

Why even bother?

- Boringly unpleasant large dataset of numbers
- Traditional data visualizations do not fill all problematic holes
- How can we correctly understand data?
- How can we be sure that our research is valid?
- Usability test: "I wish we could see what he saw."

Plans and Pricing







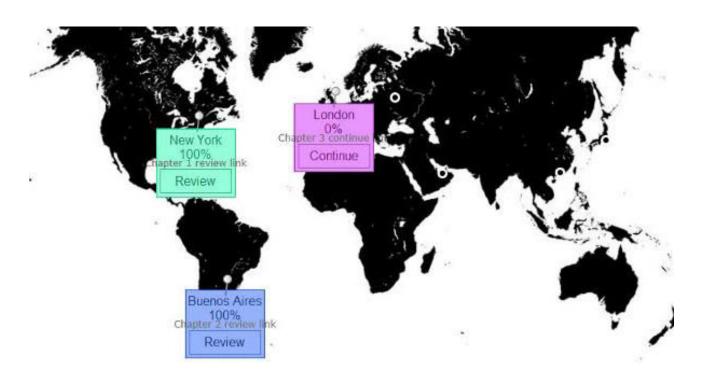
Case study #1

- Scalding hot button case study:
 - A heat map has shown interest, but it did not show that there was sheer confusion of users.



Case study #2

• 50% starting screen conversion rate due to unclicked "Review" button

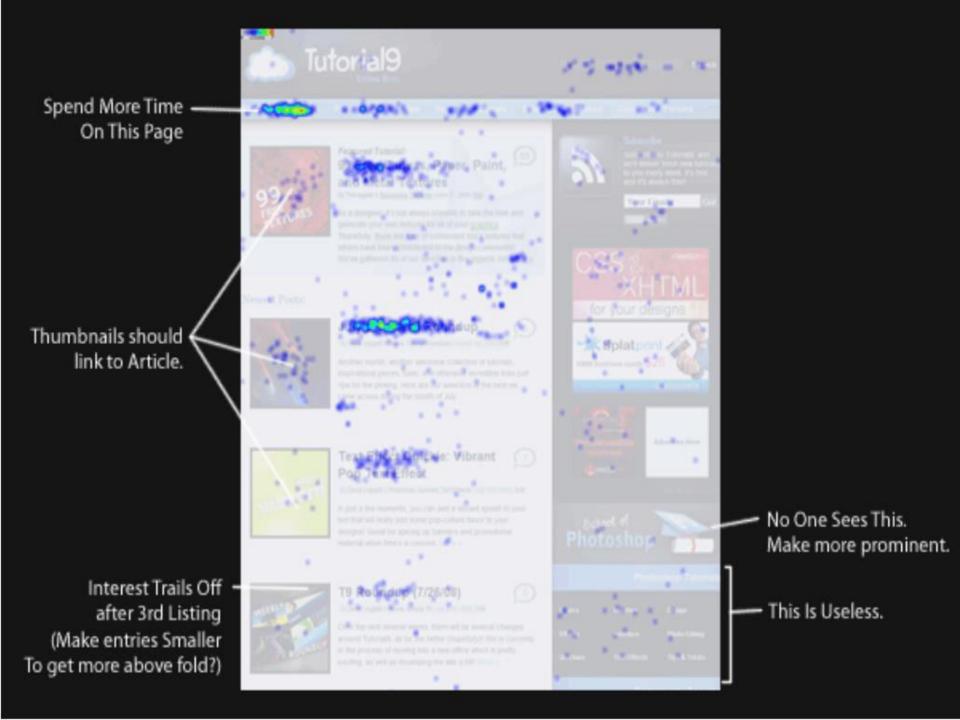


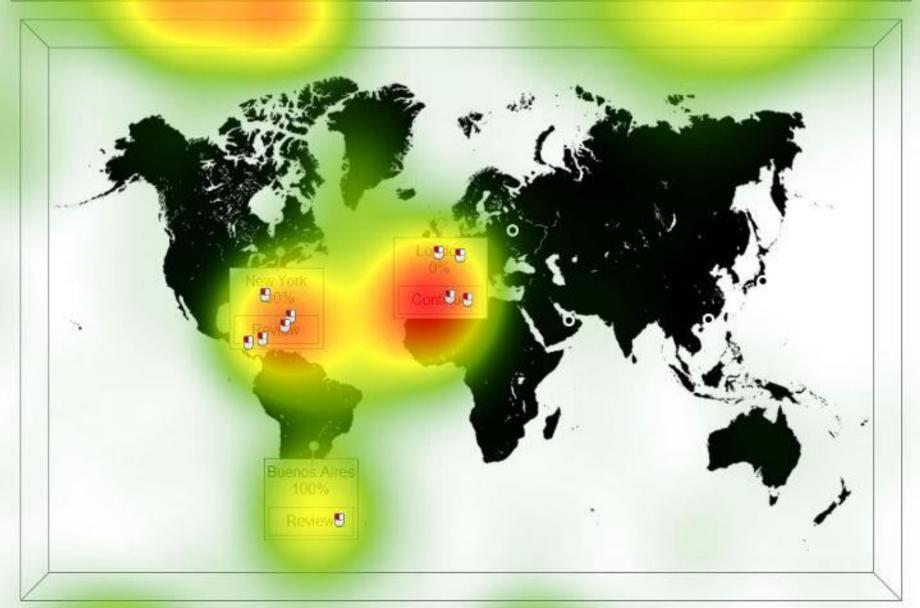


https://www.usability.de/assets/video/eye-tracking_englisch.mp4

Heat maps

- Show the density of clicks in given areas
- Are NOT separate from the environment of the whole website or web app:
 - 'Look at this, this button gets clicks! WE NEED MORE BUTTONS!'
- Useful for pointing you in the right direction, but are not enough to work on improving the UX







Eye tracking: history

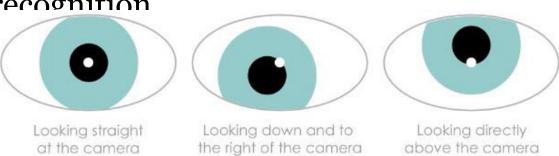
- 1980's: marketing groups began measure the effectiveness of ads in magazines.
- 1990: used on fans viewing of professional football games to determine what parts of the game the typical watcher missed.
- Late 1990s: organizations began to measure and study reactions to information on the WWW.
- 2001: Tobii Technology has been developing technology that both allows disabled users to control devices using only their eyes, and helps designers understand how users view websites

Why it works

- Foveal vision vs. Peripheral vision
- The really high-resolution area covers only about 2 degrees of the visual field.
- Fixations and saccades.
- The Mind-Eye hypothesis: what people are looking at and what they are thinking about tends to be the same.

How it works

- Averages calculations for the two eyes.
- Bounce a beam of invisible infrared light off the user's face to identify position of the pupils without intense image recognition



- Finds the intersection between the gaze direction and the plane of the computer monitor.
- Artificial intelligence to perform image recognition in a

Exposed behavior

- An ordered list of fixations (and an unordered list of overlooked elements)
- The time taken to arrive at any given fixation
- The length of any given fixation
- The number of fixations per element

Eye tracking tools

- EyeTech
- Mirametrix
- SMI
- Tobii

VIDEO:

https://youtu.be/3hcQYNot-VM

Problems

- Cost (\$1,000-\$10,000)
- Limited Scope
- Behind every impressive demonstration is hours of effort and interpretation
- High Observer Effect (The Hawthorne effect)

The Hawthorne effect

• The experiments took place at Western Electric's factory at Hawthorne, a suburb of Chicago, in the late 1920s and early 1930s.





Mouse tracking

- It is cheaper
- It is a passive form of study users have no idea they are being tracked
- Eyes cannot click and a mouse does: deliberate click on an element is a form of showing interest
- Can be collected accurately, easily, remotely, and on a large scale, using Javascript

But how comparable are the methods?

- There is an 84% 88% correlation between eye movement and mouse movement
- Recent paper from Google claims that eye movement is only 32% similar to mouse movement

Google study

- 32 participants
- It seems that the mouse does not become actively used until the user has moved past this first part of the page
- Discovered 3 patterns of active mouse usage:
 - following the eye vertically with the mouse (32%)
 - following the eye horizontally with the mouse
 (10%)
 - using the mouse to mark a promising result (16%)
- Some users use the mouse pointer to help them read the page, or to help them make a decision

Incidental mouse usage



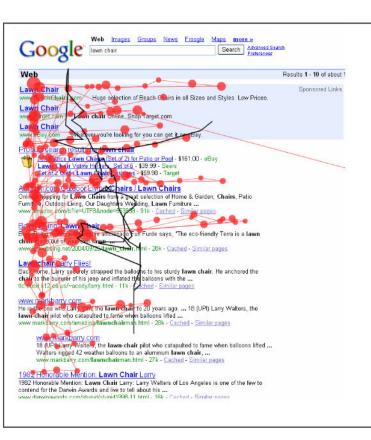
Mouse following the eye horizontally

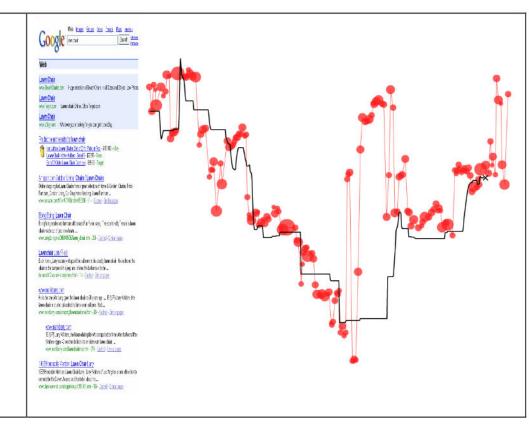


Using the mouse to mark a promising result



Mouse following the eye in the vertical direction

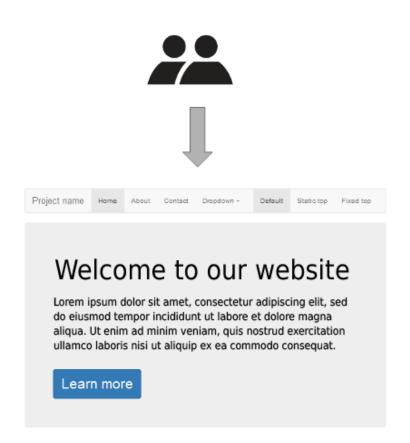


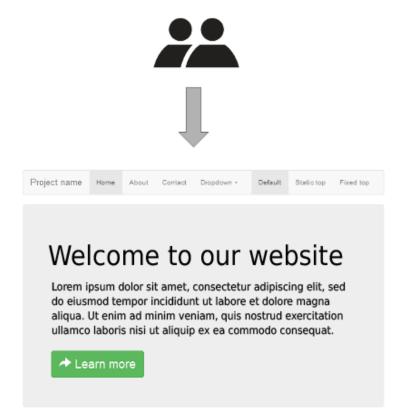


Session Recording

- Swipes
- Clicks
- Movements
- Highlights
- Interactions
- Browsing paths

A/B testing





Click rate: 52 % 72 %

Session recording tools

- ClickTale an enterprise option for recording sessions:
 - Expansive, large, advanced. The only con is pricing.
- VWO an A/B testing software that also offers session recording for variants.
- UsabilityTools capable of reproducing the user screen and actions in one hundred percent faithfulness:
 - Offers a free trial for two weeks and has a cheap monthly subscription.

Bibliograpy

- https://usabilitygeek.com/
- http://www.uxbooth.com/articles/a-brief-history-ofeye-tracking/
- https://www.tobiipro.com/
- https://www.clicktale.com/
- https://vwo.com/
- http://www.economist.com/node/12510632
- https://static.googleusercontent.com/media/research.go ogle.com/en//pubs/archive/34367.pdf

Jakob Nielsen Kara Pernice

Eyetracking Web Usability

Nielsen, Pernice: "Eyetracking Web Usability" (2009)