**Pupil Labs and Boris Data**

**12. 04. 2021**

**Context:**

7 children played with 14 LEGO bricks across 3 consecutive iterations. Eye tracking data were recorded with Pupil Labs.

The videos extracted from Pupil Labs were subsequently manually annotated in Boris.

Each time a new fixation was made on a different brick a new manual code was annotated.

Pupil Labs data is very rich and contains a lot of fixations.

Boris data has much less data.

**Folders: Names/What each contains**

**Merged\_BORIS\_PUPIL\_data**: data to be check with (these were merged by my colleague using Excel)

**BORIS\_cleaned**: This is the data from Boris I have manually cleaned

**Pupil Labs\_raw data**: Raw data recorded with Pupil Labs eye-trackers

**Boris\_raw\_data**: Raw data exported directly from Boris.

**You should focus on Pupil Labs\_raw data and Boris\_Raw\_data.**

The BORIS\_cleaned and Merged\_BORIS\_PUPIL\_data is for checking we got it right.

**File names:**

In total, there are 21 csv files from BORIS and 21 csv files from Pupil Lab

I name participant id with Pxx or PartXX (i.e. P12 or Part 12 for participant 12).

Participants ids: P4, P5, P12, P16, P18, P19, P24.

The iteration number we call Builds (build1, build2 and build3) or B1, B2, B3

**Aims:**

1. Merge the data recorded with Pupil Labs and Boris. We need to merge based on the times from Boris data. For every Time (in seconds) in Boris files find the corresponding Timestamp in Pupil Labs files (in milliseconds).

The first step will be to convert the timestamps from Pupil Labs into unix time as explained in the file: *transform timestamps into UNIX timestamps.doc.*

The relevant data for this transformation can be found in the info.player folder (.json files).

1. See if we can replicate the figures created with *Report12.04.21.R* that we reported in *Report\_LW.pdf*
2. Explore other visualizations
3. Make everything documented nicely/extensively so that it can go online (GitHub or OSF or smth else?)
4. Would be really nice if you could document the R codes as detailed as you can☺