

Eye-Tracking Devices / Tobii 4C

Seminar : Interactive Analytics

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Eye-tracking Studies

■ Four Main Steps:

- Step 1: Browsing and selecting the eye-tracker
 - Step 2: Connecting to an eye tracker
 - Step 3: Performing a calibration
 - Step 4: Subscribing to data
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- Our Goal→ Add Step 5: Use this data in real-time to design Intelligent User Interfaces (Attentive User Interface)

How Tobii 4C works?

- The main source is Tobii Developer's Guide

- We suggest to read it carefully!



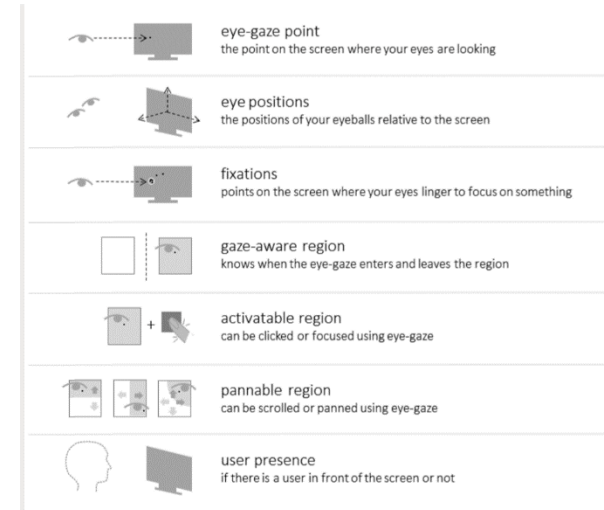
An introduction to Tobii EyeX

■ The Tobii EyeX Engine

- Is a piece of software that works like an OS extension for eye tracking
- It knows how to configure and talk to the eye tracker, react to system changes, combine the user's eye-gaze and other input and interpret them as user interactions

■ Tobii EyeX Interaction

- Is a piece of software built on top of the EyeX Engine, and offers a set of basic eye-gaze interactions available out-of-the-box in the Windows environment.



Tobii Pro SDK

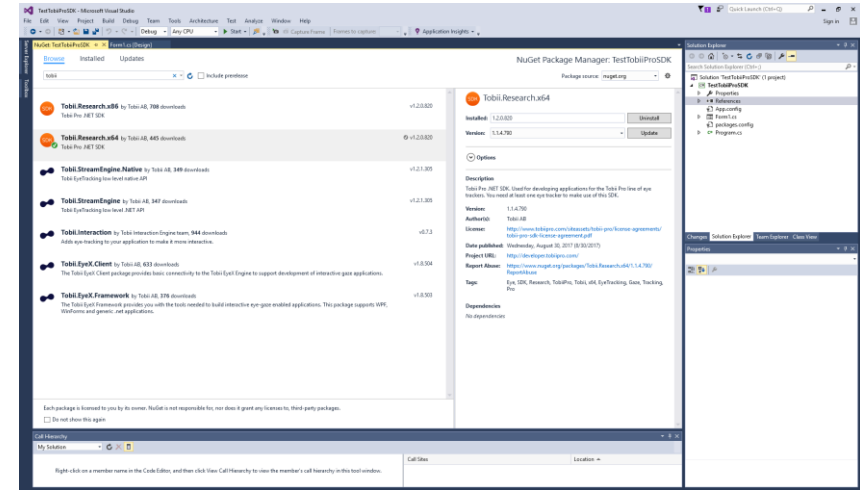
■ Getting Started :

■ <http://developer.tobiipro.com/net/dotnet-getting-started.html>

■ Install the references through the NuGet

■ We suggest to read this link carefully:

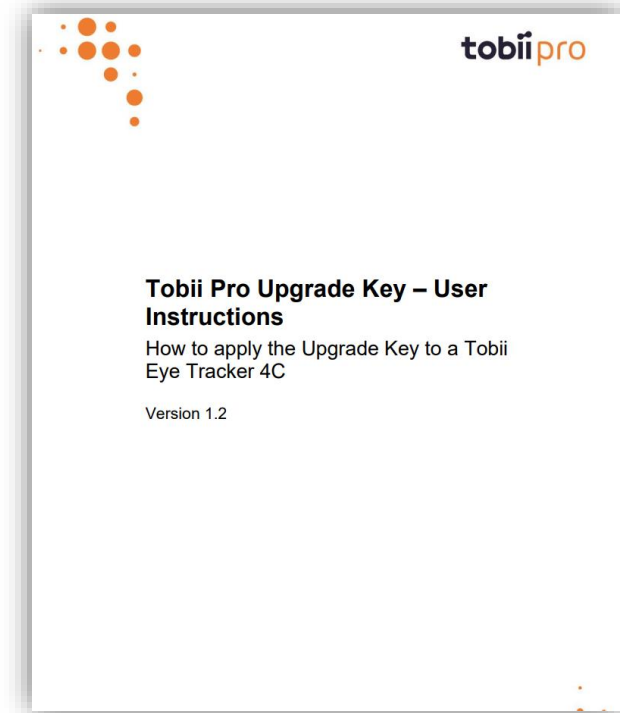
■ <http://developer.tobiipro.com/tobiipro-sdk.html>



Tobii Pro SDK Document

■ Check this file:

- <https://www.tobiiipro.com/siteassets/tobii-pro/user-manuals/tobii-pro-upgrade-key-user-instructions.pdf/?v=1.0>



Important Links:

- Download Tobii Eye Tracking Core Software from following link:
 - <https://tobiigaming.com/getstarted/>
- Tobii SDK is attached in this email.
 - Examples are there.
- Tobii Pro SDK
 - <http://developer.tobiipro.com/tobiiproSDK.html>
- Tobii Developer Zone:
 - <http://developer.tobii.com/>
- Tobii Forum:
 - <http://developer.tobii.com/community-forums/>

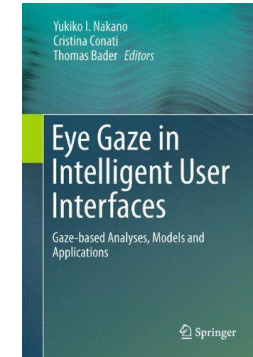
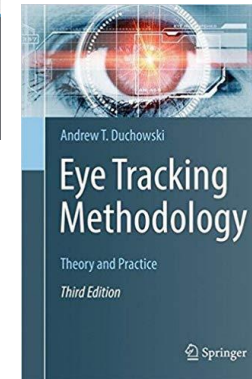
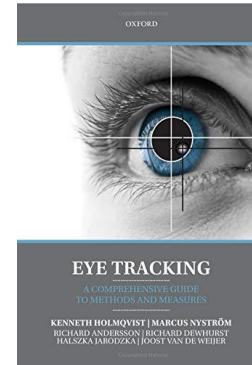


How to Learn About Eye tracking Studies?

- Check tobiipro learning center:
 - <https://www.tobiipro.com/learn-and-support/learn/>

- Books from library

- Come to my office...



How to find relevant papers?

- Tobii research paper reference library:
 - https://www.zotero.org/groups/tobii_eye_tracking_references/items/collectionKey/4Q2XBF7N
- SIGCHI (Special Interest Group on Computer-Human Interaction) Database
 - <http://dl.acm.org/sig.cfm?id=SP923>