Eyelink 1000: Eye Tracking Quick Start Guide

An Eyelink 1000 will have an experimenter PC and a participant PC. The participant PC will have the camera and a chin rest set up in front of it and will run the experiment program/script. The experimenter PC will allow you to set-up, edit settings, and monitor the experiment.



Eyelink 1000 Eye Tracker Set-up

To allow the eye tracker to accurately record where your participant is looking, you need to calibrate it.

1. Click Calibrate

Usually in Eyelink experiments, after instruction screens/screen, the participant's monitor will go blank and the experimenter pc will show the set-up screen. At this point you click "Calibrate" on the right of the screen.

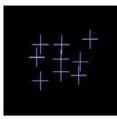


2. Run through the calibrations

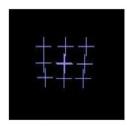
On the participant's monitor they will see a dot appear. They must look at this dot until it disappears and a new one appears.

On the experimenter PC, click "Accept Fixation" and by default the dot will move automatically every time the participant is stably looking at a point on the screen (you can also do this manually by clicking accept fixation/the enter key for every dot). The calibration has gone well if the crosses on the screen aren't wonky:





Poor Calibration: Restart Calibration



Good Calibration: Move on to step 3

3. Validate the calibration

After successful calibration click "Validate".

The participants will follow the dot on the screen with their eyes again and the Eyelink will check whether the calibration was accurate enough. You want all calibration points to be below 1, if that's the case then a message in the bottom right will say "GOOD" on a green background and you click accept.

If the validation is "POOR" (red background) then you can try calibrating, then validating again.



4. Return to Camera Setup screen and click "Output/Record" to continue the experiment.

Other Eye Trackers

Although we focused on the Eyelink here, the process will be quite similar on different eye trackers. For example, you will always click the calibrate button and the participant will look at points on their screen.

There might be minor differences, such as in appearance when, for example, communicating successful calibration:

