tracking software eye tracking technology

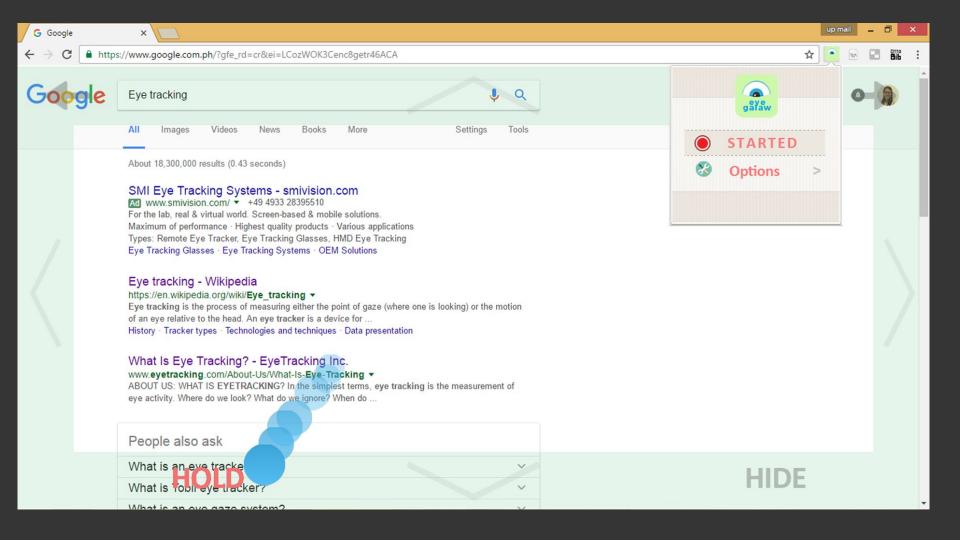
eye tracking problems eye tracking gaming

eve tracking hardware eye tracking exercises

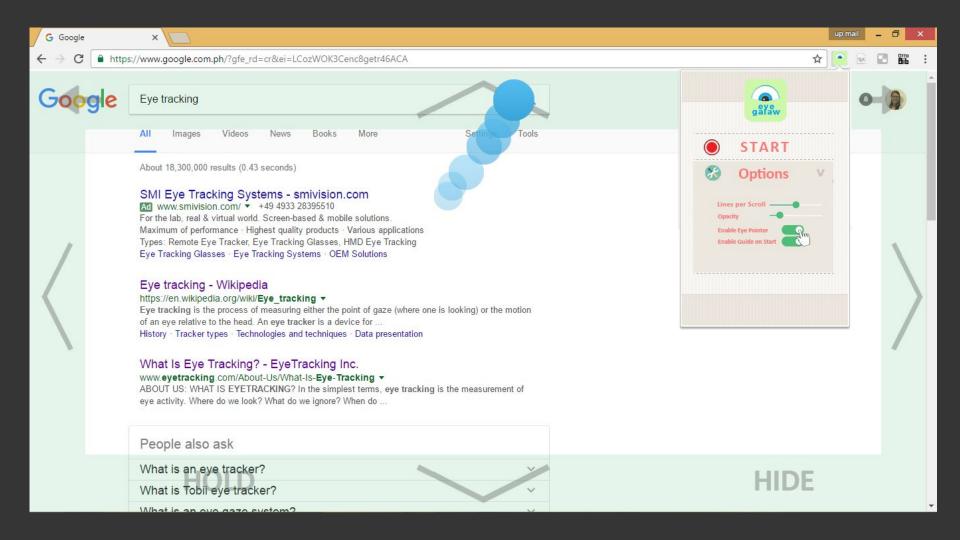


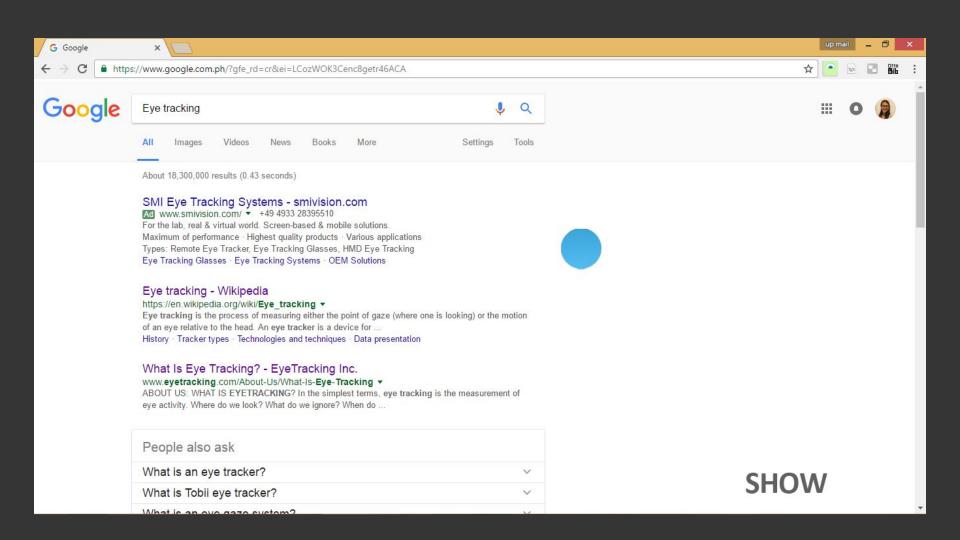
1 2 3 4 5 6 7 8 9 10

4 Hold

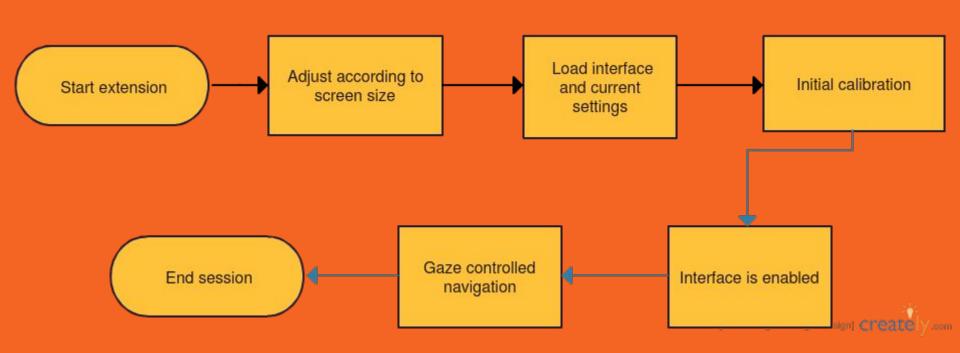


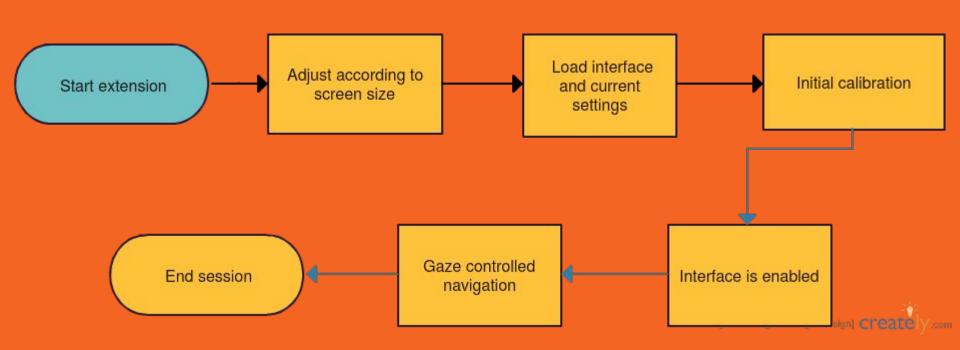
5 Toggle Hide/Show interface





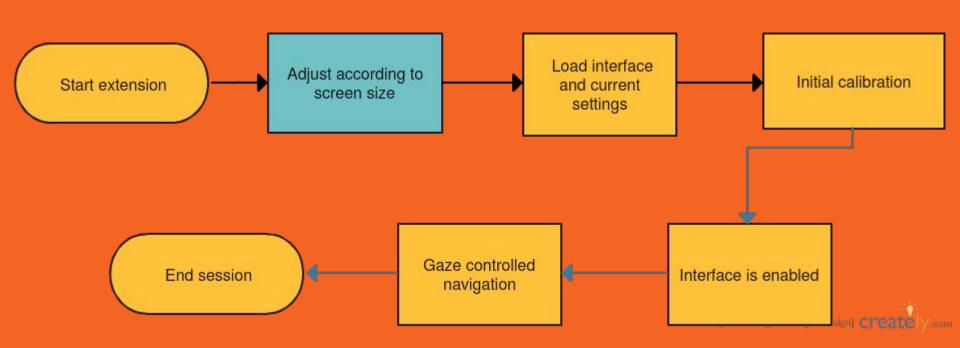
Activation





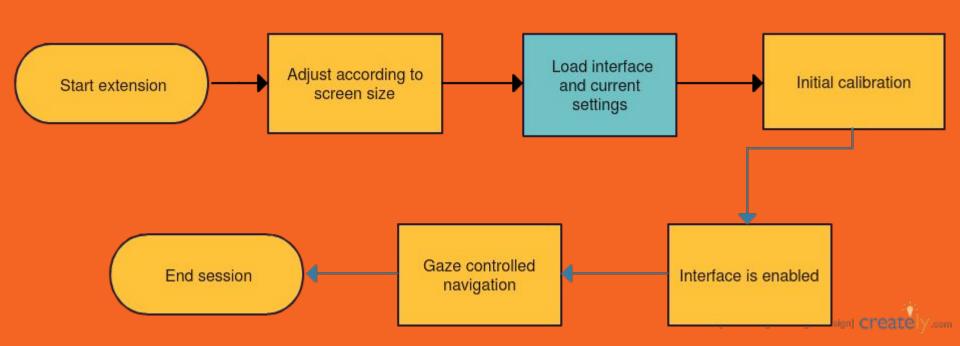
Security permission in accessing the computer's webcam

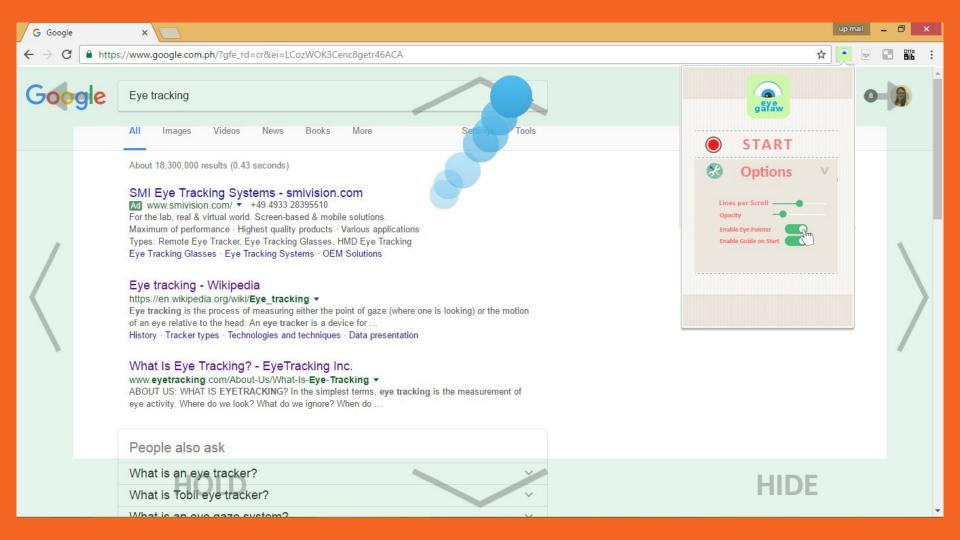


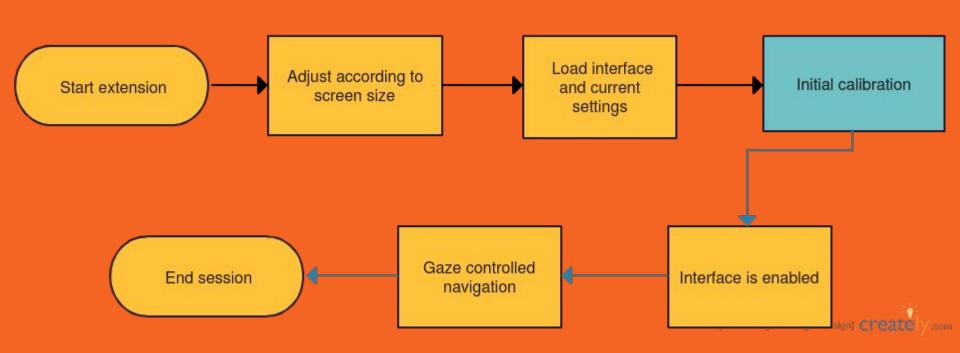


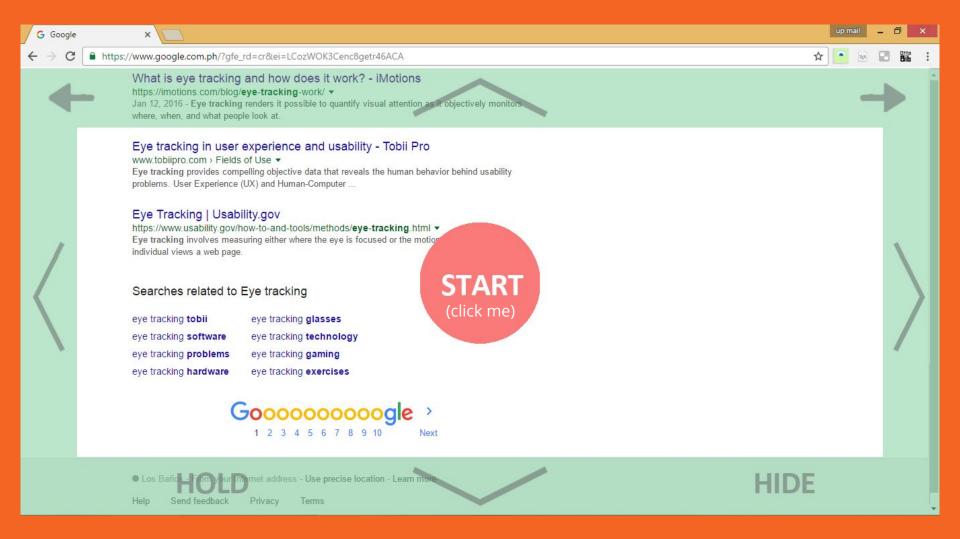
- 1366x768
- 1920x1080
- 1280x1024
 - 1280x800
- 1024x768

Screen sizes in pixels







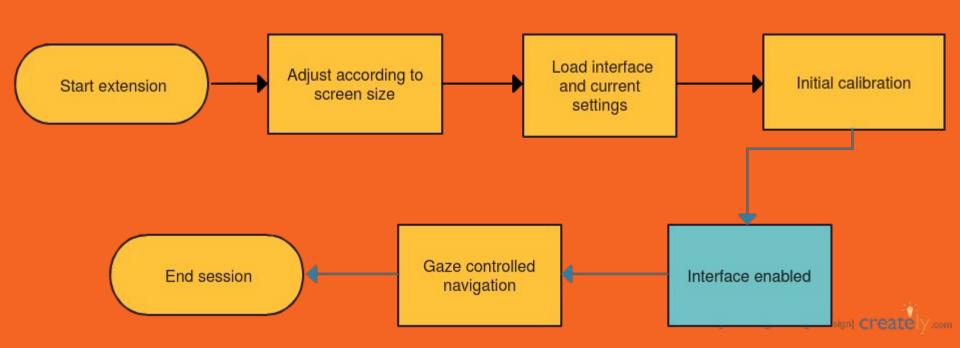


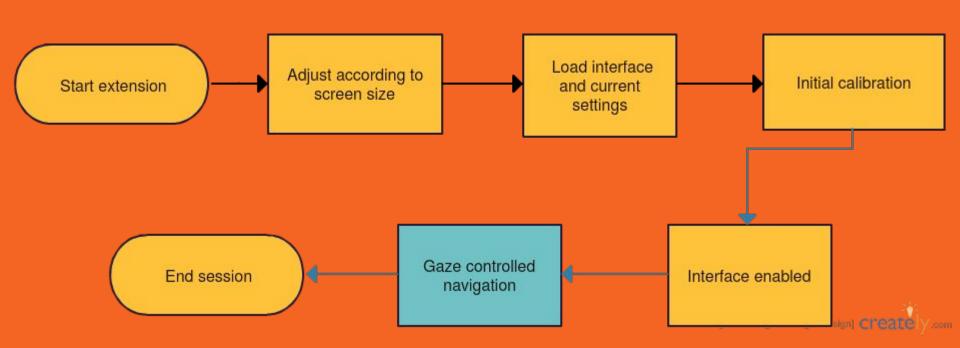


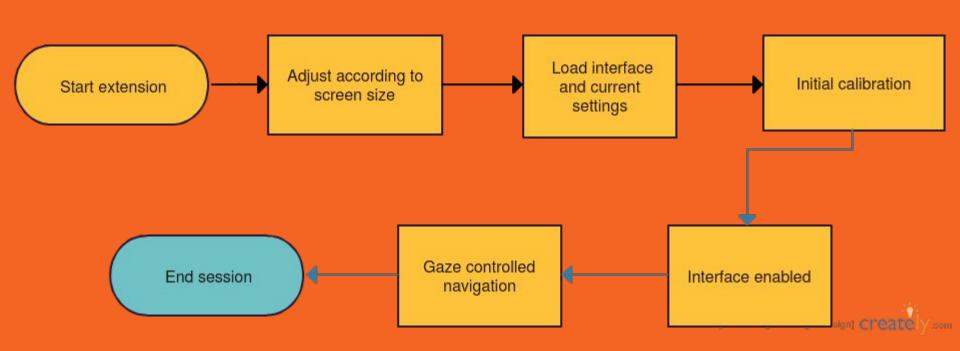












Notes:

 Problems with low resolution cameras

Notes:

Only works in well lit environment



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Thank you!

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Thank you

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 W3C. (n.d.). Retrieved November 24, 2016, from
 https://www.w3.org/standards/webdesign/htmlcss

Thank you

Webgazer.js

Type Definitions

gazeListener(prediction, elapsedTime)

Handles gaze events by providing a prediction Object and elapsed time

Parameters:

Name	Туре	Description		
prediction	Object	Object containing the prediction data Properties		
		Name	Туре	Description
		x	integer	the x screen coordinate predicted
		у	integer	the y screen coordinate predicted
		all	Array	if regModelIndex is unset, an array of prediction Objects each with correspodning x and y attributes
elapsedTime	integer	amount of time since begin() was called		

Source: webgazer.js, line 508