columns_explained

| FIELD | Description | Format | |
|---|---|---|---|
| **Recording timestamp** | The timestamps that unique identify a recording and which can, later, be used to analyse data in Tobii's proprietary software. | Miliseconds | |
| **Computer timestamp** | The Recording timestamp in the computer clock | Miliseconds | |
| **Sensor** | Sensor type | Text | |
| **Project name** | Control group experiment | Text | |
| **Export date** | Date when the Recording was exported | YYYY-MM- DD | |
| **Participant name** | Participant name | Text | |
| **Recording name** | Recording name | Text | |
| **Recording date** | Date when the Recording was performed in this time zone. | YYYY-MM- DD | |
| **Recording date UTC** | Date when the Recording was performed in UTC. | YYYY-MM- DD | |
| **Recording start time** | Start time of the Recording in this time zone. | YYYY-MM- DD | |
| **Recording start time UTC** | Start time of the Recording in UTC format | YYYY-MM- DD | |
| **Recording duration** | Total duration of the record | Miliseconds | |
| **Timeline name** | Name of the Timeline used during the Recording. | Text | |
| **Recording Fixation filter name** | The name of the Fixation Filter applied to the Recording eye tracking data in the export. | Text | |
| **Recording software version** | The version of the software used to make the Recording. | Text | |
| **Recording resolution height** | Vertical screen resolution used during the Recording. | Pixels | |
| **Recording resolution width** | Vertical screen resolution used during the Recording. | Pixels | |
| **Recording monitor latency** | The monitor latency setting for the Recording. Stimulus start and end Event timestamps have been off- set by this number to account for the monitor latency. | Miliseconds | |
| **Eyetracker timestamp** | The Recording timestamp in the eye tracker clock. | Miliseconds | |
| **Event** | Name of the event | Text | |
| **Event value** | The event value | Text | |
| **Gaze point X** | Horizontal raw gaze coordinates for both eyes combined. | Pixels (MCS) | |
| **Gaze point Y** | Vertical raw gaze coordinates for both eyes combined. | Pixels (MCS) | |
| **Gaze point left X** | Left eye horizontal raw gaze coordinates. | Pixels (DACS) | |
| **Gaze point left Y** | Left eye vertical raw gaze coordinates. | Pixels (DACS) | |
| **Gaze point right X** | Right eye horizontal raw gaze coordinates | Pixels (DACS) | |
| **Gaze point right Y** | Right eye vertical raw gaze coordinates. | Pixels (DACS) | |
| **Gaze direction left X** | Left eye horizontal unit vector for the direction of the gaze, | Normalized coordinates (DACS) | |
| **Gaze direction left Y** | Left eye vertical unit vector for the direction of the gaze, | Normalized coordinates (DACS) | |
| **Gaze direction left Z** | Left eye depth unit vector for the direction of the gaze, | Normalized coordinates (DACS) | |
| **Gaze direction right X** | Right eye horizontal unit vector for the direction of the gaze, | Normalized coordinates (DACS) | |
| **Gaze direction right Y** | Right eye vertical unit vector for the direction of the gaze, | Normalized coordinates (DACS) | |
| **Gaze direction right Z** | Right eye depth unit vector for the direction of the gaze, | Normalized coordinates (DACS) | |
| **Pupil diameter left** | Estimated size of left pupil | Milimeters | |
| **Pupil diameter right** | Estimated size of left pupil | Milimeters | |
| **Validity left** | Indicates if the eyes have been correctly identified | Valid / Invalid | |
| **Validity right** | Indicates if the eyes have been correctly identified | Valid / Invalid | |
| **Eye position left X (DACSmm)** | 3D position of the eyes | Millimeters (DACS) | |
| **Eye position left Y (DACSmm)** | 3D position of the eyes | Millimeters (DACS) | |
| **Eye position left Z (DACSmm)** | 3D position of the eyes | Millimeters (DACS) | |
| **Eye position right X (DACSmm)** | 3D position of the eyes | Millimeters (DACS) | |
| **Eye position right Y (DACSmm)** | 3D position of the eyes | Millimeters (DACS) | |
| **Eye position right Z (DACSmm)** | 3D position of the eyes | Millimeters (DACS) | |
| **Gaze point left X (DACSmm)** | Left eye horizontal raw gaze coordinates | Millimeters (DACS) | |
| **Gaze point left Y (DACSmm)** | Left eye vertical raw gaze coordinates | Millimeters (DACS) | |
| **Gaze point right X (DACSmm)** | Right eye horizontal raw gaze coordinates | Millimeters (DACS) | |
| **Gaze point right Y (DACSmm)** | Right eye vertical raw gaze coordinates | Millimeters (DACS) | |
| **Gaze point X (MCSnorm)** | Horizontal raw gaze coordinates on the Media for both eyes combined. | Normalized coordinates (MCS) | |
| **Gaze point Y (MCSnorm)** | Vertical raw gaze coordinates on the Media for both eyes combined. | Normalized coordinates (MCS) | |
| **Gaze point left X (MCSnorm)** | Left eye horizontal raw gaze coordinates on the Media. | Normalized coordinates (MCS) | |
| **Gaze point left Y (MCSnorm)** | Left eye vertical raw gaze coordinates on the Media. | Normalized coordinates (MCS) | |
| **Gaze point right X (MCSnorm)** | Right eye horizontal raw gaze coordinates on the Media. | Normalized coordinates (MCS) | |
| **Gaze point right Y (MCSnorm)** | Right eye vertical raw gaze coordinates on the Media. | Normalized coordinates (MCS) | |
| **Presented Stimulus name** | The name of the Stimulus being presented to the Par- ticipant. | Text | |
| **Presented Media name** | The name of the Media presented to the Participant. | Text | |
| **Presented Media width** | Width of the Media as presented on the screen to the Participant, including any scaling set in the Stim- ulus properties. | Pixels | |
| **Presented Media height** | Height of the Media as presented on the screen to the Participant, including any scaling set in the Sti | Pixels | |
| **Presented Media position X (DACSpx)** | The horizontal position of the Media on the screen. The value represents the positions of the top left corner of the Media in relation to the top left corner of the screen. | Pixels (DACS) | |
| **Presented Media position Y (DACSpx)** | The vertical position of the Media on the screen. The value repesents the positions of the top left corner of the Media in relation to the top left corner of the screen. | Pixels (DACS) | |
| **Original Media width** | The original size of the Media presented to the Participant. | Pixels | |
| **Original Media height** | The original size of the Media presented to the Participant. | Pixels | |
| **Eye movement type** | Type of eye movement classified by the fixation filter settings applied during the gaze data export. | Fixation / Saccade / Unclassified / EyesNotFound | |
| **Gaze event duration** | The duration of the cur- rently active eye move- ment. | Milliseconds | |
| **Eye movement type index** | Reprensets the order in which an eye movement was recorded. The index is an auto-increments number starting with 1 for each movement type | Number | |
| **Fixation point X** | Horizontal coordinate of the fixation point. This is affected by the setting of the Fixation Filter. | Pixels (DACS) | |
| **Fixation point Y** | Vertical coordinate of the fixation point. This is affected by the setting of the Fixation Filter. | Pixels (DACS) | |
| **Fixation point X (MCSnorm)** | Horizontal coordinate of the fixation point on the media. This is affected by the setting of the Fixation Filter. | Normalize coordinates (MCS) | |
| **Fixation point Y (MCSnorm)** | Vertical coordinate of the fixation point on the media. This is affected by the setting of the Fixation Filter. | Normalize coordinates (MCS) | |
| **Mouse position X** | The horizontal position of the mouse. | Pixels (DACS) | |
| **Mouse position Y** | The vertical position of the mouse. | Pixels (DACS) | |