

The Aim For the Top University Project

**Eyes can talk—
See the truth from eyes**

Develop low price and multiplayer eye trackers

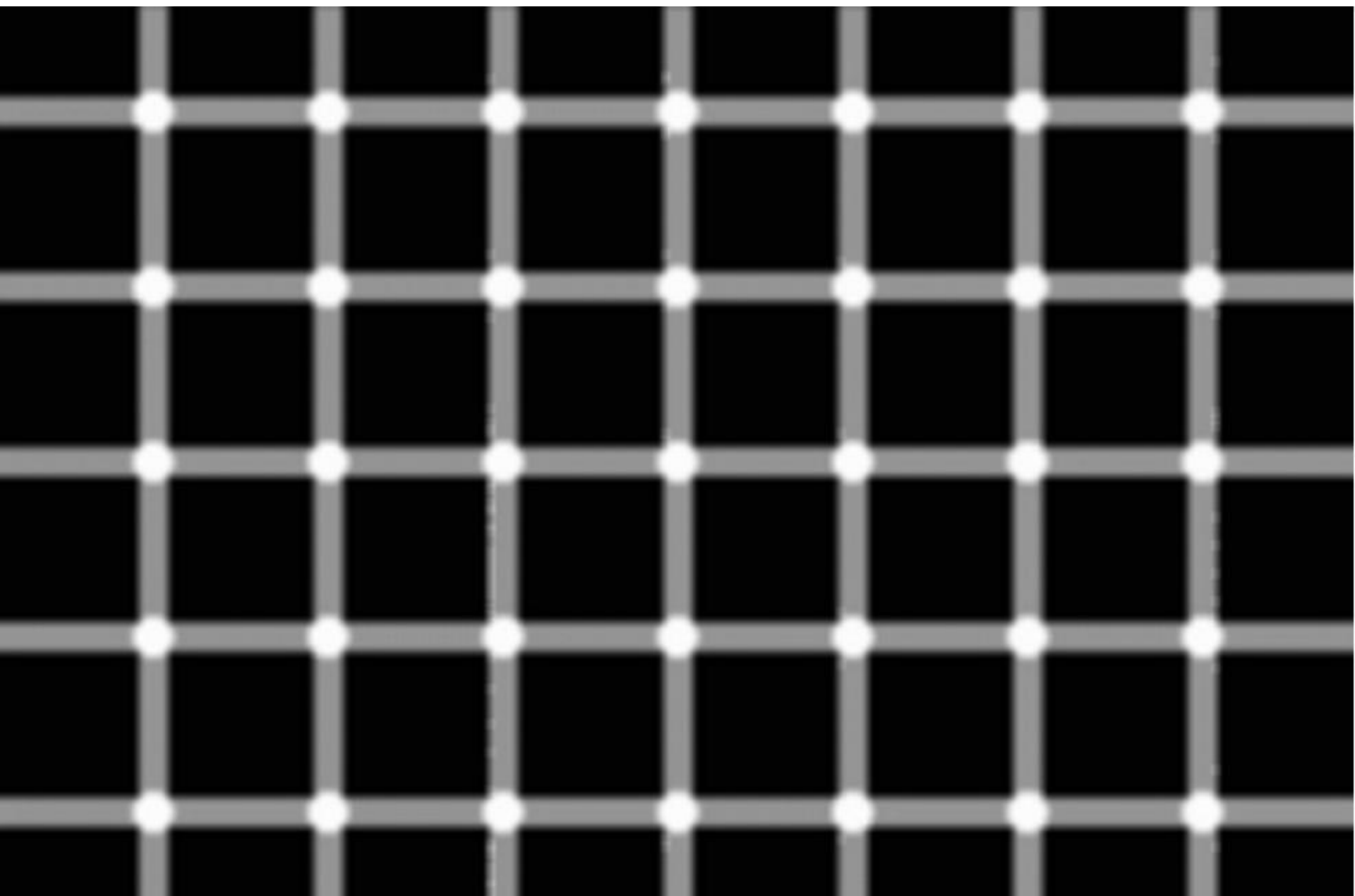
Department of Electrical Engineering,
National Taiwan Normal University

Prof. Hong-Fa Ho
2015/03/23



What happen? Do you know?

- Foveo–peripheral illusion: scintillation effect produced by a variation of the standard Hermann grid illusion (attributed to L. Hermann (1870)), first discovered by Elke Lingelbach (at home). Adapted from Ninio and Stevens © 2000, Pion, London.



Web site of Our Lab

- <https://sites.google.com/site/eyentnu/>

Expensive Commercialized Eye Tracker

- Swedish eye tracker giant-Tobii (Apple as a major shareholder)
 - Head-mounted eye tracker-Tobii Glasses Eye Tracker
 - 30Hz ◦ Only 30 or more of a second can detect rapid eye movement, less than 30 of a second is not detected
 - NT \$ 1.8 million / sets
- German eye tracker giant SMI
 - iVIEW X™ HED is 200 Hz
 - NT \$ 1.5 million / sets



Expensive and Uniplayer

- If for 50 people experiment
 - time-consuming
- Unable to engage in multiplayer experiments or cooperative research
 - Lacking pair or team learning





我們的硬體雛形

**Our Eye Tracker
eyeNTNU-120
Hardware Scaffold**



Eye Movement Data Analysis Software Tool

Software name	Main function	Project progress
Scan Path	Present gaze scan path	Completed
Hot Zone	Gaze hot zone colors	Completed
ROI Tool	Define region of interests conveniently	Completed
Fixation Calculator	Gaze statistical analysis	Completed
Saccade Analysis	Saccade scan path analysis	Completed

Precision Advantage

	Tobii (Adults)	Tobii (Infants)	eyeNTNU-120
Average deviation	1.27°	1.22°	0.3°
SD (Standard Deviation)	0.73°	0.44°	0.4°
Range (degree of angle error)	0.51 ~ 3.28°	0.52 ~ 2.17°	0.07 ~ 0.75°

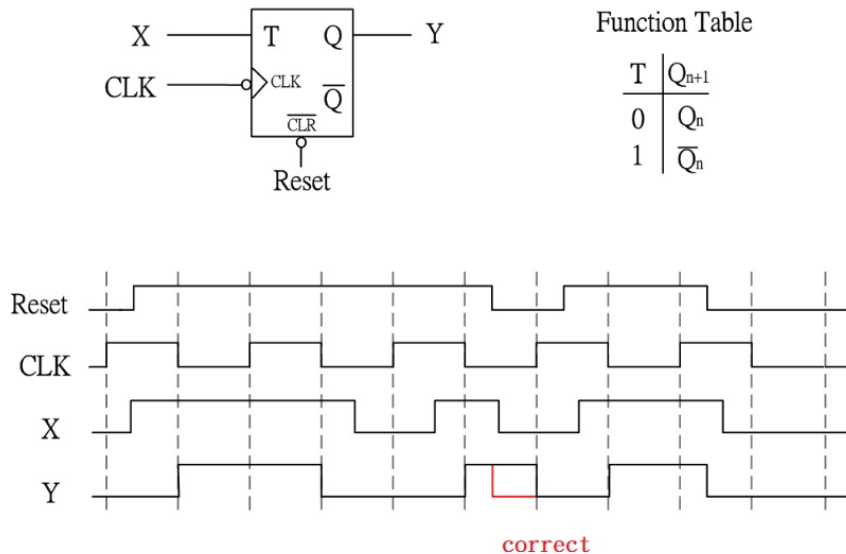
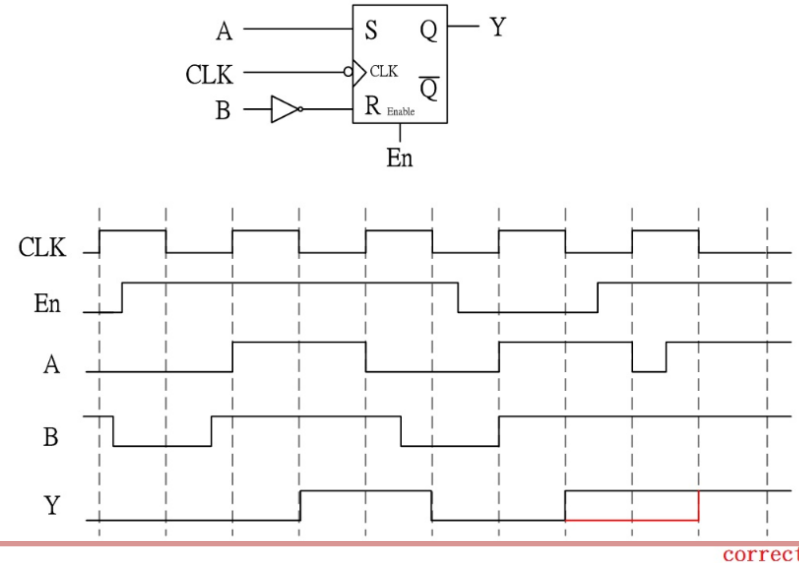
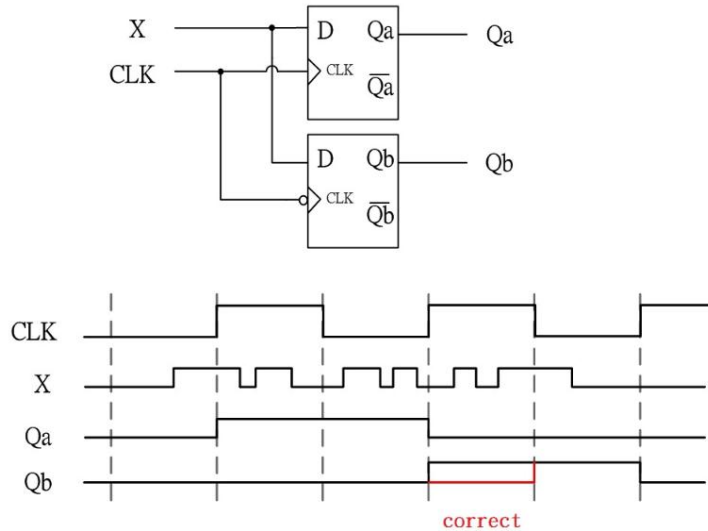


Price Advantage

- Direct costs of R&D
 - about a few NT million
- Improve feasibility of simultaneous multiplayer usage
- Provide the world's leading research in multiplayer eye movement studies

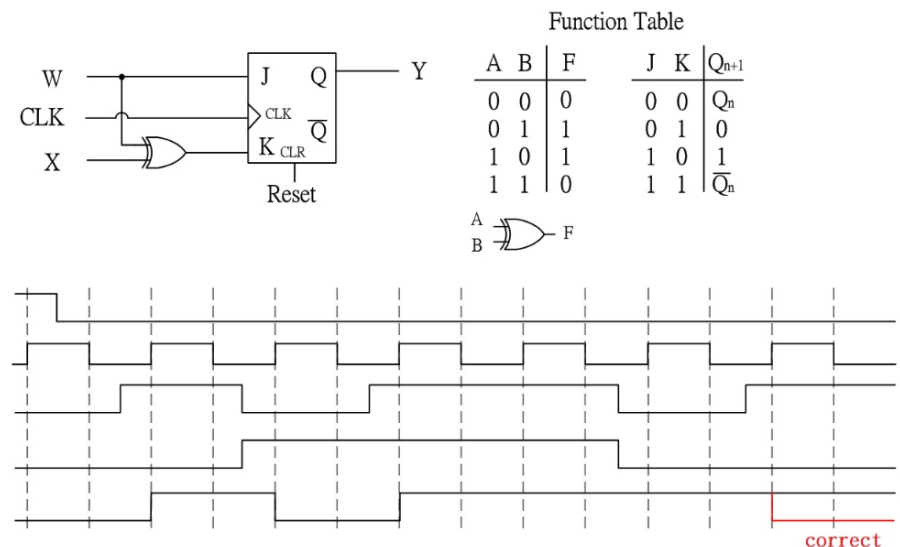


Application 1 : Teaching



Function Table

T	Q_{n+1}
0	Q_n
1	\bar{Q}_n

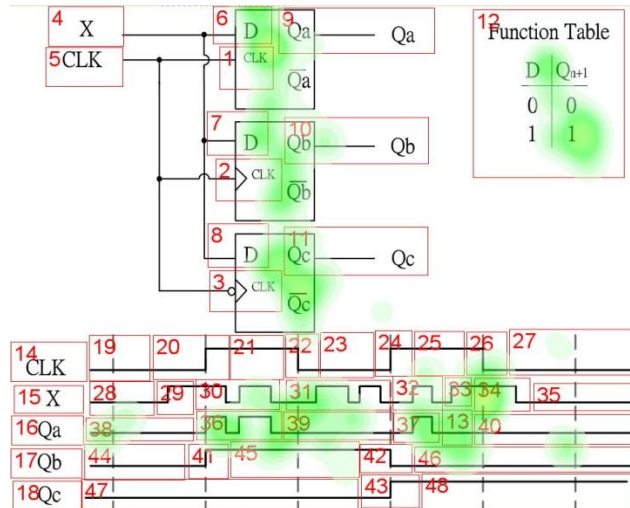
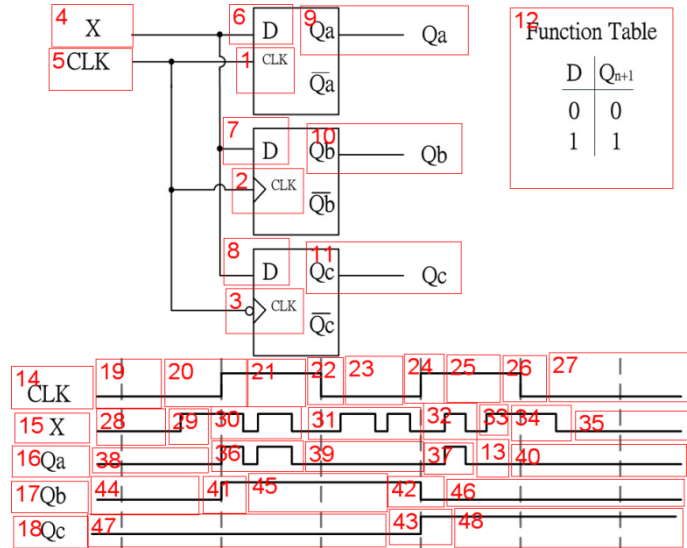
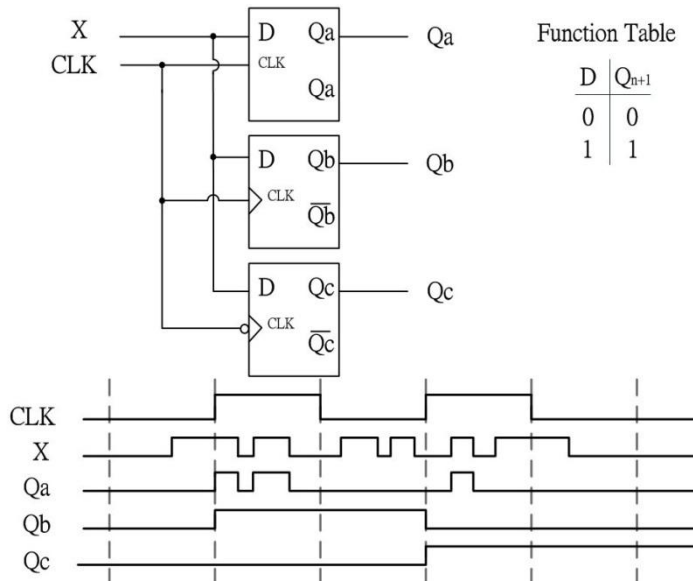


Function Table

A	B	F	J	K	Q_{n+1}
0	0	0	0	0	Q_n
0	1	1	0	1	0
1	0	1	1	0	1
1	1	0	1	1	\bar{Q}_n

$$F = A \oplus B$$

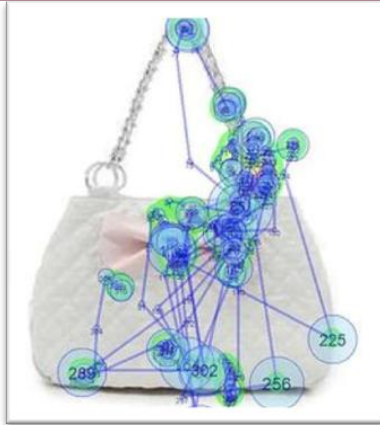
Reading Timing Diagram of Digital Logic Circuit



Application 2 : Commercial Product



Women's Handbag and Gazing Pattern



Scan Path



Hot Zone



ROI Tool

	A	B	C	D	E	F
1	1	110	689	344	109	0
2	2	297	689	348	187	0
3	3	390	691	355	110	0
4	4	717	685	483	328	1
5	5	967	663	466	172	1
6	6	1185	641	468	202	1
7	7	1295	640	465	109	1
8	8	1498	647	455	125	1
9	9	1607	714	444	94	1
10	10	1732	718	441	124	1
11	11	1920	784	300	124	11
12	12	2045	784	297	109	11
13	13	2201	722	170	140	9

Fixation Analysis
Saccade Analysis

Knowing Consumers Better

- Graphic and fashion designer
 - more effective and time-saving to reach potential consumers
 - by understanding their viewing patterns
 - to design more attractive products
 - by stimulating consumer's desire.



Other Applications : Eye Tracking on Flying Fighter



Cooperative Research

We hope to cooperate with you for co-study, project proposal, design, experiment, analyze, and publish on SSCI

For your research interests, topics.

We provide:

- EyeNTNU experiment to your closest location.
- Experimental design discussions
- Experimental assistance (write software or apps for interested materials and staff training on devices)
- Data analysis (write software or apps if requested)
- Our team will rank next to you as a second author



New Opportunity ? Competitiveness ?

- Now we have eye trackers.
- We can assist in eye tracking experiments.
- Most researchers own one eye tracker, we have many sets.
- Analyze eye tracking data can be tough, we can assist.
- For your acknowledge field, new opportunities arise once added in eye tracking variables
- Used to do survey research, now we can use eye tracking instead.



Strategic Thinking, Idea

- Named any human eyes can see, EyeNTNU can try
 - E.g. Engineering, commerce, medicine
- Find ideas of existing SSCI papers, which did not use eye movement data
- Multiplayer eye tracking analysis



Brief on Published Research

- Not a detail report, but a rough one
- Please turn around for some children protected pictures



Memory span and contextual effects on lexical ambiguity resolution during Chinese sentence reading: evidence from eye movements

Graduate: Chih-yu Yang, Direct professor: Dr. Hwa-wei Ko

Graduate Institute of Learning and Instruction, National Central University

(2010, Master Thesis)

Abstract Given the fact that lexical ability and background knowledge play crucial roles in second language reading and yet less information is available for on-line reading processes, much empirical research is needed. In Study 1, 60 students of National Central University were tested in a read-aloud task. The results suggested that indices of both speed and accuracy significantly correlated with lexical ability, and accuracy could best represent for lexical ability. In Study 2, subjects' eye movements were monitored as they read scientific texts. The results indicated that lexical ability influenced the on-line reading processes, but background knowledge did not. Readers with higher lexical ability read faster, their forward and backward fixation duration was faster, and the regression rate was smaller. In addition, when subjects read twice, they had much reduced reading time, less fixations and longer forward saccade length in the second round. There was reading benefit. Overall, the eye movements of EFL college readers were quantitatively different from those of English native college readers.

Key words: polysemy, lexical ambiguity resolution, working memory, eye movements



Reading Ambiguity Result

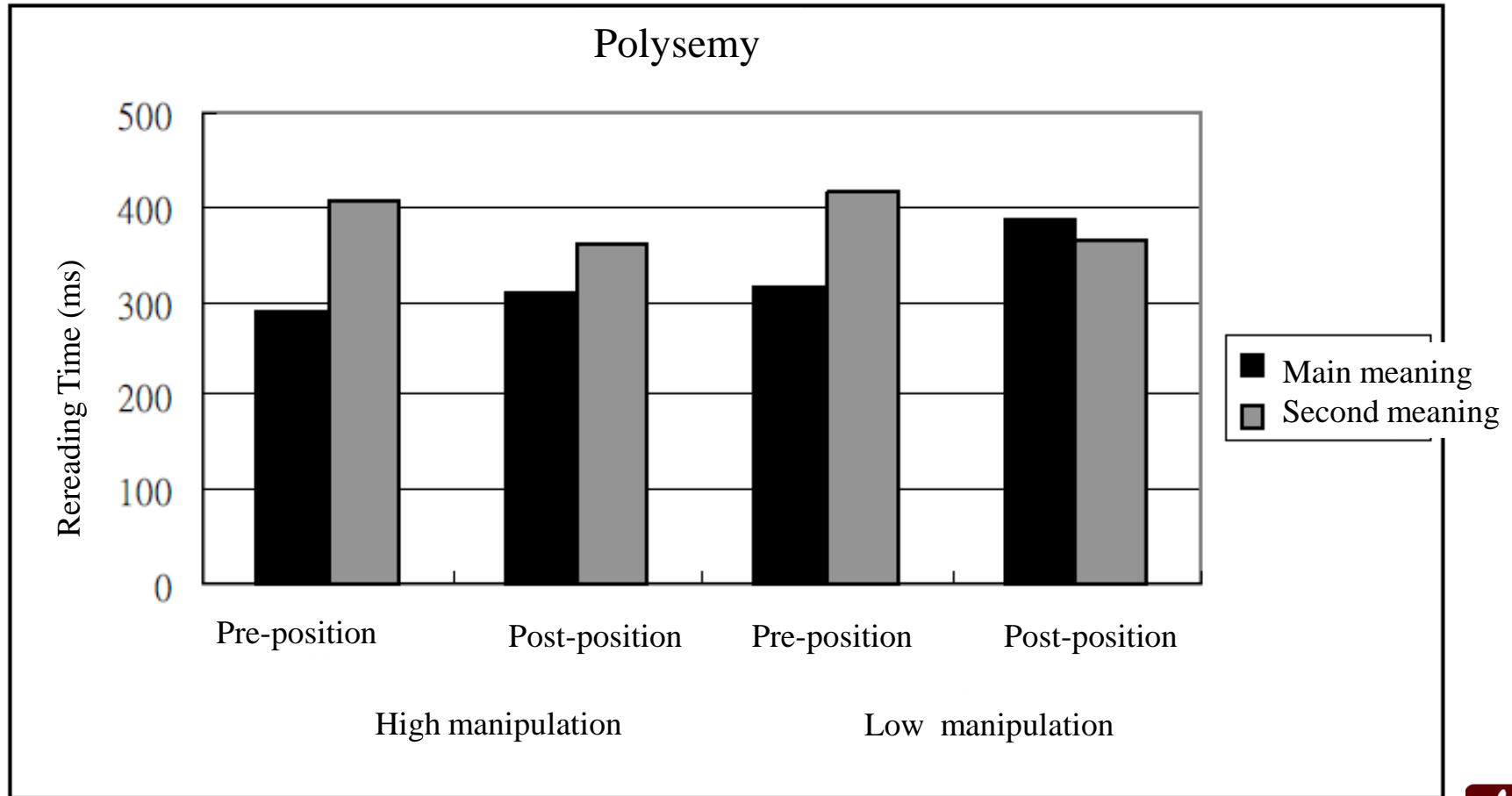


Figure 3-1-5 Polysemy bar chart on three RT variables, context position, relative frequency, and semantic manipulation

Analysis of EFL college students' eye movements

Postgrad student : Hsiao-Ting Tseng, Direct professor: Dr. Hwa-Wei Ko
Graduate Institute of Learning and Instruction, National Central University
(2006, Master Thesis)

Abstract This study examined the effects of using context to solve the lexical ambiguity in reading sentences by recording participants' eye movement. Variables such as the frequency (dominate and subordinate), the degree of meaning relatedness (high and low) of the ambiguous word, the location of disambiguating context (preceding and following context) and the participants' memory span were included in the study. Chinese Reading Span Test developed by Hue (1996) was administered to distinguish the memory span of participants. The purpose is to investigate how memory span influences reader's reading while they process the ambiguous word in a context supported sentence. This study focused on the influence of the location of disambiguating context in ambiguous sentences reading. If an ambiguous word is at the second part of the sentence (context-before condition), the preceding context serves as a prime to activate the meaning of the word. If an ambiguous word is at the first part of a sentence (context-after condition), multiple meanings of the word will be activated at different levels depending on the frequency and the degree of meaning relatedness of the ambiguous word. It was hypothesized that readers with low working memory span would suffer in the context-after condition. The results of the study provided experimental support for the location of disambiguating context, the frequency and degree of meaning relatedness of ambiguous words affected the reading processing of ambiguous sentences, and also revealed the different process depending on the individual's working memory capacity. The location of disambiguating context plays an important role in ambiguous sentences reading. In the context-before condition, all participants were not affected by the frequency and degree of meaning relatedness of ambiguous words. However, in the context-after condition, low working memory span readers were more affected by the frequency and degree of meaning relatedness when compared to high span readers, they fixated longer on disambiguating region. Based on these results, researcher suggested text writing to take advantage of the contextual location clues to help reading, especially for low memory span readers.

Keywords: Eye movements, lexical ability, background knowledge, reading benefit



Eye Movement Analysis Chart

A top is a children's toy. It can be spun on an axis and balance on a point. The action of a top relies on the gyroscopic effect for its operation. Typically the top will at first wobble until the shape of the tip and its interaction with the surface force it upright. After spinning upright for an extended period, the top will gradually lessen and finally topple in a frequently violent last crash. The top is sometimes used to make a logical point. It is possible to say "the top is moving" without contradicting the statement that "the top is standing still." The two statements can each be true because each refers to a different kind of motion – the top is rotating around its axis, but the tip remains at the same spot.

Eye Movement Analysis Data

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20/23 21/24
400 440 340 204 448 596 368 260 216 304 372 360 980 228 404 196 204 488 260 332/220 80/156

A top is a children's toy. It can be spun on an axis and balance on a point. The action of

22/25 26 27 28 29 30 31 32 33 34 35 36 37 38 39/46 47 48 49 50 51 52
192/256 436 442 224 484 220 232 150 272 206 240 292 190 320/256 200 280 292 342 340 156
40 41 42 43 44 45 53 54 55 56 57
324 320 540 268 254 196 456 224 220 402

a top relies on the gyroscopic effect for its operation. Typically the top will at first wobble

58 59/65 60 61/66 67 62 63/68 64/69 70 71 72 73 67/74 75 76 77 78 79 80 81 82 83/89
524 212/224 204 176//240 136 184/299 200/233 340 364/532 184 208/156 352/148 384 362 588 524 584 932 220/392

until the shape of the tip and its interaction with the surface force it upright. After spinning

84 85/90 86 87 88/91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106
432 240/472 176 268 212/360 200 202 190 484 592 225 576 432 264 136 524 382 292 392 220

upright for an extended period, the top will gradually lessen, and finally topple in a frequently



Study Result Comparison

Appendix 5 Result compared with Lefton et al. (1979)

Grade	Lefton et al. (1979)			Result (2006)		
	Third	Fifth	Fifth	College	College	College
		(Good)	(Poor)		(Skilled)	(Less-skilled)
Word Count	62		118		200	134
Reading Speed (WPM)	87.4	146.9	95.0	184.2	93.4	69.5
Gaze Times	68.6	108.8	130.8	167.4	211	301
Gaze Time (ms)	458	249	497	272	414	450
Gaze Word Count	4.8	5.9	4.9	7.2	4.6	4.0
Return Gaze Times	18.7	17.8	51.1	35.1	64	117
Return Gaze Time	423	197	521	260	562	640
Regression Rate	21%	14%	28%	17%	23%	28%



Social Stimulation Scan Path Differences Between Normal and Autistic Individuals

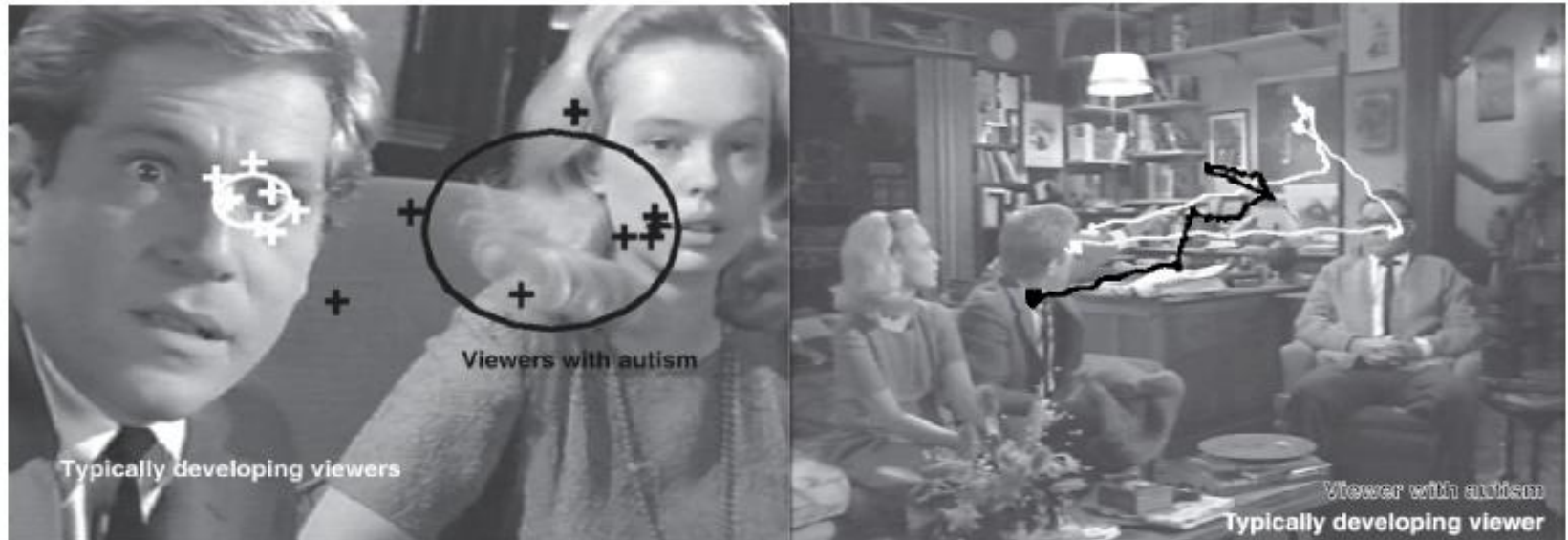


Figure 5 Social stimulation scan path differences between normal and autistic individuals

Resource: Klin et al. (2003)

Applying the eye-tracking approach to the study of information attention and decision bias

Postgrad student : [Chiung-Wen Hsu](#), Direct professor: Dr. [Feng-Yang Kuo](#)

Department of Information Management, National Sun Yat-sen University

(2007, Doctor Thesis)

Abstract Based on the Prospect Theory by Kahneman and Tversky (1979) and the Impression Formation Theory by Fiske and Neuberg (1990), this research examines decision makers' information attention for subjects who are required to judge under framing. The eye-tracking technology is applied to evaluate decision makers' information attention. The results indicate that, as predicted by the Prospect Theory, the effect of framing is observed in both positive and negative framed conditions. Overall, the study finds that subjects in negative frames exert more effort in information attention than those in positive frames. Concerning the effect of the need for cognition (NC) trait in negative framing conditions, the finding shows that subjects who have a higher level of NC exert more effort in information attention than the low NC subjects. In addition, subjects with high a higher level of math ability focus exert more attentional effort on possible outcomes and probabilities in positive framing but not in negative framing. Finally, the result shows that there is no relationship between information attention and the framing effect, indicating that the framing effect is resilient to the influence of information attention effort induced by both the personality traits like NC and the mechanism like deep thought. Collectively, these results pave the way for future research to study cognitive processes under framing so that we can understand how different information representations may increase or lessen the effect of framing.

Keywords [decision bias](#) 、 [framing effect](#) 、 [eye-tracking](#) 、 [information attention](#) 、 [perceptual process](#) 、 [cognitive process](#)



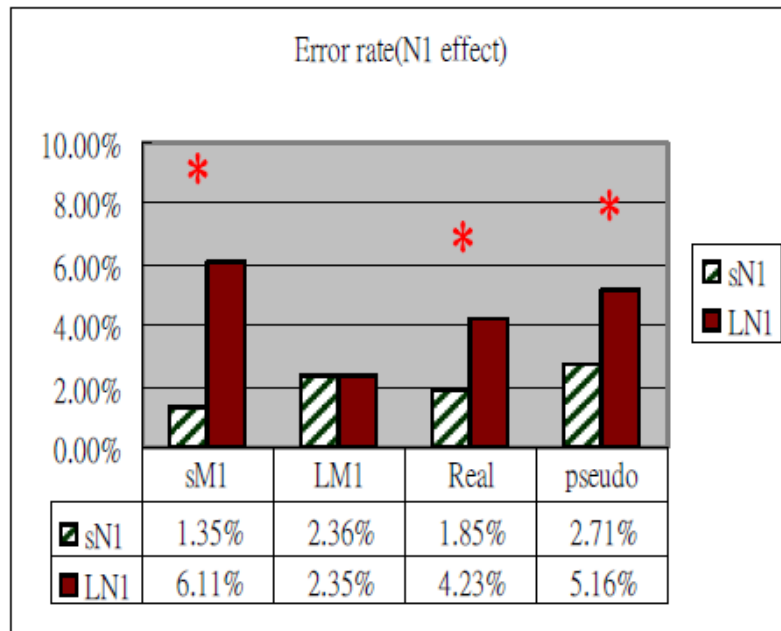
Example of the Experiment

Table 4-18 Eye tracker data and verbal data among testers

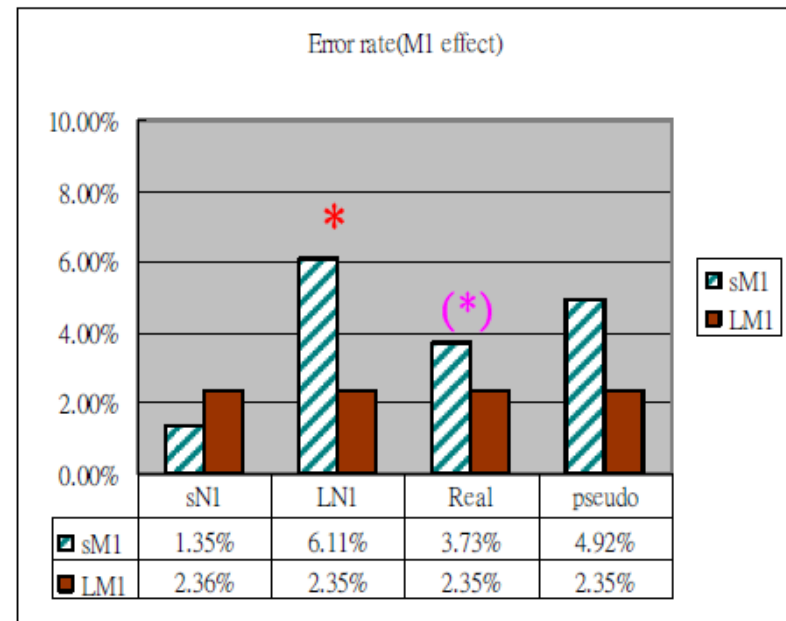
Eye tracker data	Verbal data
<p>有 51,500 個人罹患某種致命的肝癌，最近國家癌症機構發現了兩種治療此癌症的方法。治療結果如下，你會選擇哪一個方案。</p> <p>(1) 採用 A 方案，30,900 個人死亡。</p> <p>(2) 採用 B 方案，有 2/5 的機率沒有人會死亡，有 3/5 的機率 51,500 個癌症病患將會死亡。</p>	<p>我選擇第一個方案，因為第二個方案比較起來它的平均存活機率比較大。</p> <p>(沒有框架效應)</p>
<p>有 51,500 個人罹患某種致命的肝癌，最近國家癌症機構發現了兩種治療此癌症的方法，治療結果如下，你會選擇哪一個方案。</p> <p>(1) 採用 A 方案，有 2/5 的機率沒有人會死亡，有 3/5 的機率 51,500 個癌症病患將會死亡。</p> <p>(2) 採用 B 方案，30,900 個人死亡。</p>	<p>選擇第一個答案，就是看有沒有機會，其實不一定比較大，若已經有確定性質的話已經無法改變了。</p> <p>(產生框架效應)</p>

Neighborhood size effect of Chinese word recognition in LDT and reading

Postgrad student : Ying-chun Lin, Direct professor: Dr. Ovid J. L. Tzeng and Dr. Jie-Li Tsai
Institute of Neuroscience, School of Life Science, National Yang-Ming University
(2007, Master Thesis)



(a)



(b)

Figure 13 (a) Experiment 3 error rate: N1 M1 significant cross correlation, examined from N1

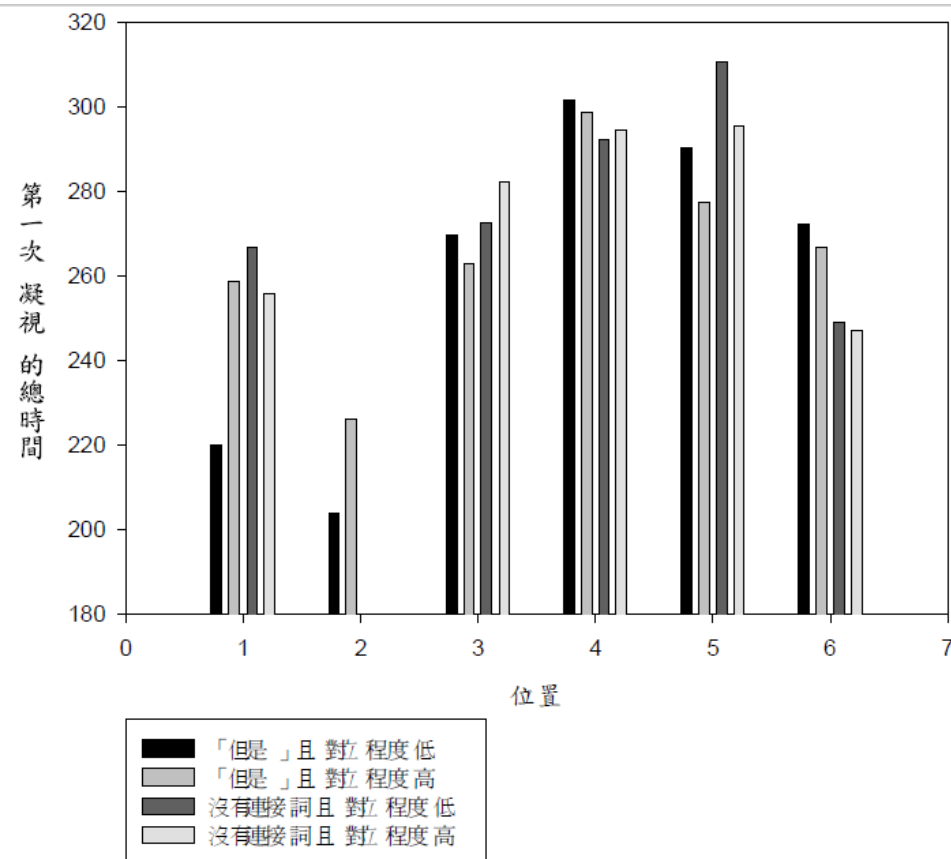
Figure 13 (b) Experiment 3 error rate: N1 M1 significant cross correlation, examined from M1



The relationship between connectives and reading processes: evidence from eye movements

Postgrad student : Yi-Ling Chan, Direct professor: Dr. Hwawei Ko
Graduate Institute of Learning and Instruction, National Central University
(2005, Master Thesis)

Abstract Three experiments examined the processes of connectives in sentence and text reading. The arguments about the processes of connectives are between delayed-integration hypothesis and incremental interpretation. According to delayed-integration hypothesis, readers process two clauses linked by a connective by interpreting each clause separately and combining them when they reach the end of the second clause. However, incremental interpretation considers semantic processing takes place incrementally. In the first experiment, adversative and causal connectives were found to be the most crucial in reading on the basis of a 5-1 scale rating. Afterward, readers' eye movements were monitored as they read sentences containing adversative connectives with different clausal semantic relatedness. The results showed readers spent more processing time on clauses with less semantic relatedness. Connectives could integrate clausal semantic information easily. There was no interaction between clausal semantic relatedness and connectives. Readers' first gaze duration on the end of second clause was not longer than any other content words. It seemed to indicate readers didn't integrate clauses at the end of the second clause. Readers integrated clause incrementally. In the third experiment, both adversative and causal connectives were inserted in text reading. The incremental interpretation was also observed. These experiments support that connectives facilitate reading and readers integrate semantic units incrementally.



Mental imagery in problem solving: an eye tracking study

- Daesub Yoon and N. Hari Narayanan
- Intelligent and Interactive Systems Laboratory
- Department of Computer Science and Software Engineering
- Auburn University, Auburn, AL, 36849, U.S.A
- 2004, ACM ETRA Symposium Proceedings



Materials

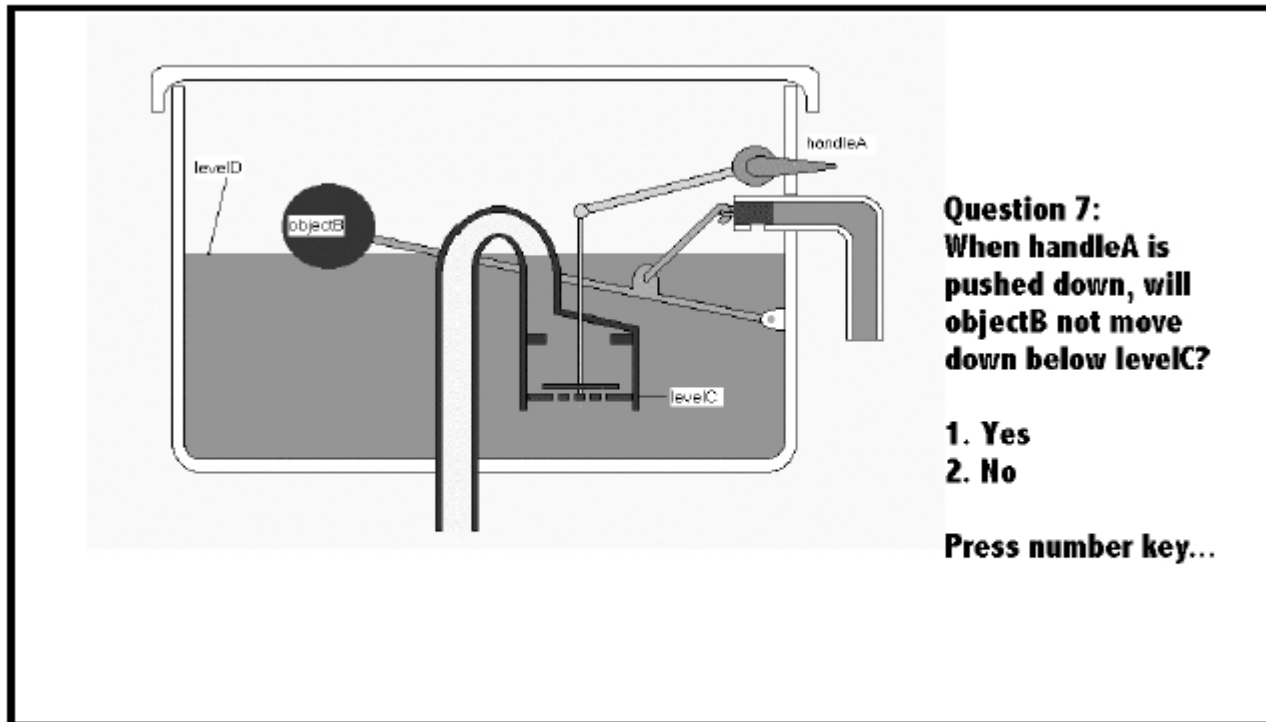


Figure 1. A visuo-spatial and causal reasoning problem.

Stimulus Display 、 Scan-path

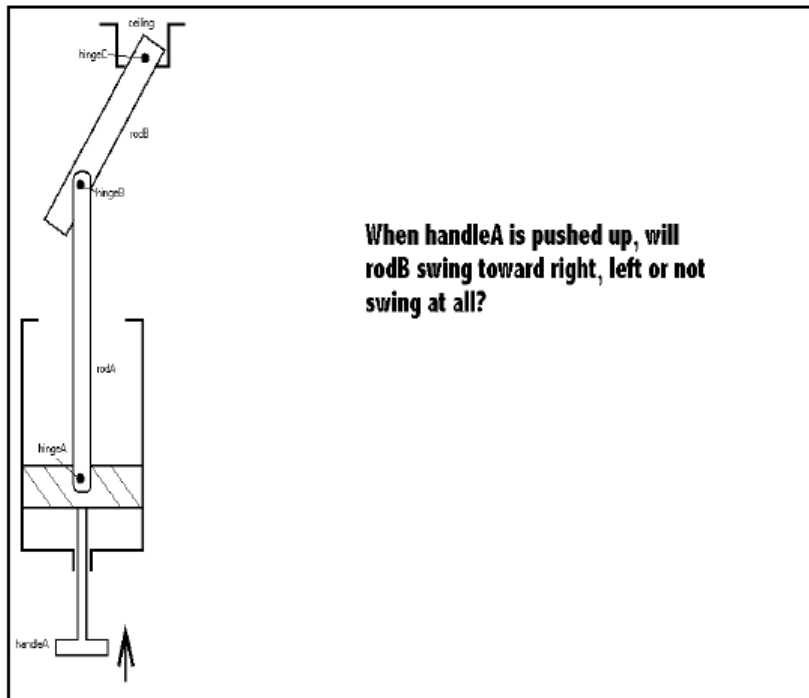
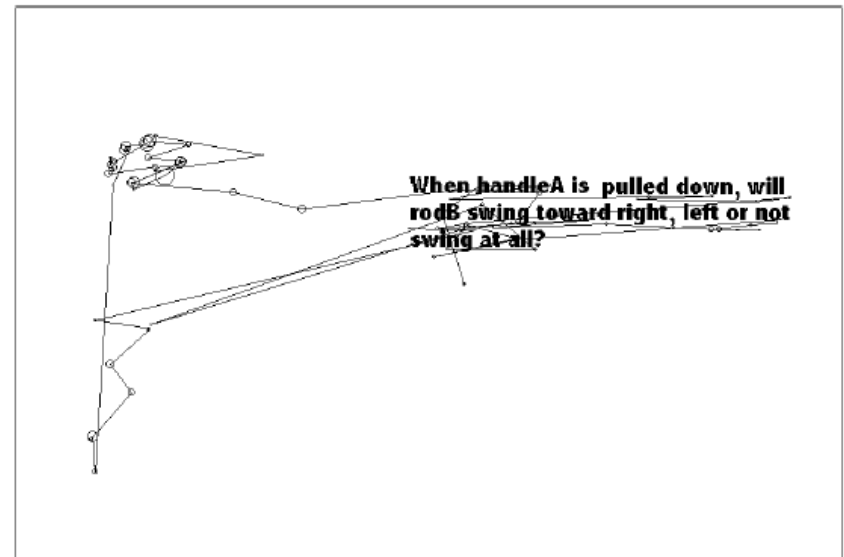


Figure 2. Stimulus display for the first problem.



Stimulus Display 、 Scan-path

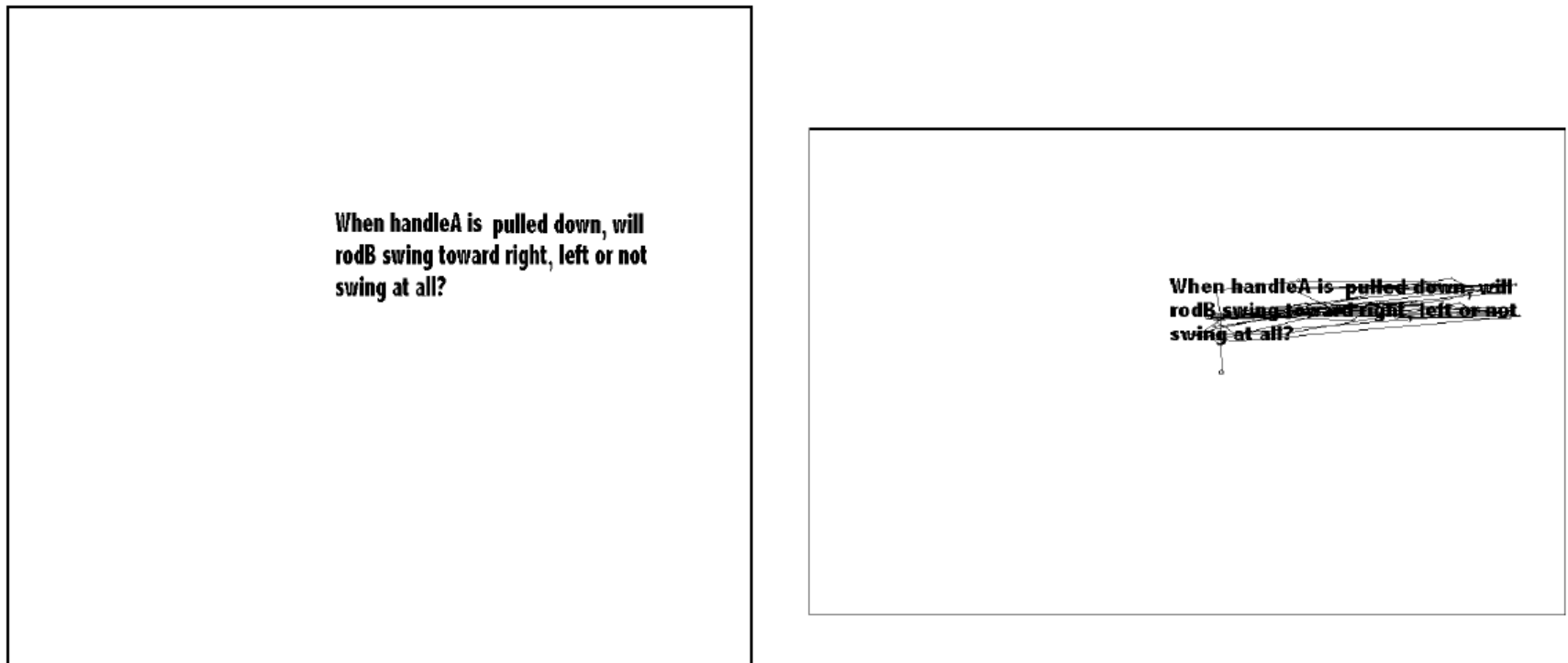


Figure 3. Stimulus display for the second problem.

Moving eyes and moving thought: on the spatial compatibility between eye movements and cognition

Laura E. Thomas and Alejandro Lleras

University of Illinois at Urbana-Champaign, Urbana, Illinois

Psychonomic Bulletin & Review

2007, 14 (4), 663-668

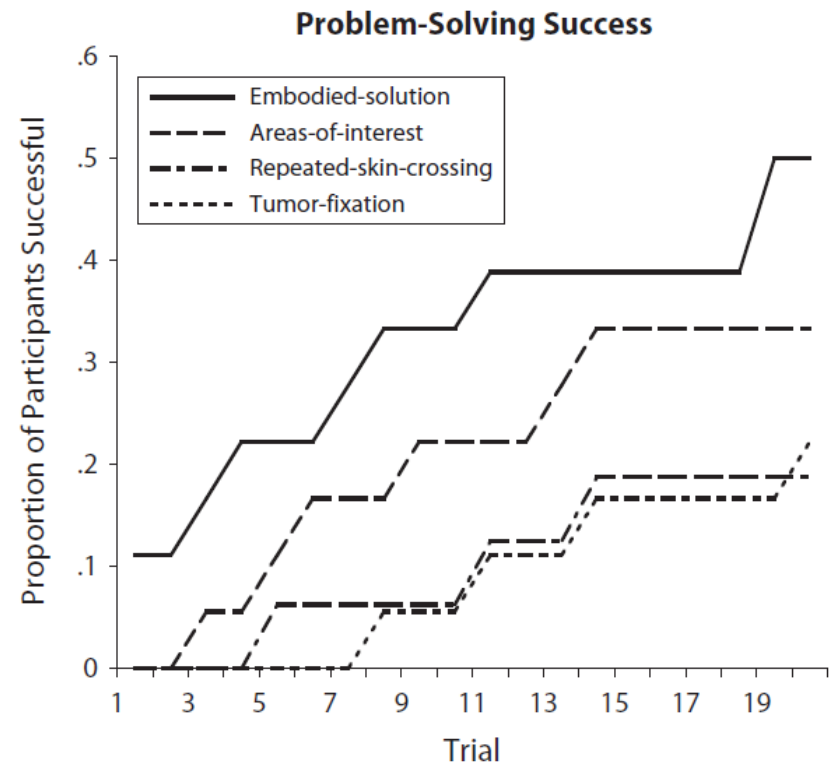
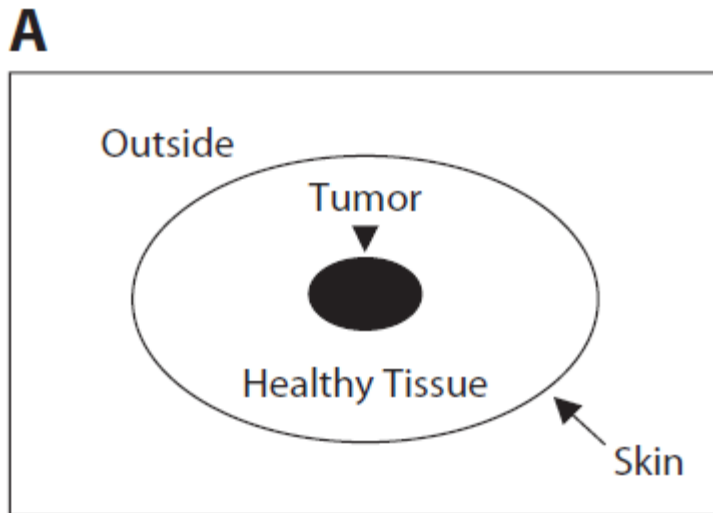


Figure 3. Proportion of participants in each group to successfully solve Duncker's (1945) radiation problem after each trial.

Application in e-learning

AdeLE (Adaptive e-Learning with Eye-Tracking): The System Architecture and Application Scenarios

by Christian Gütl, Maja Pivec, Christian Trummer, Victor M Garc, Juergen Pripfl, Martin Umgeher

Computer and Information Science › Miscellaneous Papers

Overview

References

51

Related research

IKNOW '04 (2004)

Volume: II(2005)

Available from www.eurodl.org

by exploiting real time eye-tracking and content-tracking analysis



Eye Movements in Language and Cognition: A Brief Introduction

- Daniel C. Richardson
 - Department of Psychology, Stanford University
- Rick Dale
 - Department of Psychology, Cornell University
- Michael J. Spivey
 - Department of Psychology, Cornell University



Eye Movements Disclose Decisions in Set

Joost Broekens ^a

Walter A. Kusters ^b

Timo de Vries ^b

^a *Section Man-Machine Interaction, Delft University of Technology, The Netherlands*

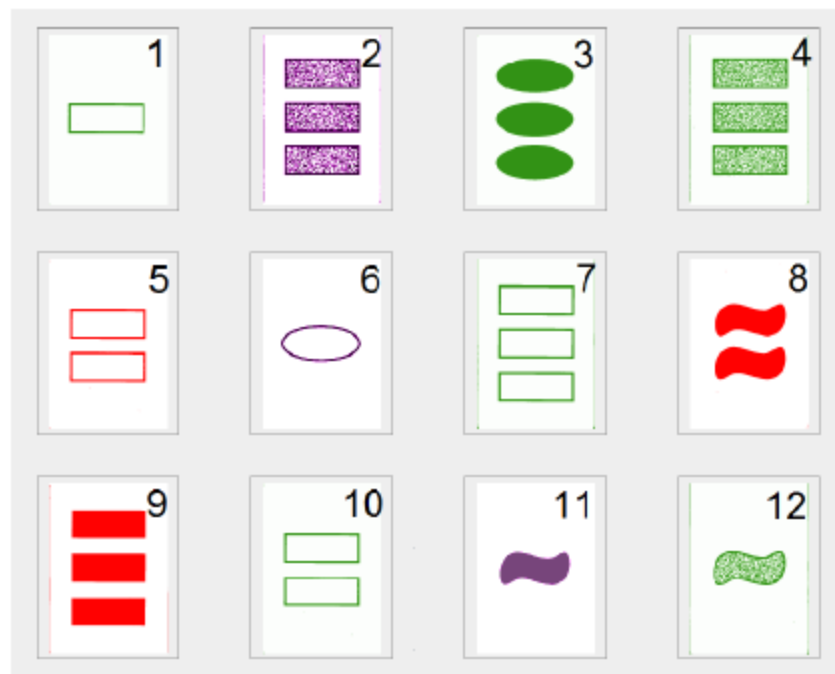
`joost.broekens@gmail.com`

^b *Leiden Institute of Advanced Computer Science, Leiden University, The Netherlands*

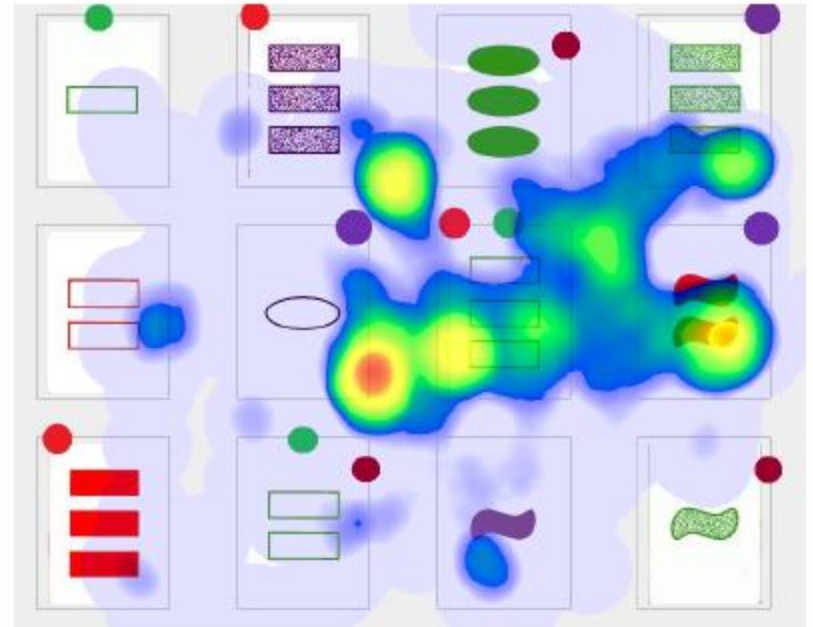
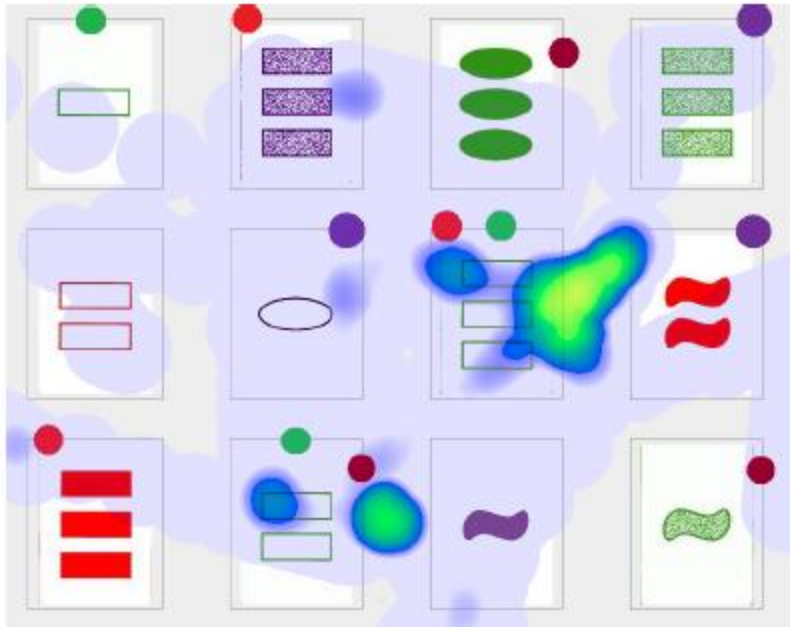
`kusters@liacs.nl, vriestimo@gmail.com`



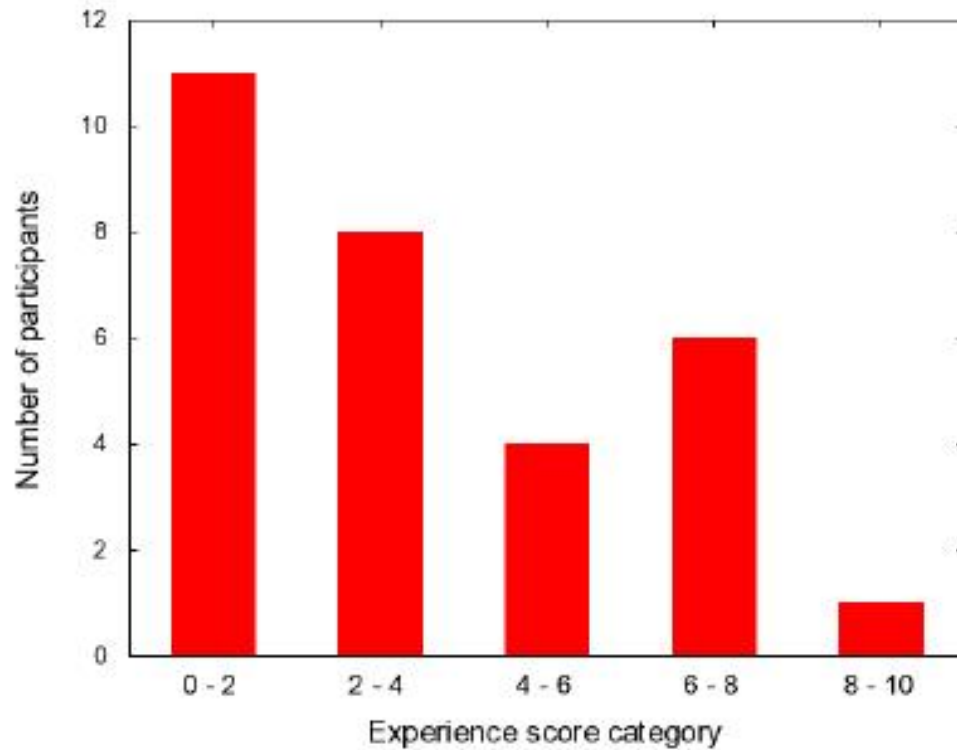
Game



Hot Zone



Score and Facility



Eye movements on restaurant menus

International Journal of Hospitality Management 31 (2012) 1021–1029



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International Journal of Hospitality Management

journal homepage: www.elsevier.com/locate/ijhosman



Eye movements on restaurant menus: A revisitation on gaze motion and consumer scanpaths

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Previous Industry and Conventional Research

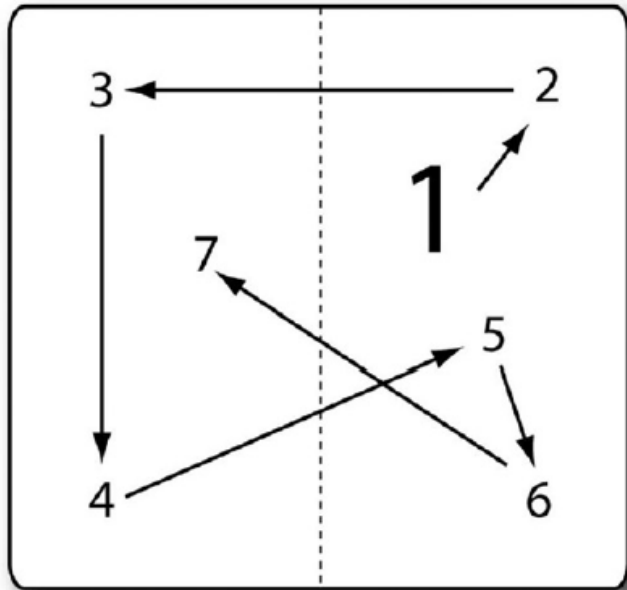


Fig. 1. Two-page scanpath (industry convention).

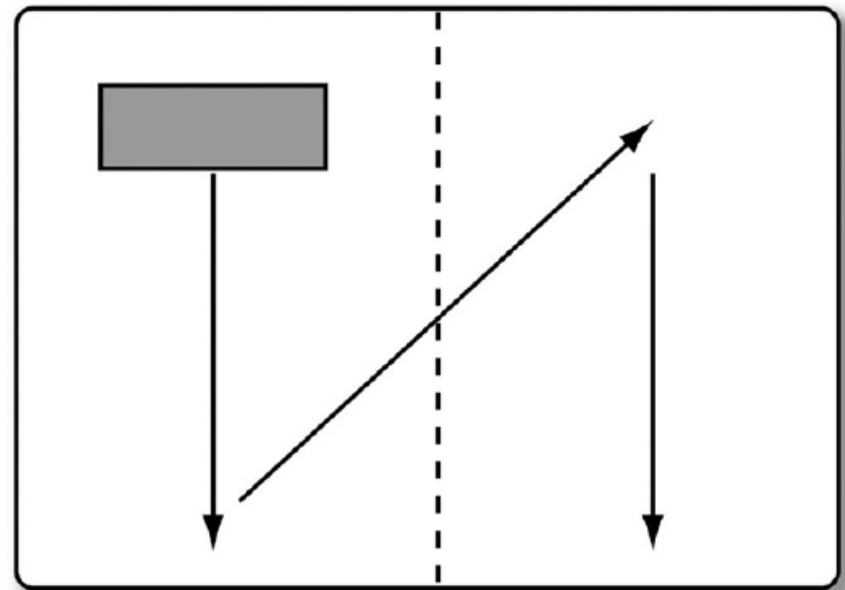


Fig. 3. Two-page scanpath (Gallup report).

Best Region and Experiment Divided Area

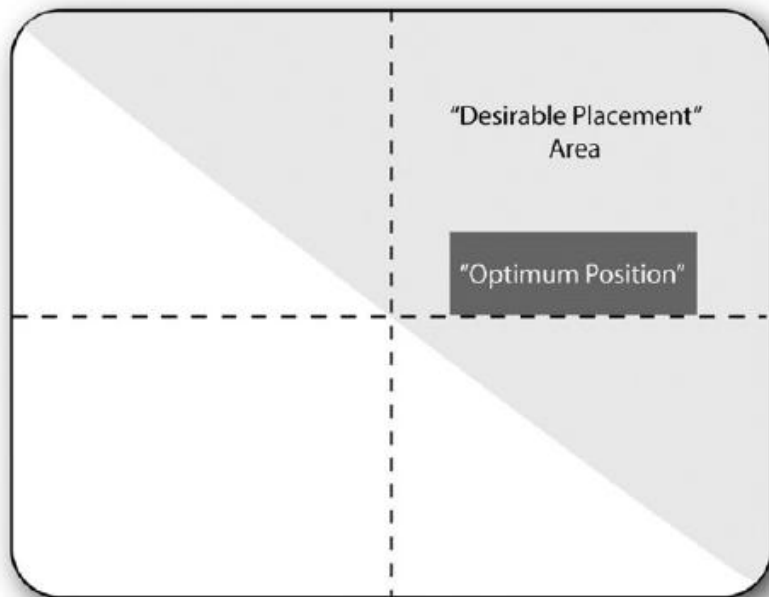


Fig. 2. Two-page menu focal areas (Doerfler).

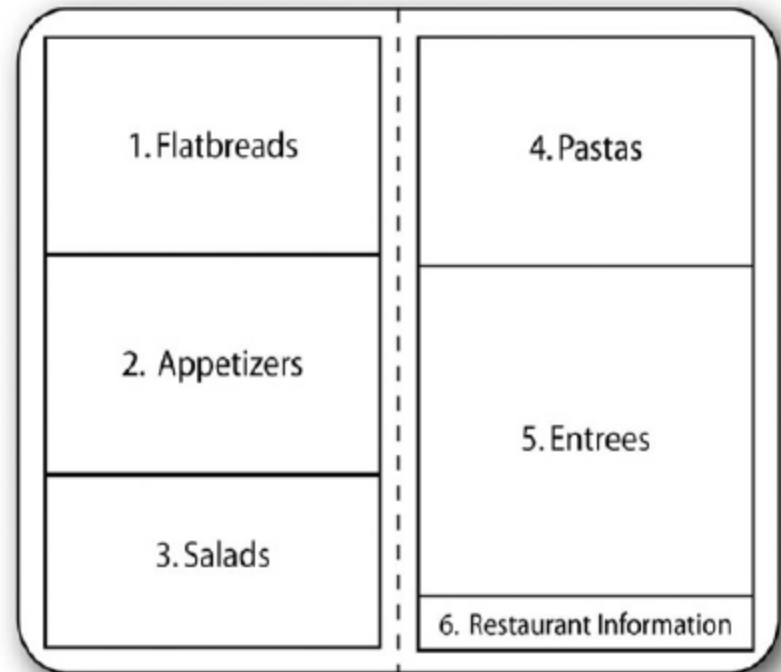


Fig. 4. Map of stimulus menu.

Menu Area	Total Fixations	Fixation Duration (sec)		Fixation Duration/Word (ms)		Fixations per Person		
		Mean	StDev	Mean	StDev	Median	Mode	Mean
1	47	21.7	19.8	434.1	396.4	2	2	1.9
2	50	24.7	18.3	385.9	286.6	2	2	2.0
3	27	18.9	14.3	394.4	297.2	1	1	1.2
4	46	26.6	20.3	345.1	264.3	2	2	1.7
5	51	42.6	36.5	409.3	350.8	2	2	1.8
6	9	5.1	3.0	183.0	108.5	0	0	0.3
Entire Menu		238.7	82.3	385.8	320.5	9	8	0.0

Fig. 5. Summary statistics of menu area fixation measures.

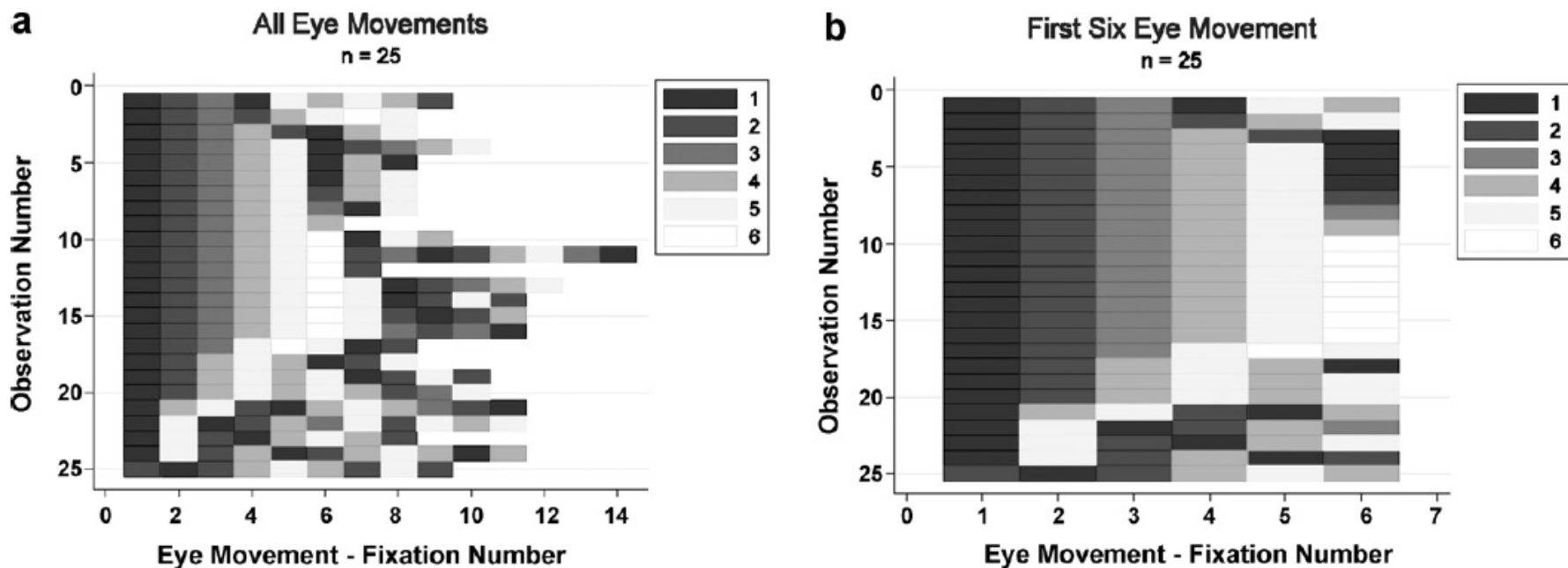


Fig. 6. Eye movement sequence by menu area.

Results

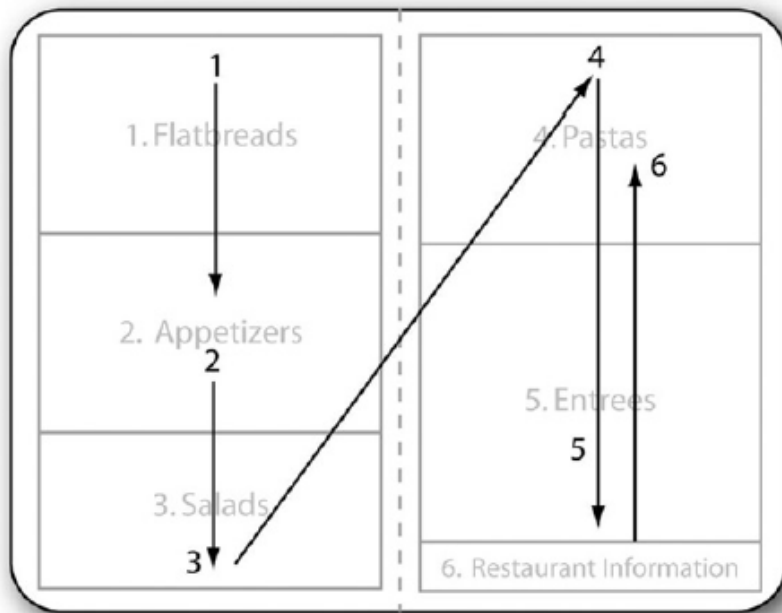
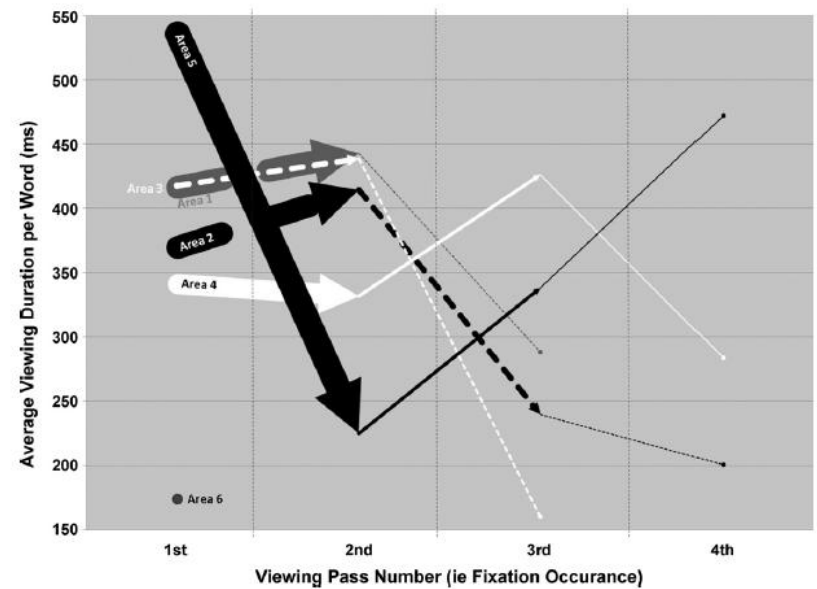


Fig. 8. Average gaze motion sequence by menu area.



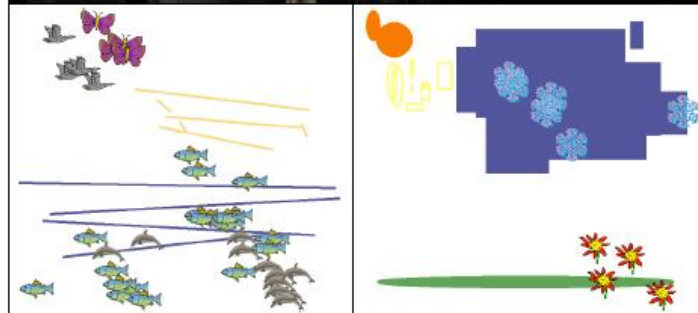
EyeDraw: Enabling Children with Severe Motor Impairments to Draw with Their Eyes

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Famous Web Analytic (Taobao.Com)

2010 International Conference on System Science, Engineering Design and Manufacturing Informatization

An Evaluation Research on Usability of Taobao's Homepage and Main Search Engine Based on Eye tracking

Hua Meili

Interaction Design and User Research Lab
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pemiamos@gmail.com

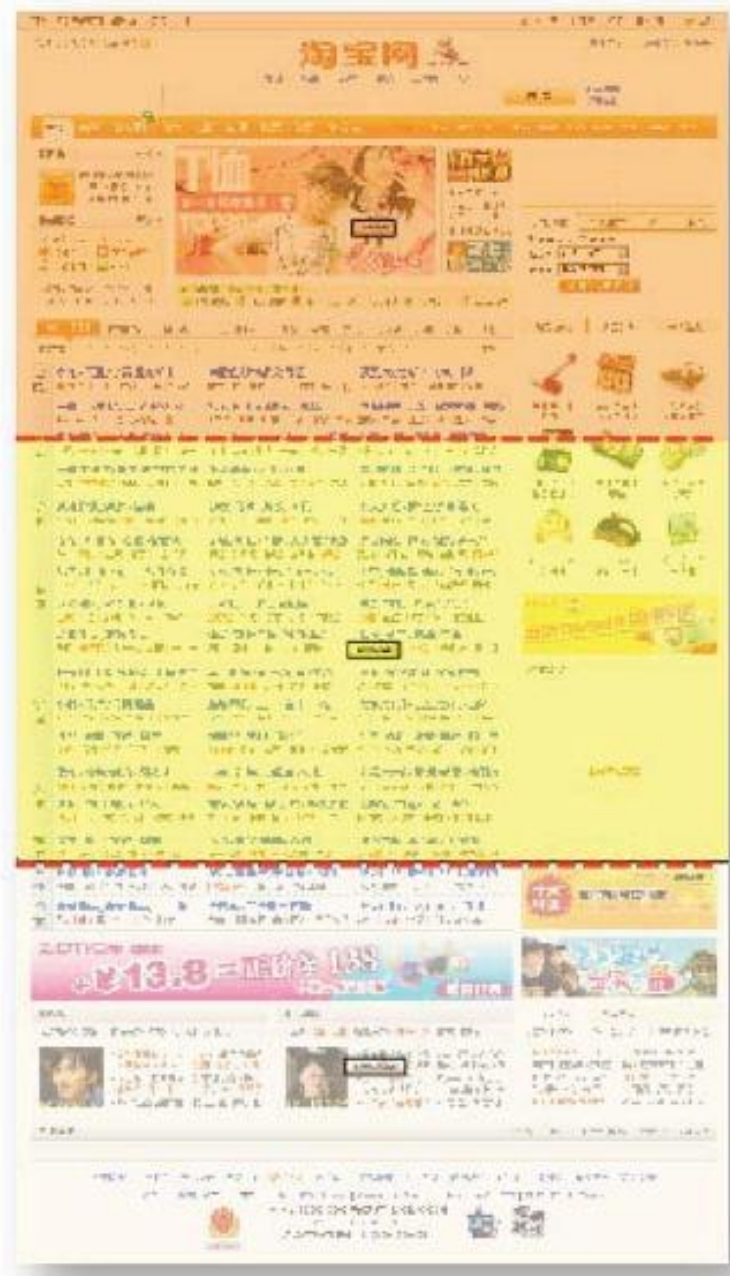
Fei Qian

User Experience Design Group
Taobao (China) software Co.,Ltd
Hangzhou, China
xiaoqian@taobao.com





Figure 1. *The first-30-second hot spot diagram of the homepage*



100.00%

92.31%

61.54%

Figure 2. The decrease in three folds of homepage



Figure 3. the habits of the female and male users

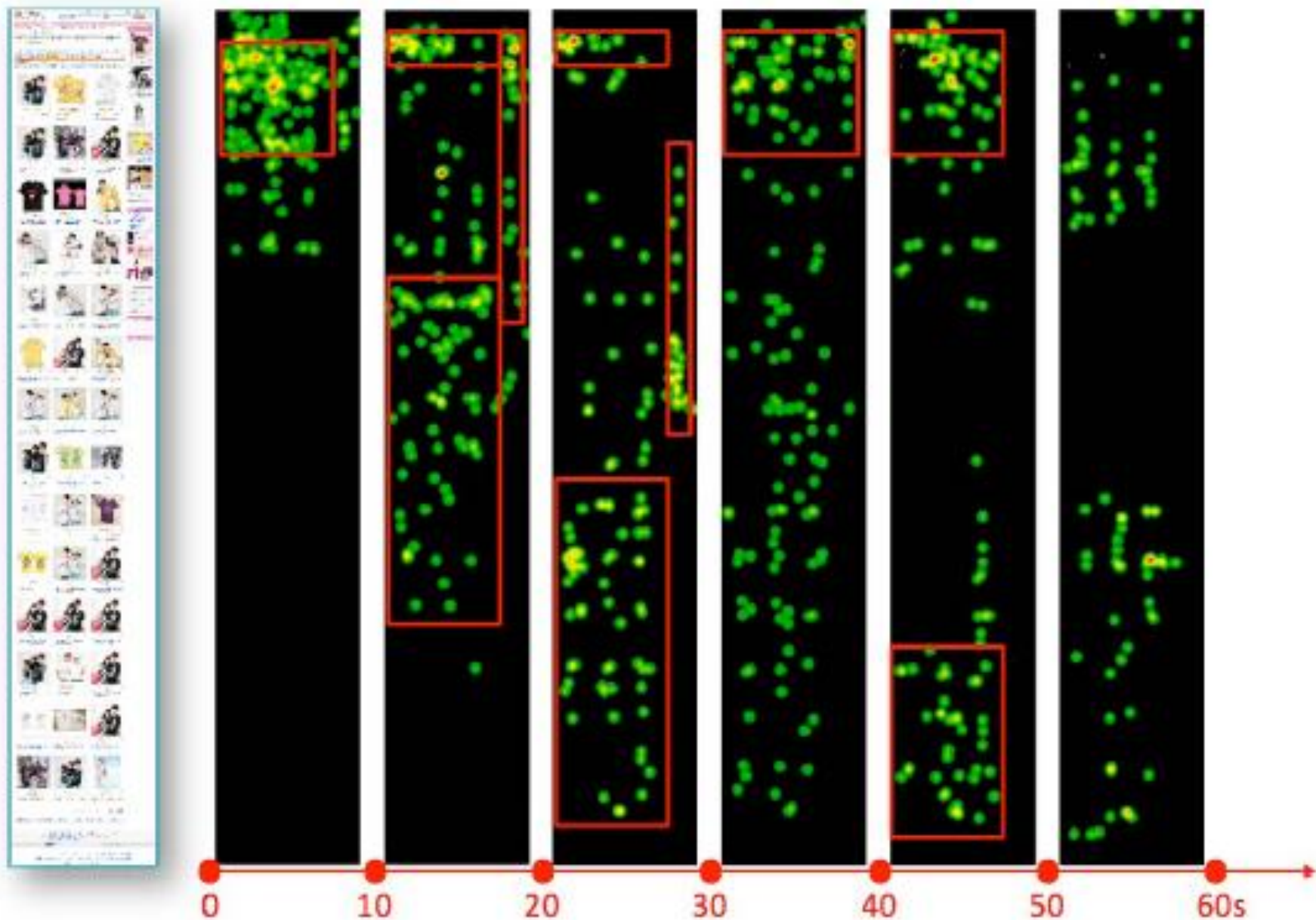


Figure 5. *the hot-spot shift presents the n-shaped*

satisfactory.



Figure 4. *the pull-down recommendation*

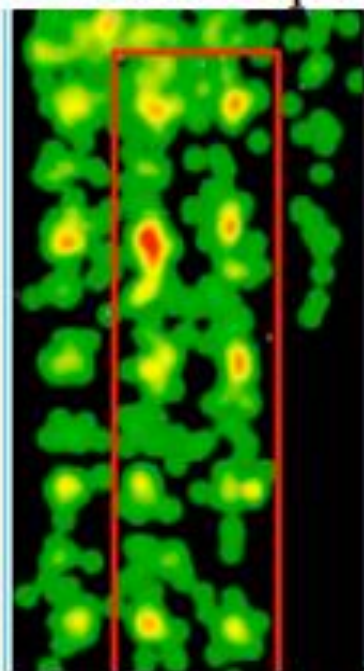


Figure 6. *the visual browsing habit*



Figure 7. *the diagram of picture position importance sequence*

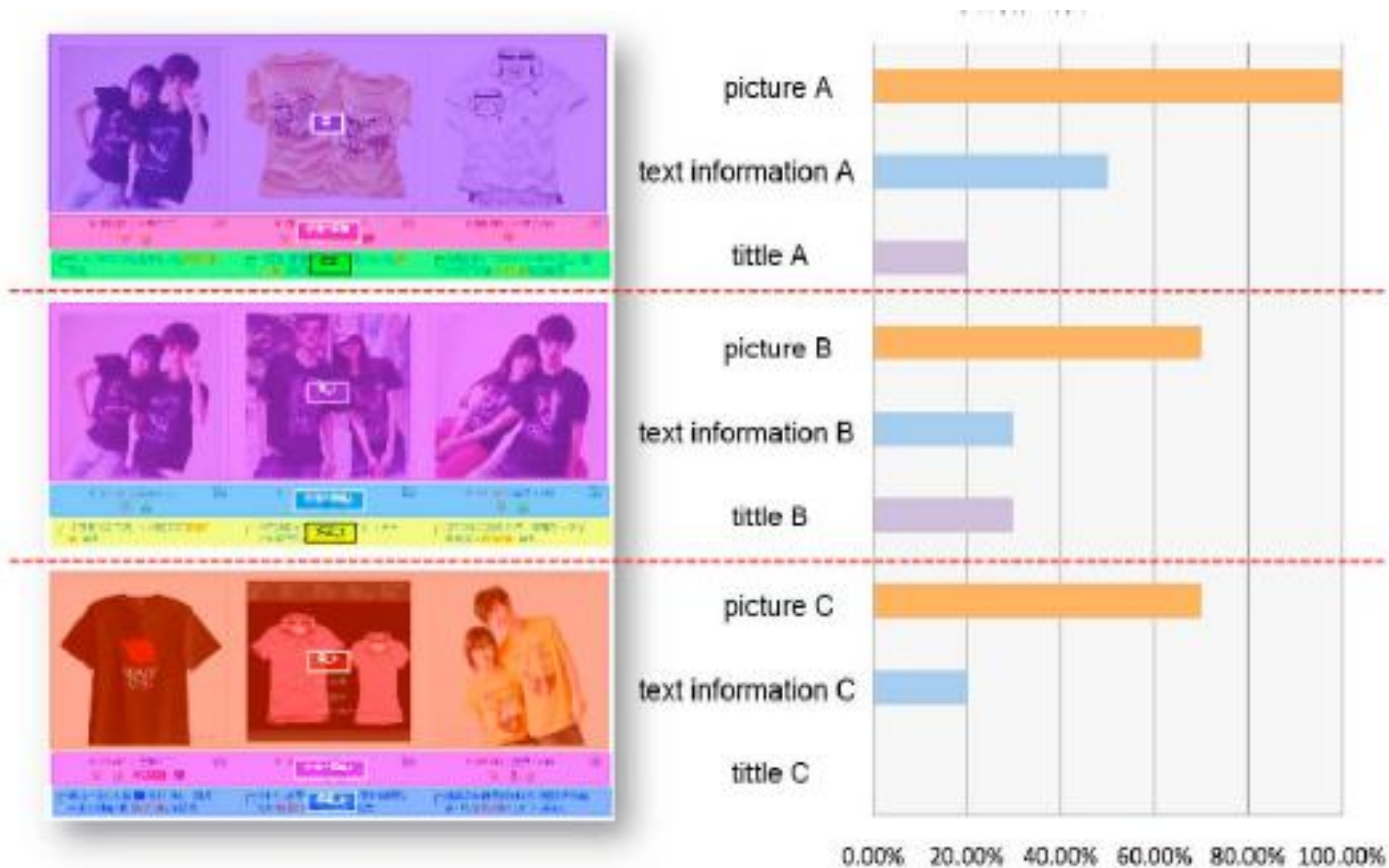


Figure 8. *Observation & comparison of picture and text information*

2011 Statistics on Reading

Proceedings of the 2011 IEEE/ICME
International Conference on Complex Medical Engineering
May 22 - 25, Harbin, China

The Impact of Different Forms of Statistical Information on Reading Efficiency, Effect, and Mental Workload: An Eye-tracking Study

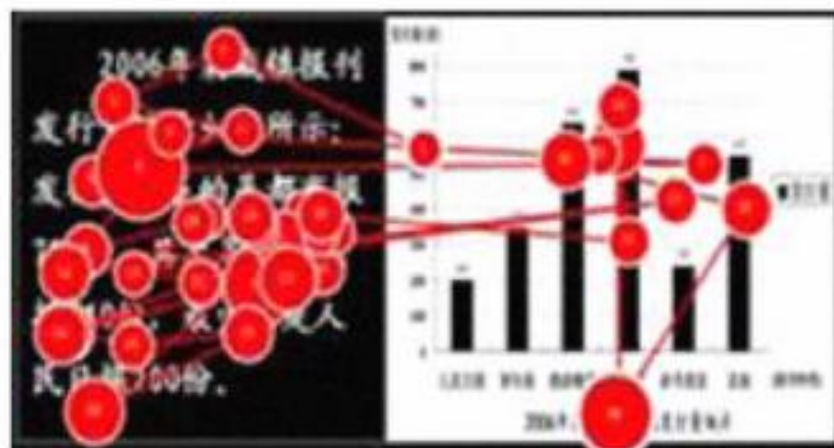
Ning Zhong^{1,2}, Mi Li^{1,3}, Yue Wu¹ and Shengfu Lu¹⁺

*1 The International WIC Institute
Beijing University of Technology
Beijing, China
lusf@bjut.edu.cn*

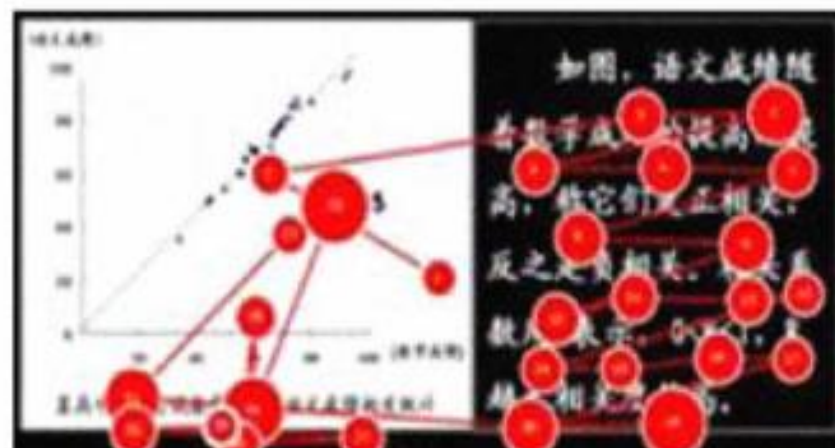
*2 The Department of Life Science and Informatics
Maebashi Institute of Technology
Maebashi-City, Japan
zhong@maebashi-it.ac.jp*

*3 The School of Computer and Communication Engineering
Liaoning ShiHua University
Liaoning, China
limi135@gmail.com*





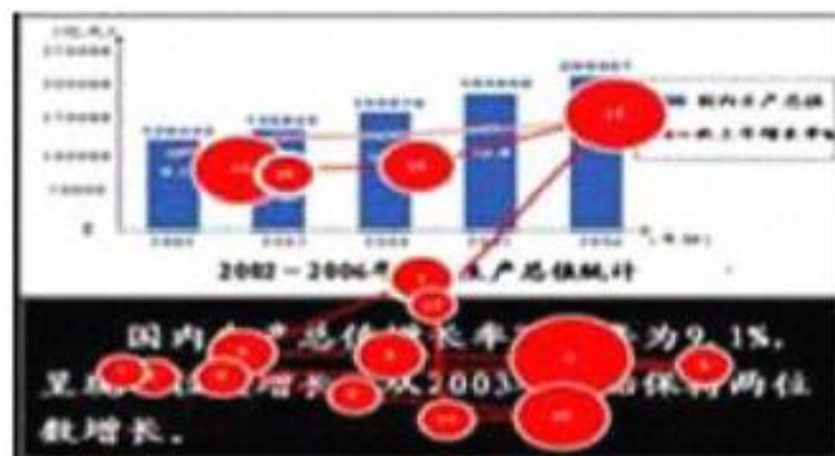
(a) text-left



(b) text-right



(c) text-upper



(d) text-lower

2003 Eye Tracking Supports Second Language Learning

Eye Movement Tracking to Support the Second Language Learners' Self-Learning in Comprehension of English Texts

Hidehiko Hayashi, Tutomu Maeno, and Susumu Kunifuji

School of Knowledge Science, Japan Advanced Institute of Science and Technology (JAIST)

1-1, Asahidai, Nomi, Ishikawa, 923-1211, JAPAN

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Perceptually optimised sign language video coding based on eye tracking analysis

D. Agrafiotis, N. Canagarajah, D.R. Bull and M. Dye

A perceptually optimised approach to sign language video coding is presented. The proposed approach is based on the results (included) of an eye tracking study in the visual attention of sign language viewers. Results show reductions in bit rate of over 30% with very good subjective quality.



a



2008 System Identified Eye Fixation From Users

Eighth IEEE International Conference on Advanced Learning Technologies

***e5Learning*, an E-Learning Environment Based on Eye Tracking**

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Dip. di Informatica e Sistemistica, Università di Pavia

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Abstract

Users' eyes can be a meaningful source of information for e-learning systems. What we look at, and the way we do that, can in fact be exploited to improve the learning process, disclosing information which would otherwise remain concealed. In this paper we describe an e-learning environment where eye tracking is used to observe user behavior, in order to adapt content presentation in real-time. To achieve such purpose, we consider both the way learning activities are carried out and those eye signals that can be related to the user's "emotional states".



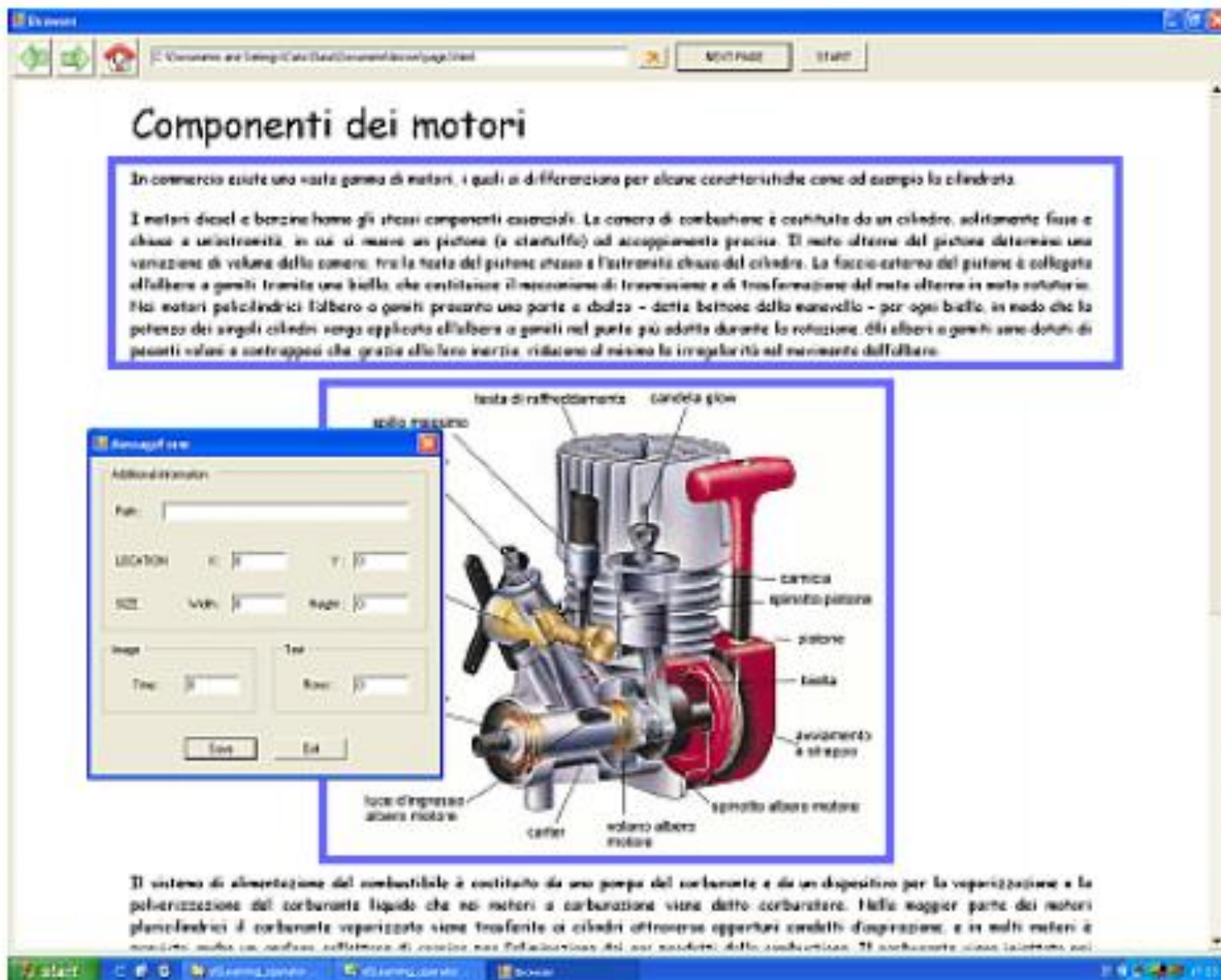


Figure 1. Rectangles identifying ROIs and dialog box for parameter input

Eye Pointing And Auto Content Display

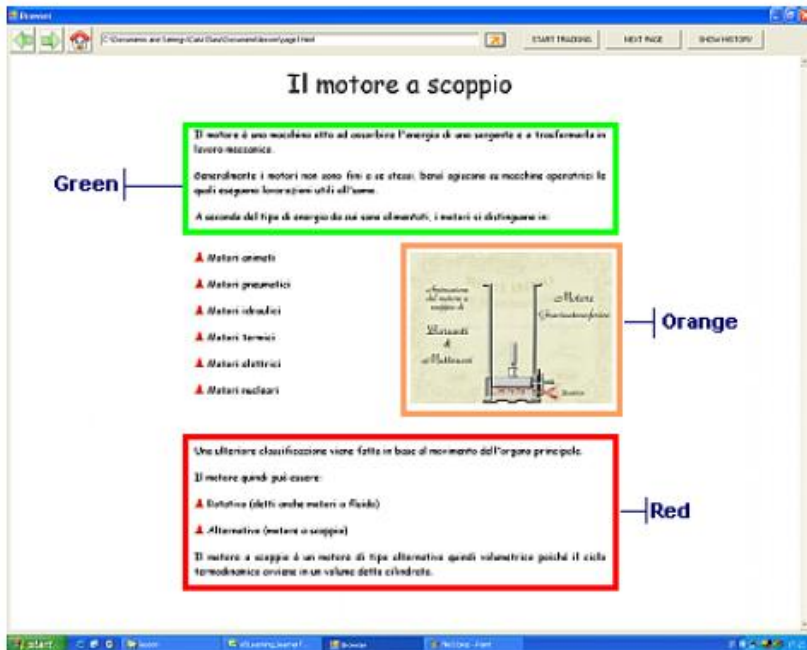


Figure 2. Colored rectangles highlighting ROIs which need attention

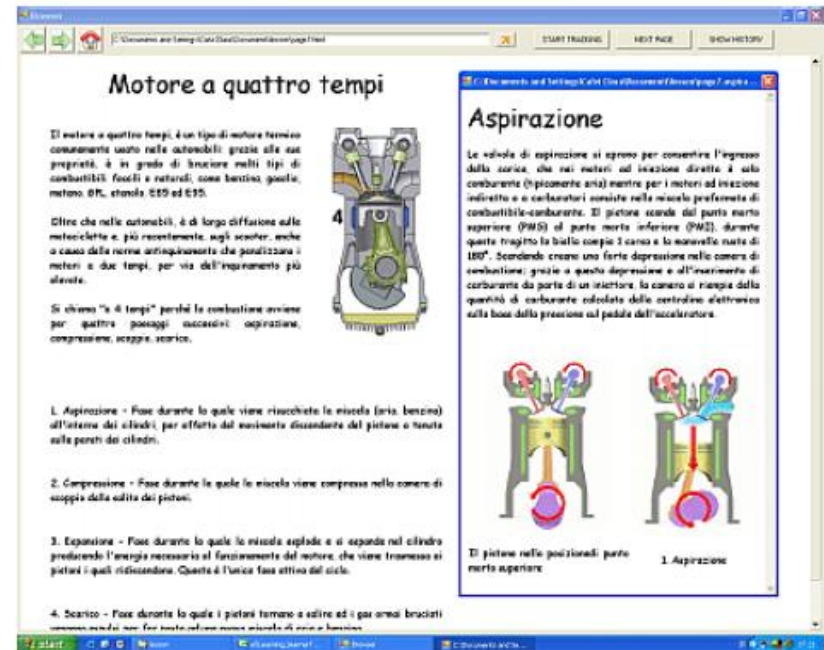


Figure 3. Additional content displayed when the user looks at a ROI

2009 System Understood Program Comprehension

Working Session: Using Eye-Tracking to Understand Program Comprehension

Yann-Gaël Guéhéneuc

Ptidej Team – DGIGL

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Jonathan I. Maletic

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Kent State University

Kent Ohio 44242

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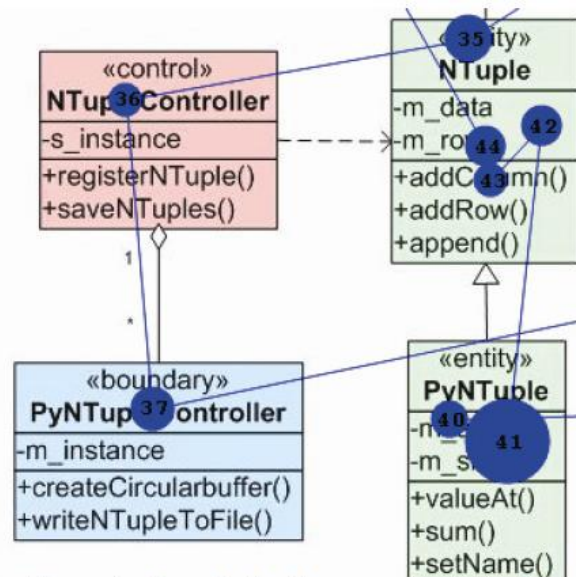


Figure 1. ScanPath of a user on a UML Class Diagram. Fixations are represented by the circles and saccades by the lines connecting the circles.



2009 Eye Tracking and Cognitive Style

2009 Ninth IEEE International Conference on Advanced Learning Technologies

Eye-tracking Users' Behavior in Relation to Cognitive Style within an E-Learning Environment

Nikos Tsianos¹, Panagiotis Germanakos^{2,3}, Zacharias Lekkas¹, Costas Mourlas¹, George Samaras³

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cssamara@cs.ucy.ac.cy*



Verbalizer & Imager

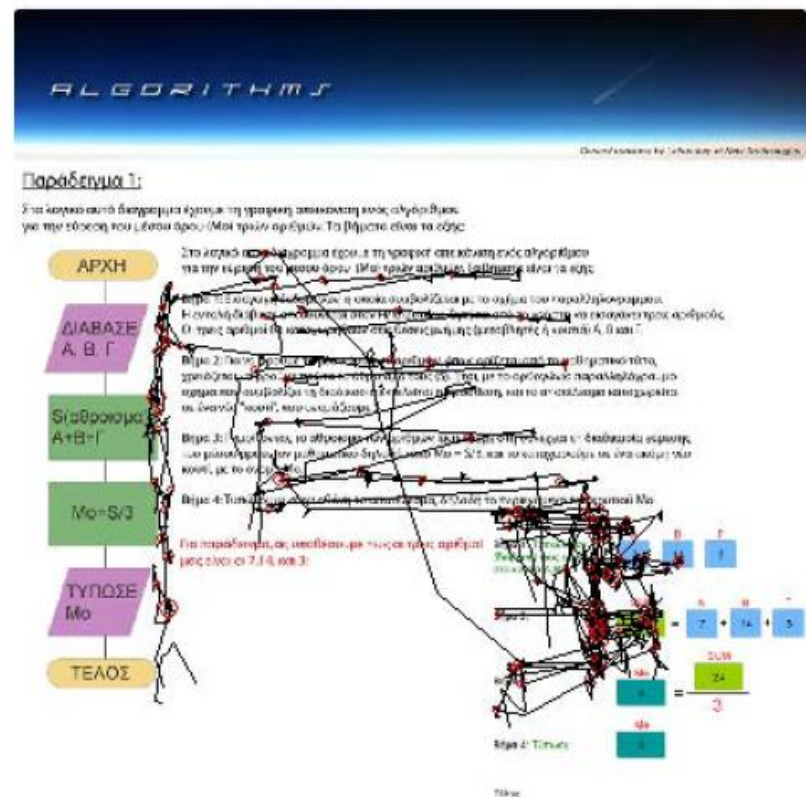
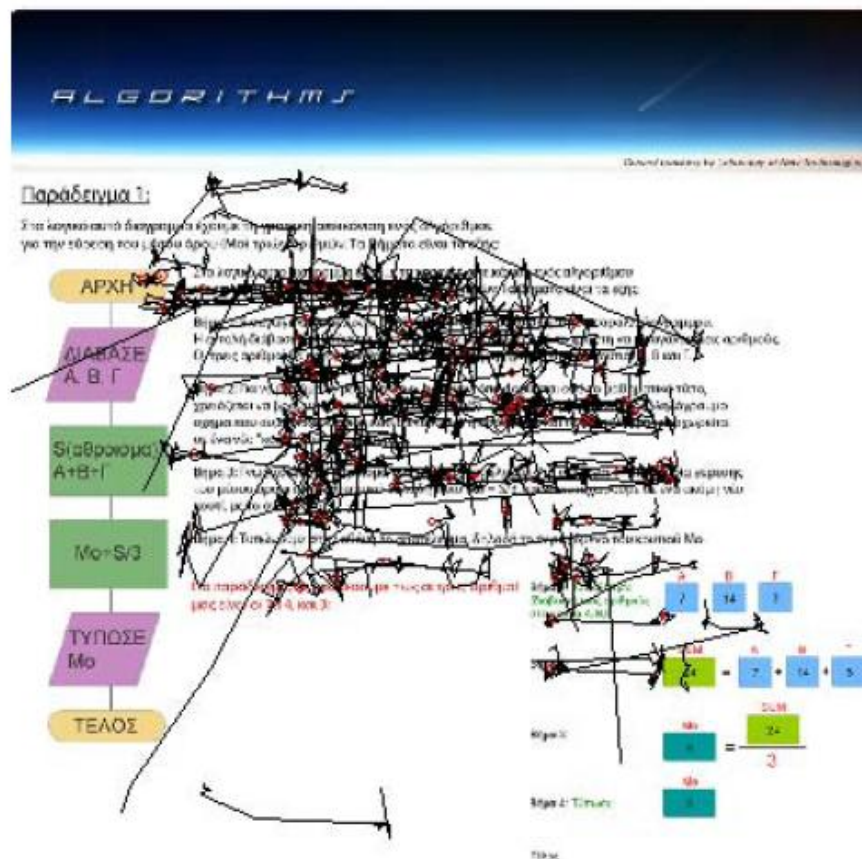


Figure 1. Differences in eye-tracking of a verbalizer (above) and an imager (below) within the same educational web-page.

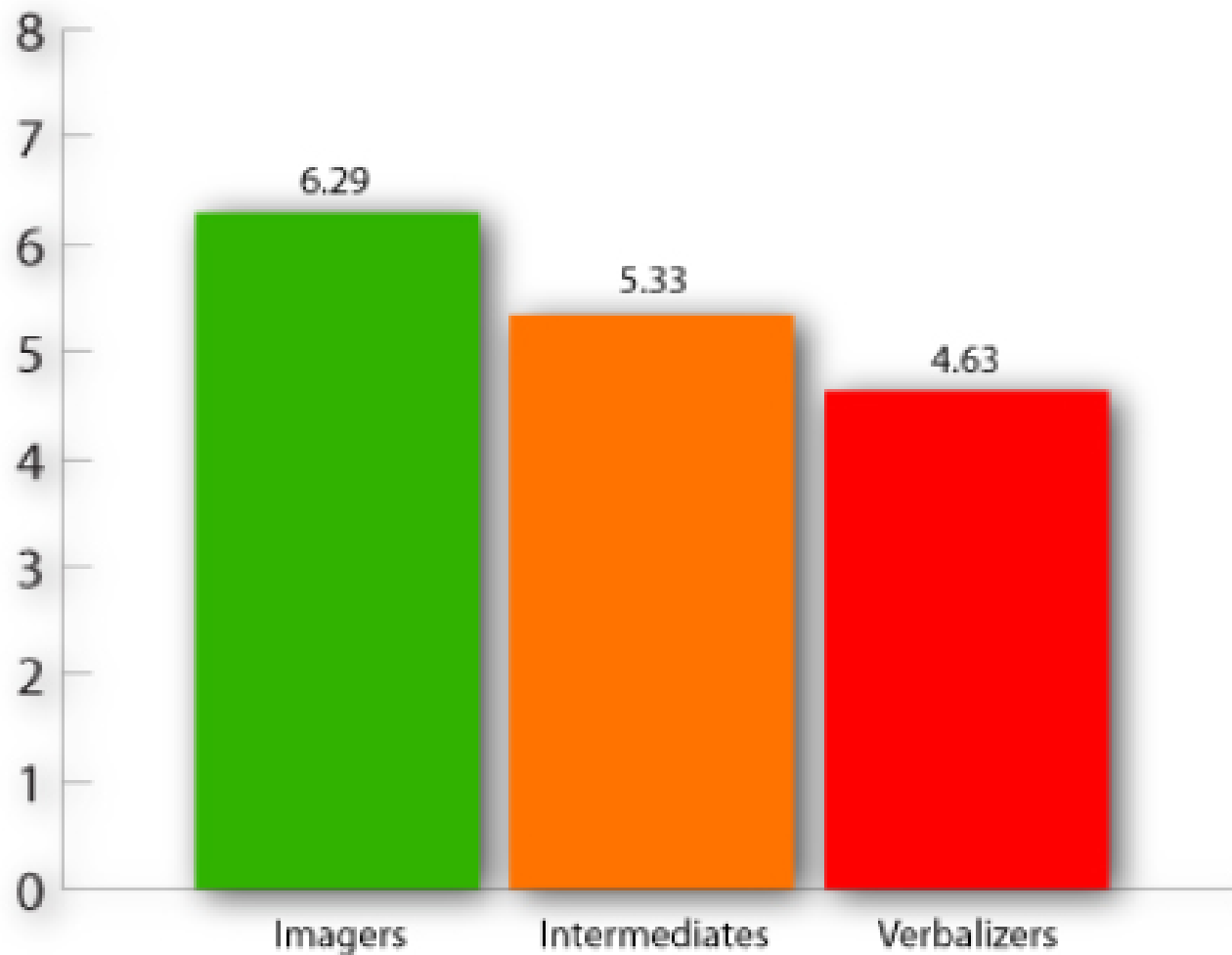


Figure 2. Calculated images to text ratio of eye fixations on a scale from 1-10 (textual to visual preference).

Eye-Tracking Viewers' Processing of Web-Based Multimedia Information

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National Chiayi University

hcl@mail.ncyu.edu.tw

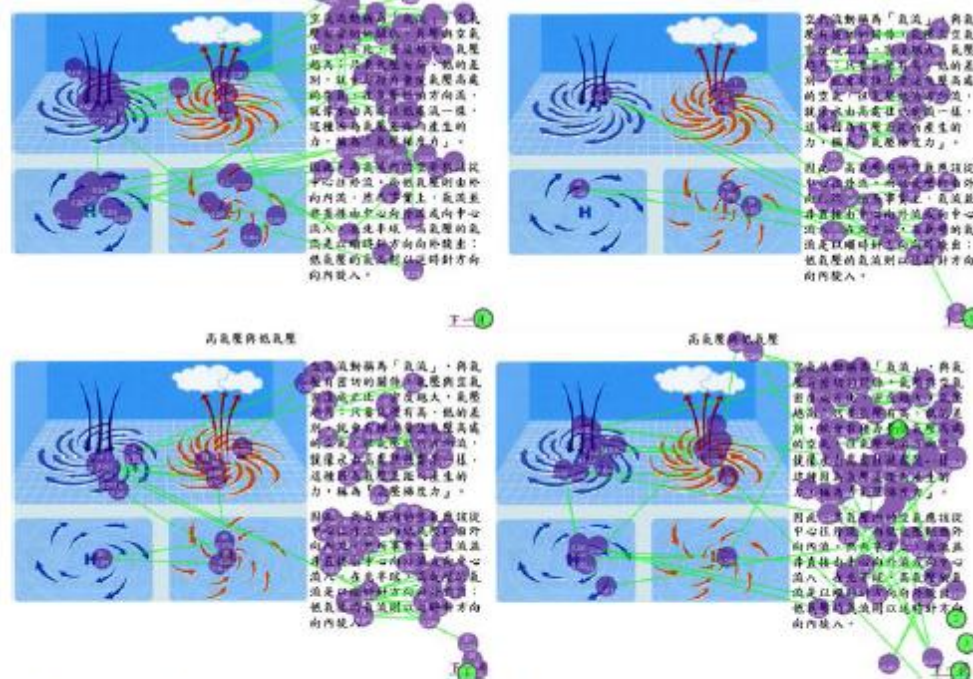
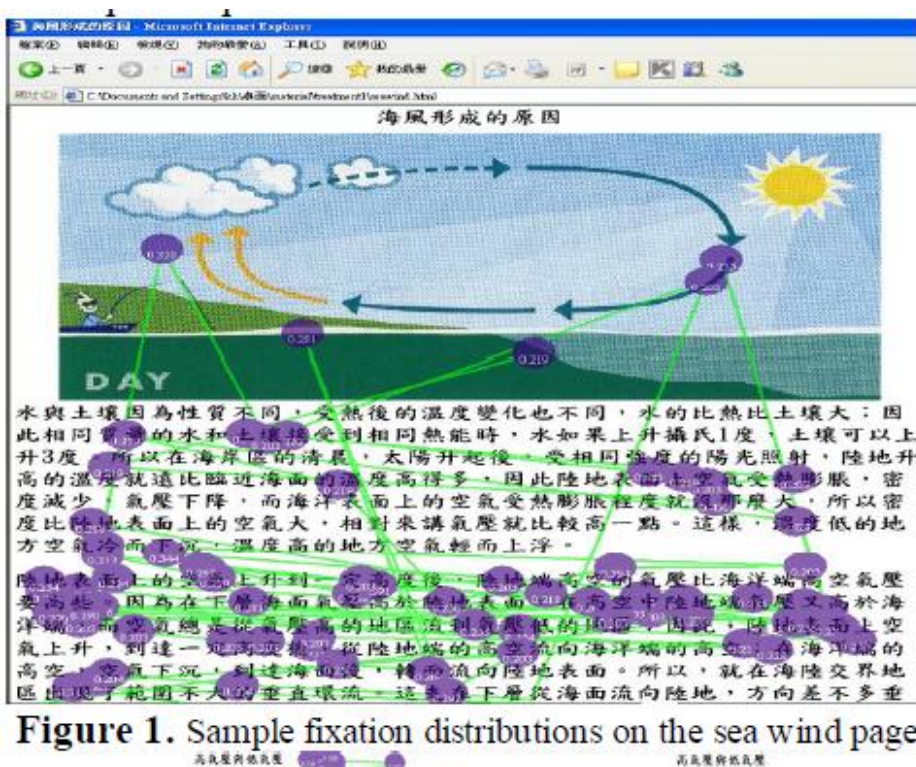
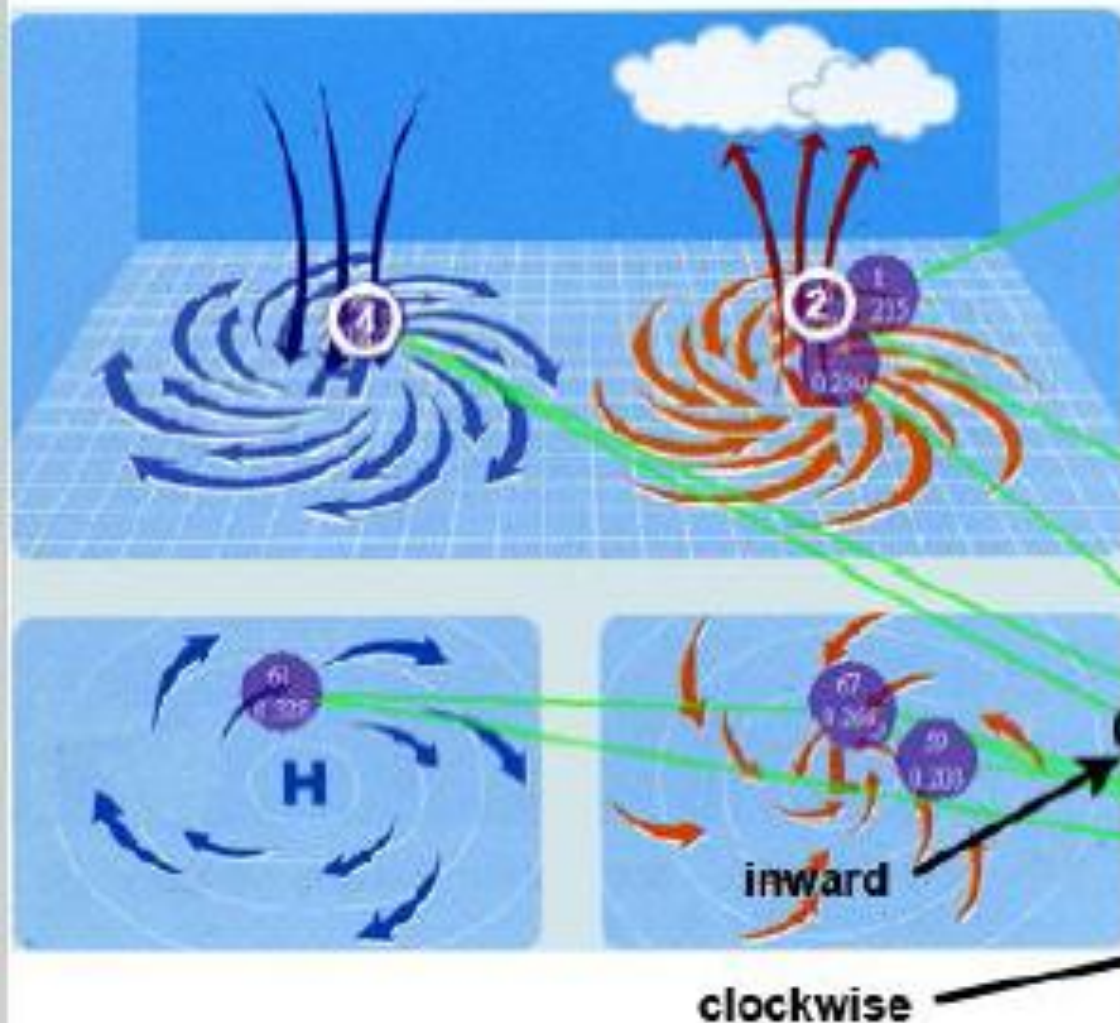


Figure 2. Sample fixation distributions on the atmospheric pressure page

High-pressure and Low-pressure



空氣流動稱為「氣流」，與氣壓有密切的關係。氣壓與空氣密度成正比，密度越大，氣壓越高；只要氣壓有高、低的差別，就會有種力促使氣壓高處的空氣，往氣壓低的方向流，就像水由高處往低處流一樣，這種因為氣壓差距而產生的力，稱為「氣壓梯度力」。

因此，高氣壓內的空氣應該從中心往外流，而低氣壓則由外向內流。然而事實上，氣流並非直接由中心向外流或向中心流入。在北半球，高氣壓的氣流是以順時針方向向外旋出；低氣壓的氣流則以逆時針方向向內旋入。

Figure 3. A representative scan path on the atmospheric pressure web page

2011 Autism

IEEE TRANSACTIONS ON NEURAL SYSTEMS AND REHABILITATION ENGINEERING, VOL. 19, NO. 4, AUGUST 2011

443

Design of a Gaze-Sensitive Virtual Social Interactive System for Children With Autism

Uttama Lahiri, *Student Member, IEEE*, Zachary Warren, and Nilanjan Sarkar, *Senior Member, IEEE*





Fig. 1. Screenshots of avatars demonstrating neutral (top), happy (middle), and angry (bottom) facial expression.



Fig. 4. Allocation of ROIs (Face_ROI, Object_ROI, and Others_ROI).

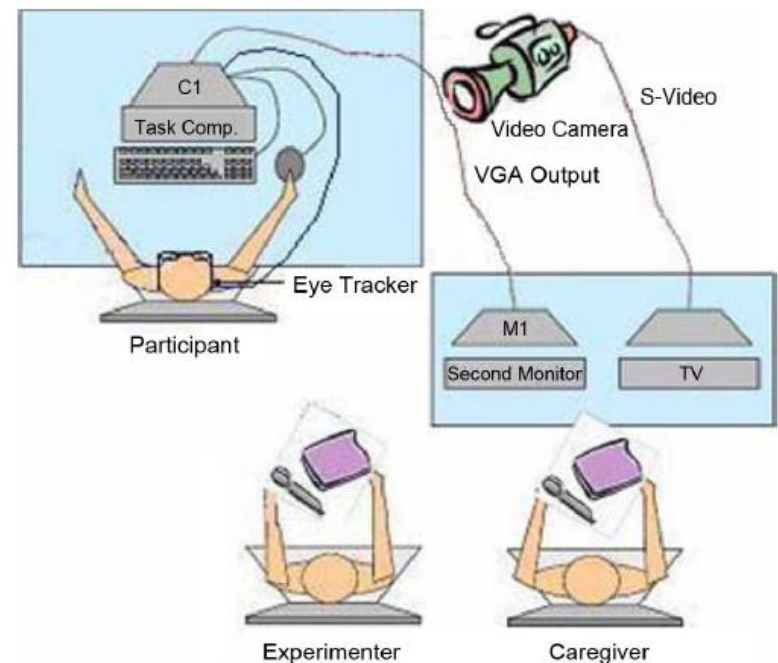


Fig. 6. Experimental setup.

2011 IEEE Identified Learning Style

USING EYE TRACKING TECHNOLOGY TO IDENTIFY VISUAL AND VERBAL LEARNERS

Tracey J. Mehigan, Mary Barry, Aidan Kehoe, Ian Pitt

Dept Computer Science, University College Cork, Ireland
Dept Computing, Maths & Physics, Waterford Institute of Technology, Ireland
t.mehigan@cs.ucc.ie, MBARRY@wit.ie, ak2@cs.ucc.ie, i.pitt@cs.ucc.ie



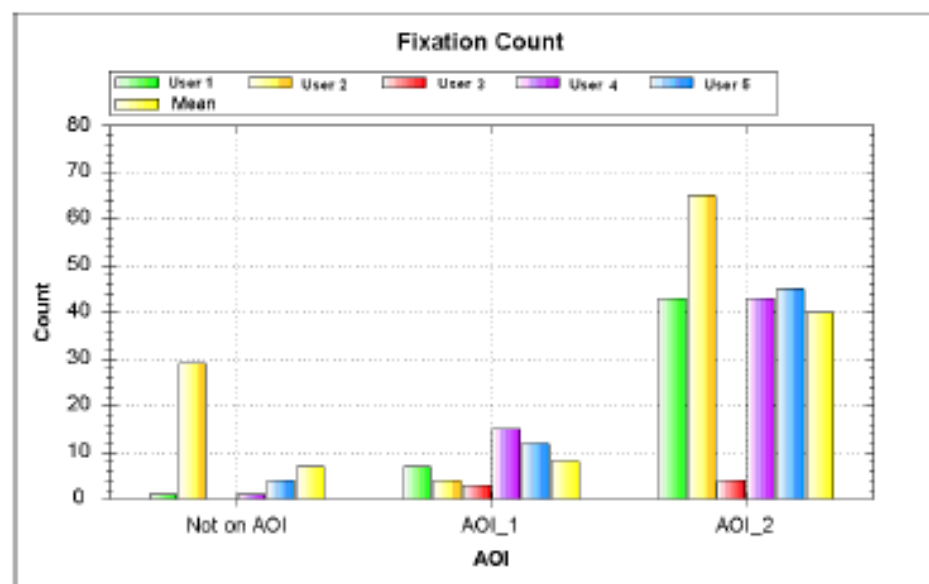


Fig. 1. Verbal Learners AOI Fixation Plot

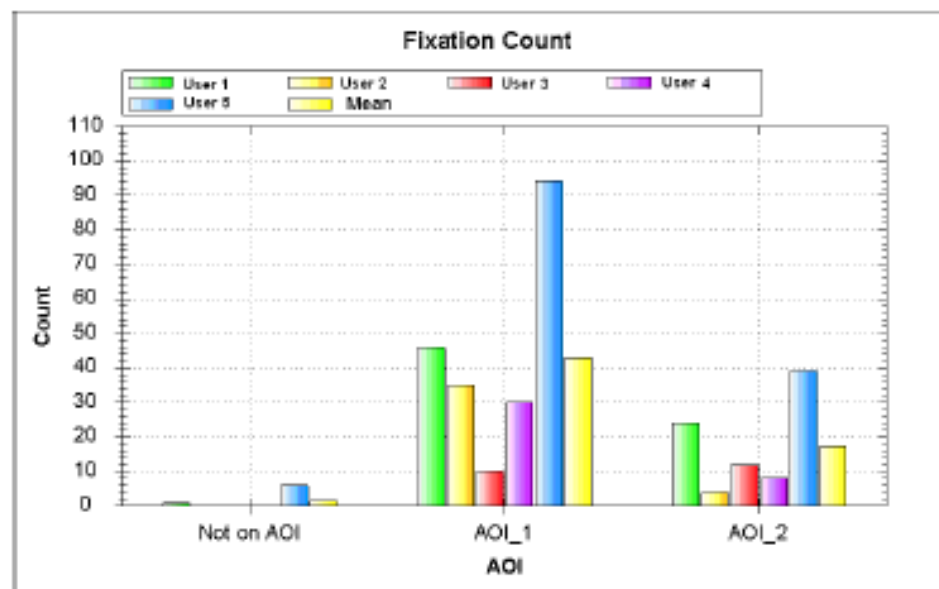


Fig. 2. Visual Learners AOI Fixation Plot

Visual & Verbal Learner

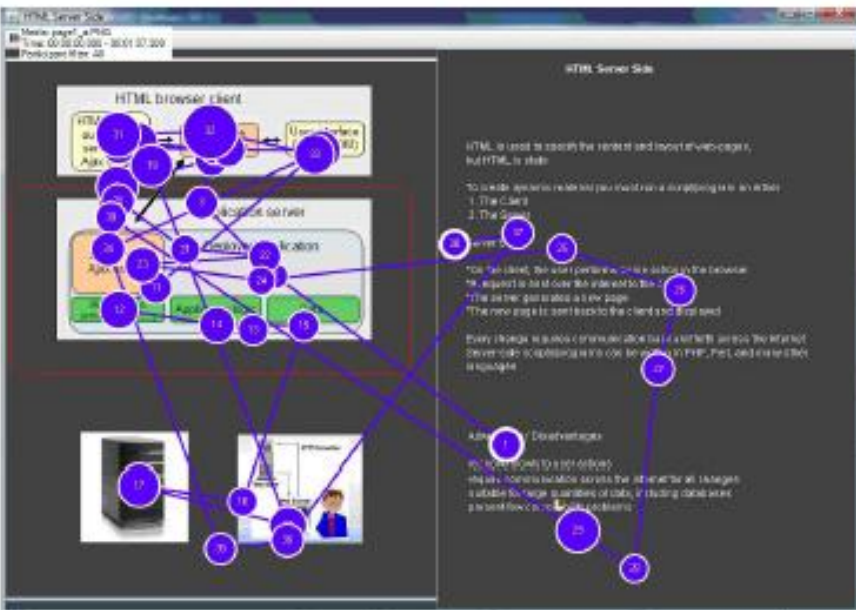


Fig. 3. Sample Visual Learner Gaze Path

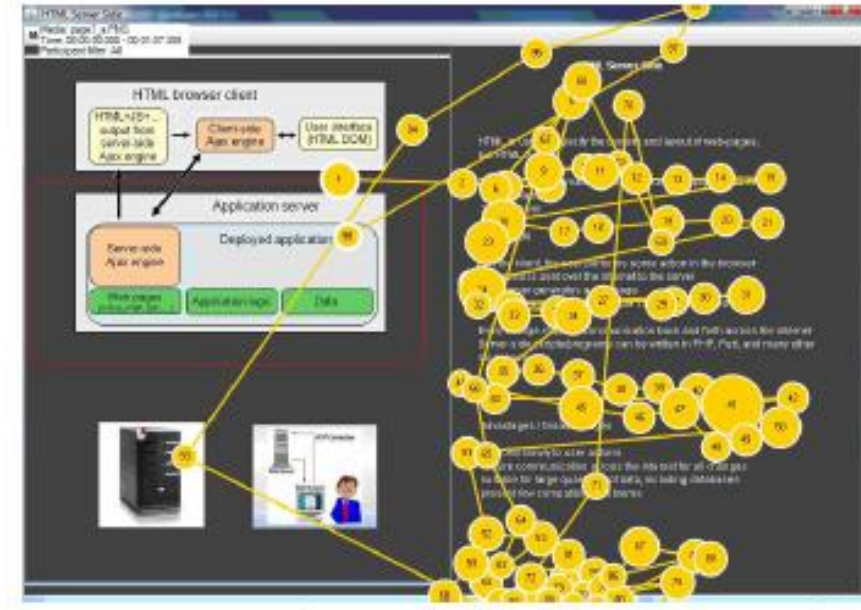


Fig. 4. Sample Verbal Learner Gaze Path

Visual & Verbal Learner



Fig. 5. Sample Visual Learner Heat Map



Fig. 6. Sample Verbal Learner Heat Map

Visual/Verbal Ratio

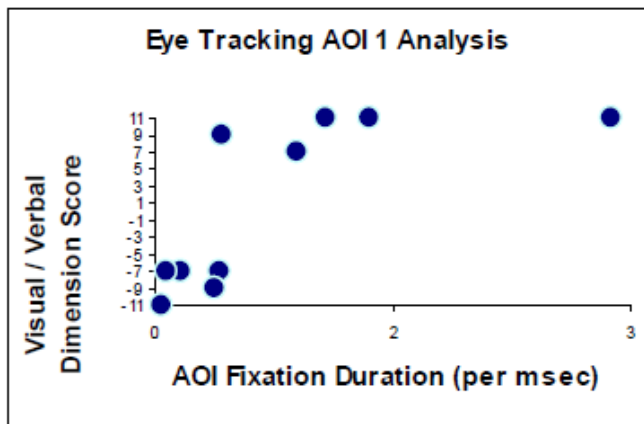


Fig. 7. Total Fixation Duration per msec AOI_1 vs. Visual / Verbal Dimension Score

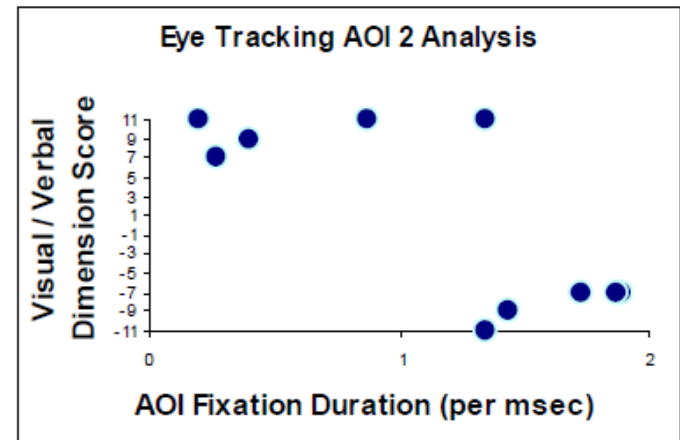


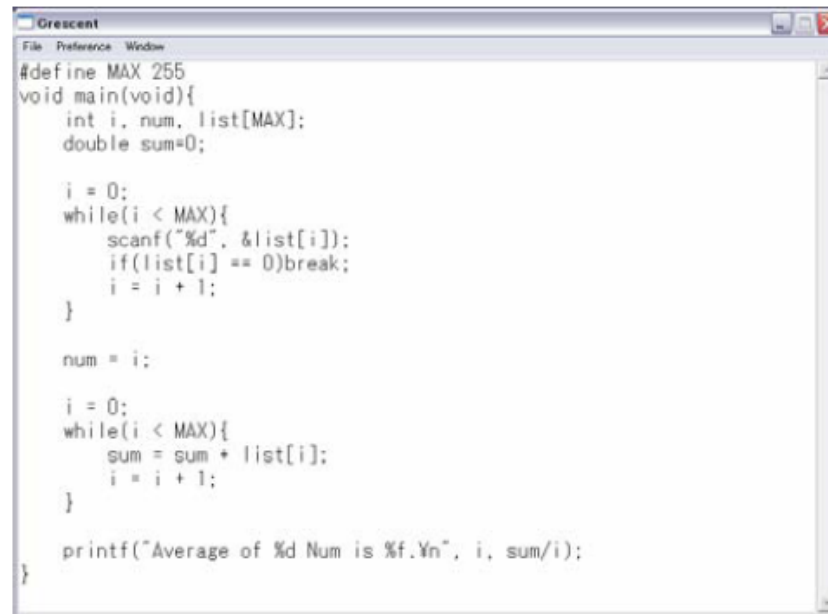
Fig. 8. Total Fixation Duration per msec AOI_2 vs. Visual / Verbal Dimension Score

2006 ACM Program Design

Analyzing Individual Performance of Source Code Review Using Reviewers' Eye Movement

Hidetake Uwano, Masahide Nakamura, Akito Monden and Ken-ichi Matsumoto

Nara Institute of Science and Technology
{hideta-u, masa-n, akito-m, matumoto}@is.naist.jp



```
File  Preference  Window
#define MAX 255
void main(void){
    int i, num, list[MAX];
    double sum=0;

    i = 0;
    while(i < MAX){
        scanf("%d", &list[i]);
        if(list[i] == 0)break;
        i = i + 1;
    }

    num = i;

    i = 0;
    while(i < MAX){
        sum = sum + list[i];
        i = i + 1;
    }

    printf("Average of %d Num is %f.\n", i, sum/i);
}
```

Fig. 3. Textbox for code review





Fig. 4. Result viewer

```

01 void main(void){
02  int i, num, isPrime = 0;
03
04  printf("Input Number:");
05  scanf("%d", &num);
06
07  i = 2;
08  while(i < num){
09      if(num%i == 0)
10          isPrime = 1;
11      i = i + 1;
12  }
13
14  if(isPrime == 1)
15      printf("%d is prime number.\n", num);
16  else
17      printf("%d is NOT prime number.\n", num);
18 }

```

1st scan

2nd scan

a) Subject E reviewing Prime

```

00 OUT OF CODE
01 int makeSum(int max){
02  int i, sum;
03  sum = 0;
04
05  i = 0;
06  while(i < max){
07      sum = sum + i;
08      i = i + 1;
09  }
10  return sum;
11 }
12
13 void main(void)
14 {
15  int input, sum;
16
17  scanf("%d",&input);
18  sum = makeSum(input);
19  printf("Sum from 1 to %d is %d.\n", sum);
20 }

```

Header
scan

Function
scan

b) Subject C reviewing Accumulate

Fig. 5. Eye movements involving scan pattern



2012 ACM Program Design

Shared Visual Attention in Collaborative Programming: A Descriptive Analysis

Sami Pietinen¹

Roman Bednarik¹

Markku Tukiainen¹

¹University of Eastern Finland
School of Computing
Joensuu Campus
P.O. Box 111, FI-80101 Joensuu, Finland
+358 13 251 7928

firstname.lastname@uef.fi



```

super(Configs.getFormErrorString());
this.d = d;
this.errorMsg = errorMsg;
this.setCommandListener(this);
}

public void displayErrorPage(String errorMsg, Displayable d) {

    //Set this class as a command listener for receiving
    //error page commands
    setCommandListener(this);

    //errorMsgItem = new String(errorMsg);

    append(errorMsg);

    back = new Command("Back", Command.BACK, 2);
    addCommand(back);

    d.getDisplay(this).setCurrent(this);
}

public void commandAction(Command arg0, Displayable arg1) {
    // TODO Auto-generated method stub
}

```

Figure 1. No shared attention, therefore no apparent close co-operation.

```

private Command back;

//Constructor
public ErrorPage(Display d, String errorMsg) {
    super(Configs.getFormErrorString());
    this.d = d;
    this.errorMsg = errorMsg;
    this.setCommandListener(this);
}

public void displayErrorPage(String errorMsg, Displayable d) {

    //Set this class as a command listener for receiving
    //error page commands
    setCommandListener(this);

    //errorMsgItem = new String(errorMsg);

    append(errorMsg);

    back = new Command("Back", Command.BACK, 2);
    addCommand(back);

    d.getDisplay(this).setCurrent(this);
}

```

Figure 2. Driver: This CommandListener is already in the constructor. Navigator: Hmmhi..

```
private Command back;

//Constructor
public ErrorPage(Display d, String errorMsg) {
    super(Configs.getFormErrorString());
    this.d = d;
    this.errorMsg = errorMsg;
    this.setCommandListener(this);
}

public void displayErrorPage(String errorMsg, Displayable d) {

    append(errorMsg);

    back = new Command("Back", Command.BACK, 2);
    addCommand(back);

    d.getDisplay(this).setCurrent(this);
}

public void commandAction(Command arg0, Displayable arg1) {
    // TODO Auto-generated method stub
}
```

Figure 3. Driver: And we got the error message also in the constructor. Navigator: Hmmhi..

2012 ACM Medicine

Gaze Behaviour of Expert and Novice Microneurosurgeons Differs During Observations of Tumor Removal Recordings

Shahram Eivazi*

Roman Bednarik†

Markku Tukiainen‡

School of Computing

University of Eastern Finland

Mikael von und zu Fraunberg§

Ville Leinonen¶

Juha E Jääskeläinen||

Neurosurgery/KUH NeuroCenter

Kuopio University Hospital



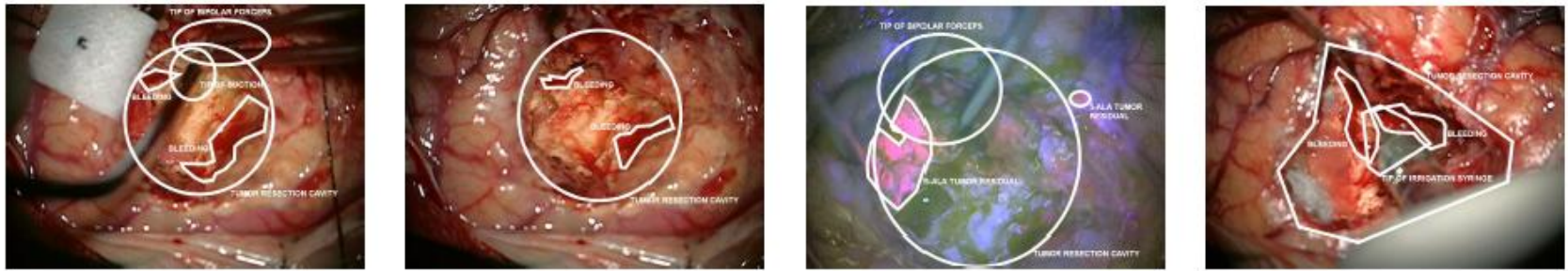


Figure 1: The sequence of stimuli employed in the study with the areas annotated. For full resolution images, see a download link: https://docs.google.com/presentation/view?id=dzm5747_96c499hgghn&interval=60&autoStart=true

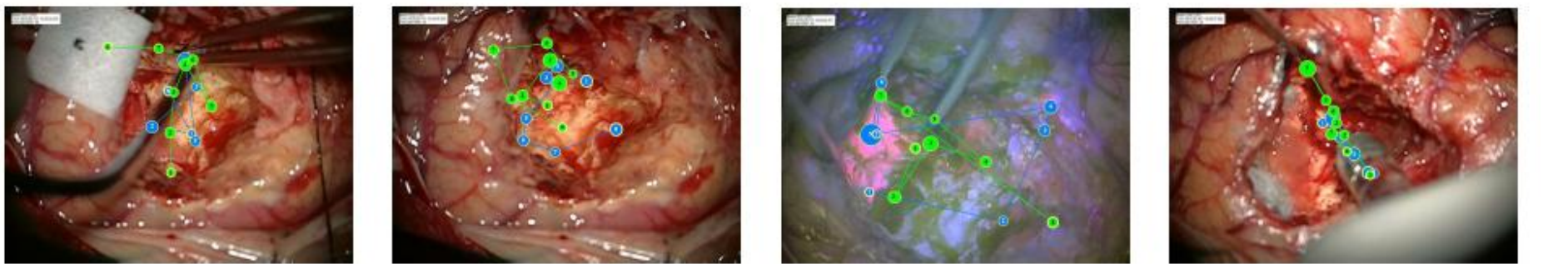


Figure 2: The example of scanpaths of an expert (blue) and a novice (green).

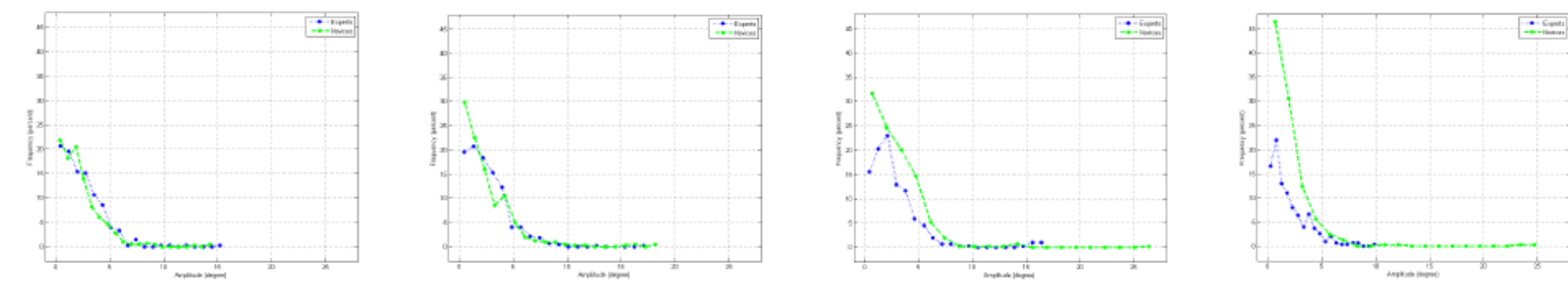


Figure 3: Saccadic amplitude distributions for the stimuli images.

2011 Music

Eye movements and reading comprehension while listening to preferred and non-preferred study music

Roger Johansson

Department of Cognitive Science, Lund University, Sweden

Kenneth Holmqvist

Centre for Languages and Literature, Lund University, Sweden

Frans Mossberg

Sound Environment Centre, Lund University, Sweden

Magnus Lindgren

Department of Psychology, Lund University, Sweden

Psychology of Music

40(3) 339–356

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DOI: 10.1177/0305735610387777

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 SAGE



2011 Music

Sight-reading expertise: Cross-modality integration investigated using eye tracking

Véronique Draï-Zerbib

Département de Psychologie, Université de Nice Sophia Antipolis, and LUTIN,
Cité des sciences et de l'industrie de la Villette, France

Thierry Baccino

Université de Paris VIII, and LUTIN, Cité des sciences et de l'industrie de la Villette, France

Emmanuel Bigand

Université de Bourgogne, France

Psychology of Music
40(2) 216–235

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DOI: 10.1177/0305735610394710

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 SAGE



The figure displays a musical score for a piece in D major, 3/4 time, with two systems of notation. Each system shows a treble and bass staff. The first system corresponds to 'Easy fingering' (A), and the second system corresponds to 'difficult fingering' (B). To the right of each system is a keyboard diagram illustrating the fingerings for measure 3. The keyboard diagrams are labeled A and B respectively. In diagram A, the fingers are numbered 1, 3, 1, 4, 2, 3. In diagram B, the fingers are numbered 4, 3, 1, 3, 4, 5.

Figure 1. Diagram of fingering (measure 3 only) on an excerpt from Haydn's Menuetto and Aria. (A) Easy fingering; (B) difficult fingering. The numbers on the keyboard refer respectively to the following fingers 1 = thumb ; 2 = index; 3 = middle; 4 = ring finger; 5 = little finger.



Figure 3. Breakdown of the excerpt into nine areas of interest: clef area, upper staff (right hand measures r1 to r4), lower staff (left hand measures l1 to l4).

2009 Art

Computational Aesthetics in Graphics, Visualization, and Imaging (2009)
O. Deussen and P. Hall (Editors)

Aesthetic appraisal of art - from eye movements to computers

C. Wallraven¹, D. Cunningham², J. Rigau³, M. Feixas³, M. Sbert³

¹Max Planck Institute for Biological Cybernetics, Germany

²WSI-GRIS, University of Tübingen, Germany

³Graphics and Imaging Laboratory, University of Girona, Spain



Painting



Figure 1: Example images for each art period from Gothics to Postmodernism.

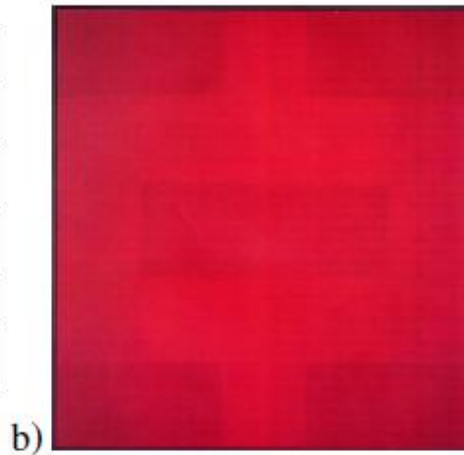
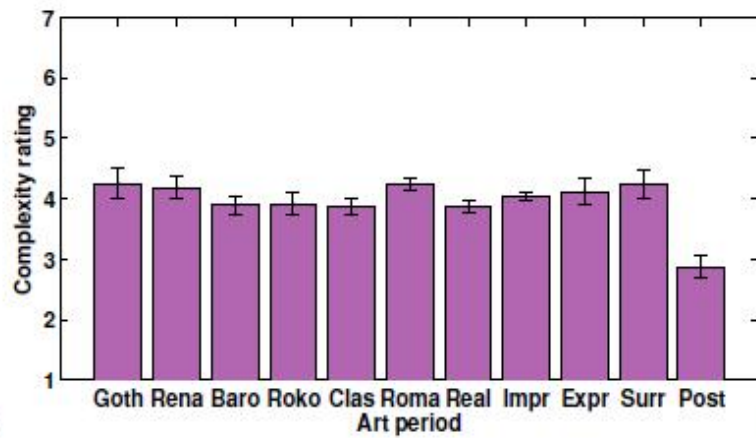


Figure 2: a) Complexity ratings broken down by art period, b) least and c) most complex artwork.

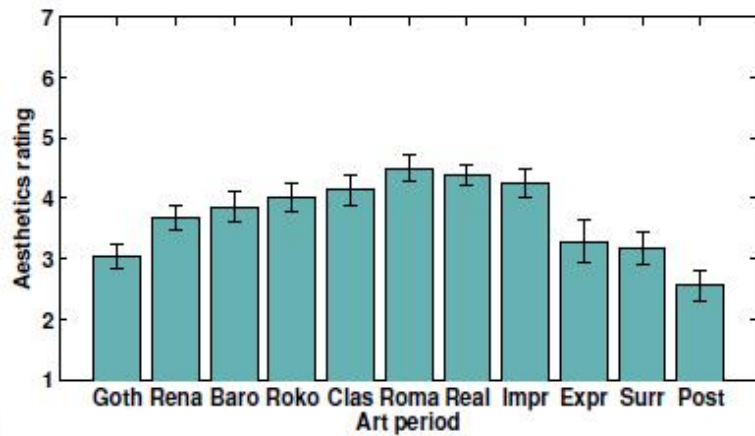


Figure 3: a) Aesthetics ratings broken down by art period, b) least and c) most aesthetically appealing artwork.

Hot Zone

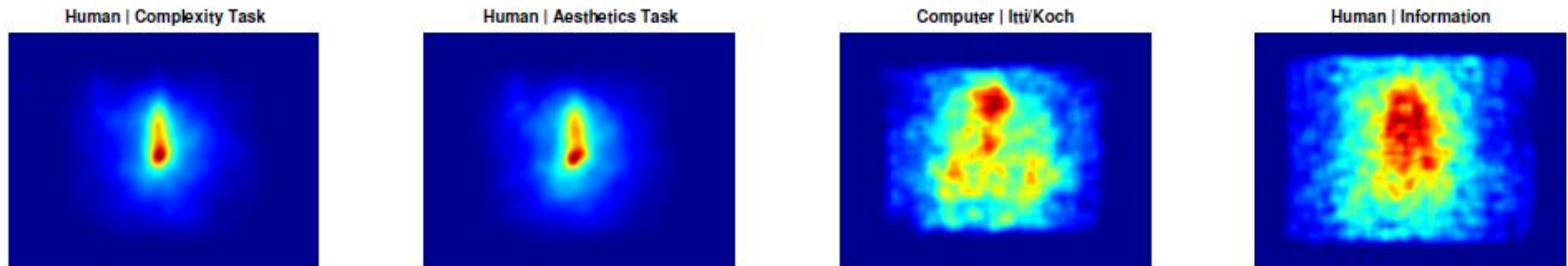


Figure 5: Average fixation maps for the complexity and aesthetics task and the two computational models.

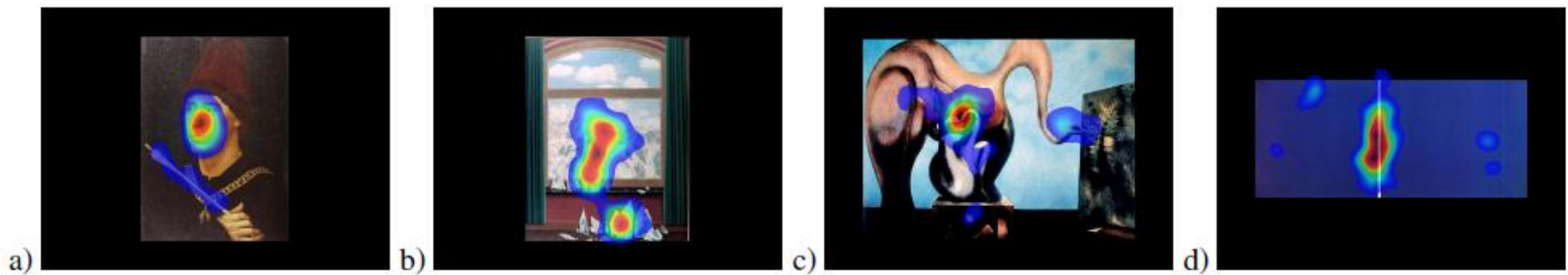


Figure 6: Examples of fixation maps for four different images.

2012 ART

OPEN  ACCESS Freely available online

 PLoS one

When Art Moves the Eyes: A Behavioral and Eye-Tracking Study

Davide Massaro^{1*}, Federica Savazzi², Cinzia Di Dio³, David Freedberg^{4,5}, Vittorio Gallese^{3,4,6}, Gabriella Gilli², Antonella Marchetti¹

1 Research Unit on Theory of Mind, Department of Psychology, Università Cattolica del Sacro Cuore, Milan, Italy, **2** Research Unit on Psychology of the Art, Department of Psychology, Università Cattolica del Sacro Cuore, Milan, Italy, **3** Department of Neuroscience, University of Parma, Parma, Italy, **4** Department of Art History and Archaeology, Columbia University, New York, New York, United States of America, **5** The Italian Academy for Advanced Studies in America, Columbia University, New York, New York, United States of America, **6** IIT (Italian Institute of Technology) Brain Center for Social and Motor Cognition, Parma, Italy



Divided Region

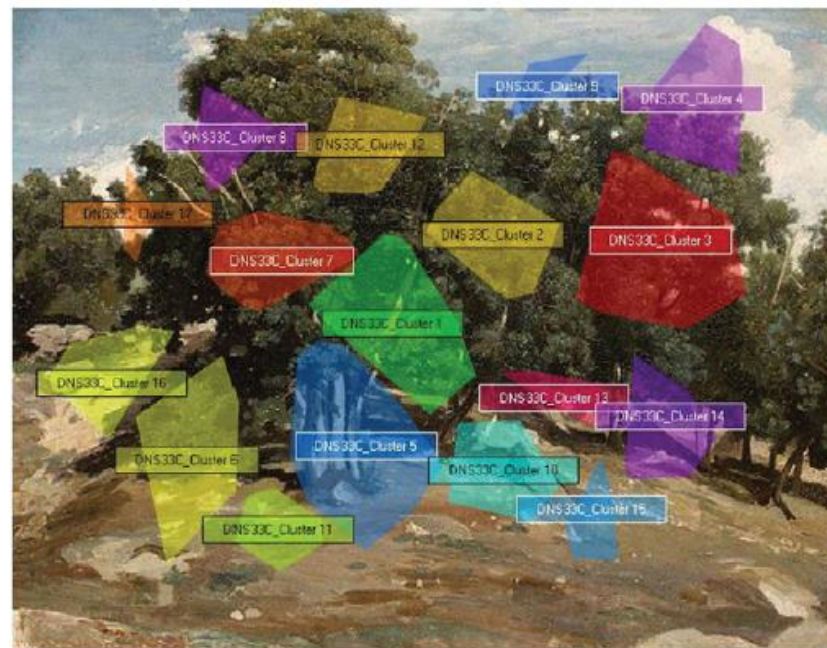
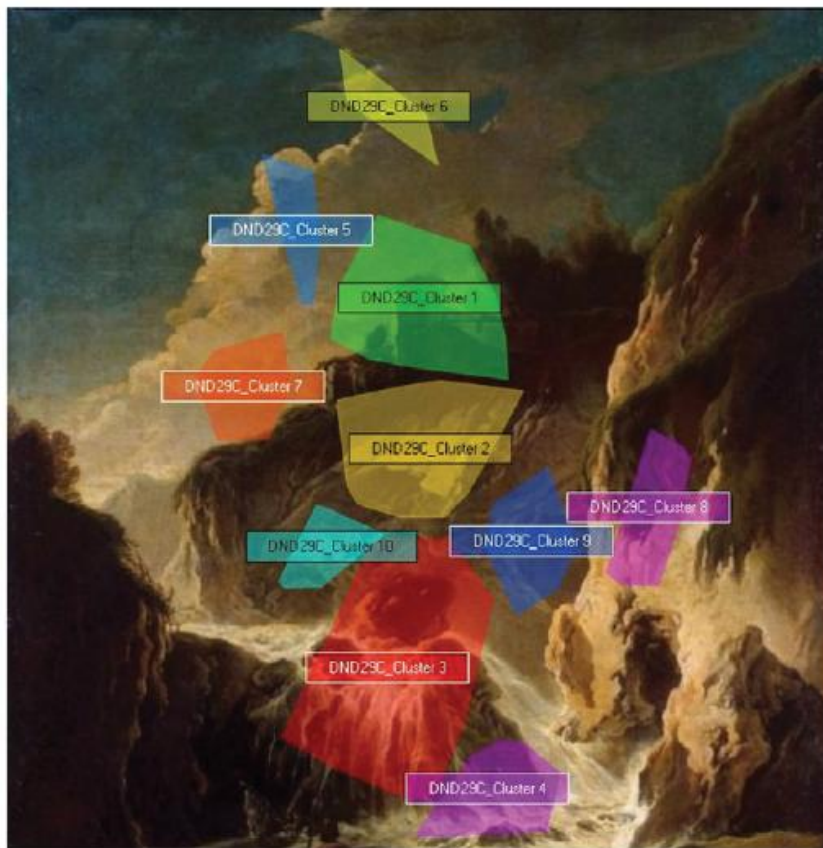






Figure 7. Heat map visualization of the gaze behavior for human color images. On the left is a dynamic image, on the right is a static image. The red gradient indicates portions of the image observed by the totality of the sample.
doi:10.1371/journal.pone.0037285.g007

2012 Eye-tracking For Dogs

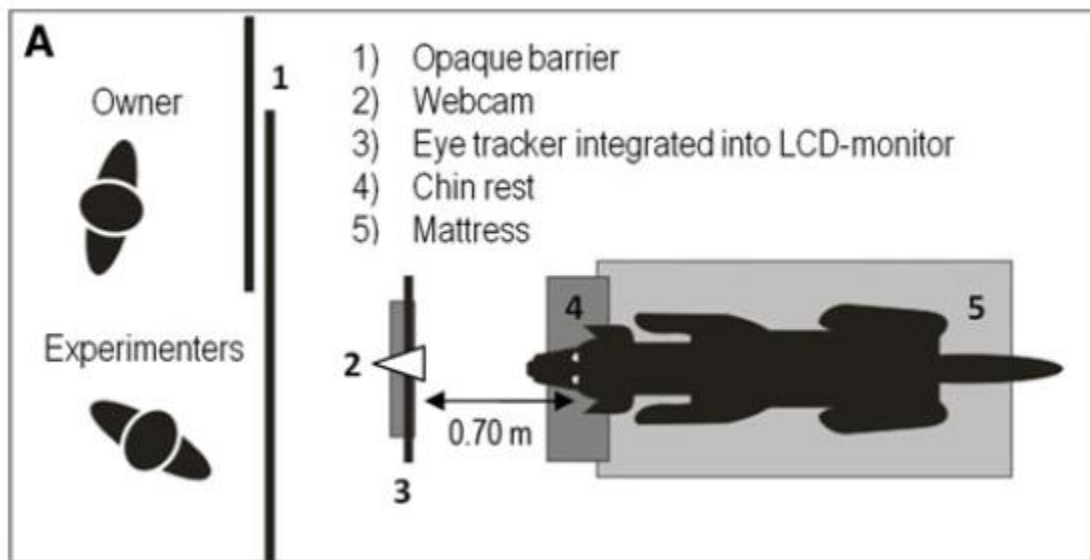
Anim Cogn (2012) 15:163–174
DOI 10.1007/s10071-011-0442-1

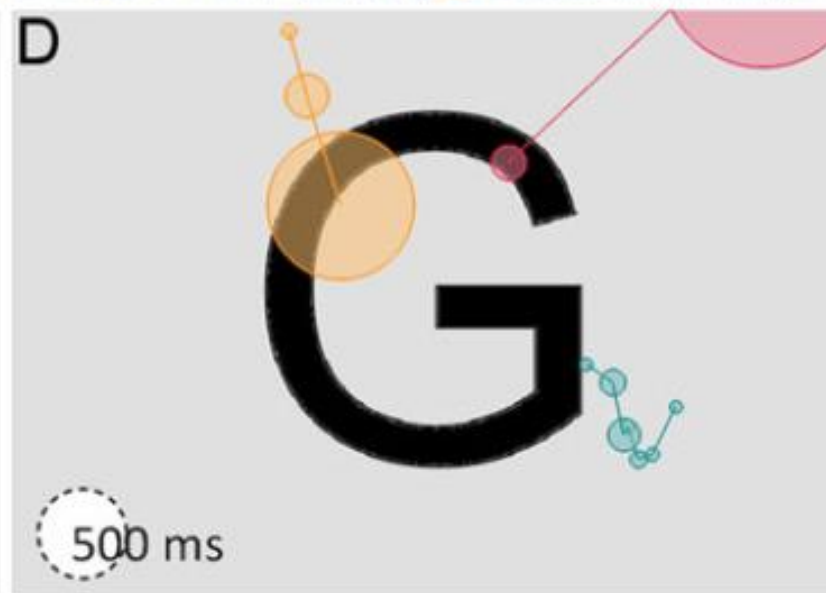
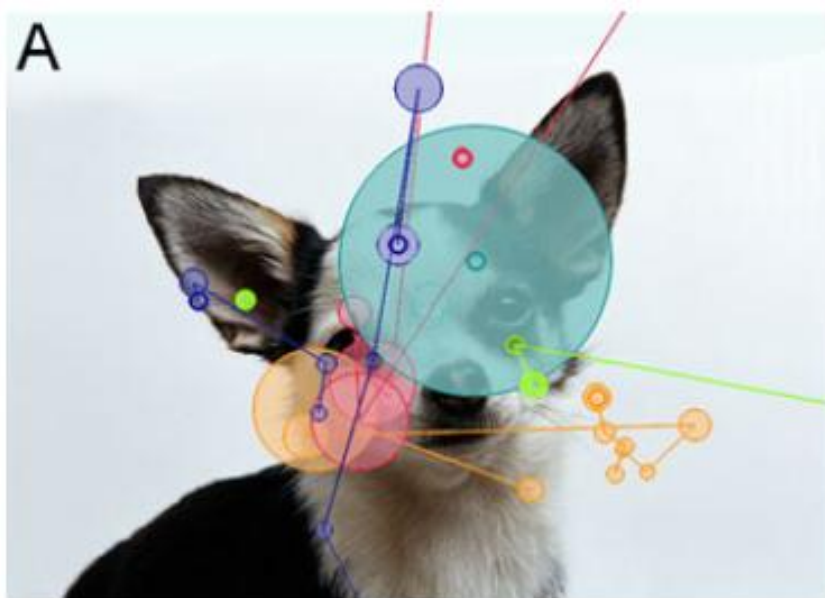
Dogs do look at images: eye tracking in canine cognition research

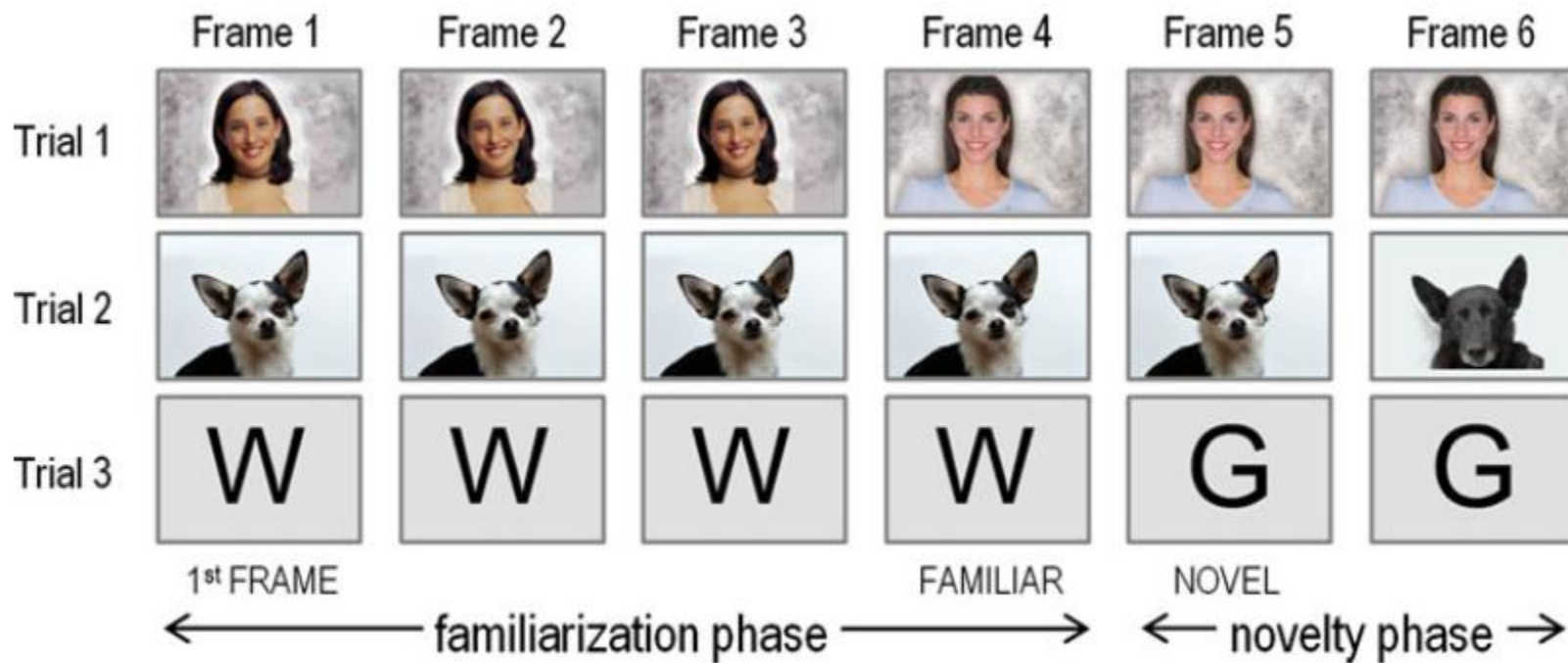
Sanni Somppi · Heini Törnqvist · Laura Hänninen ·
Christina Krause · Outi Vainio

Received: 11 February 2011 / Revised: 6 July 2011 / Accepted: 1 August 2011 / Published online: 23 August 2011









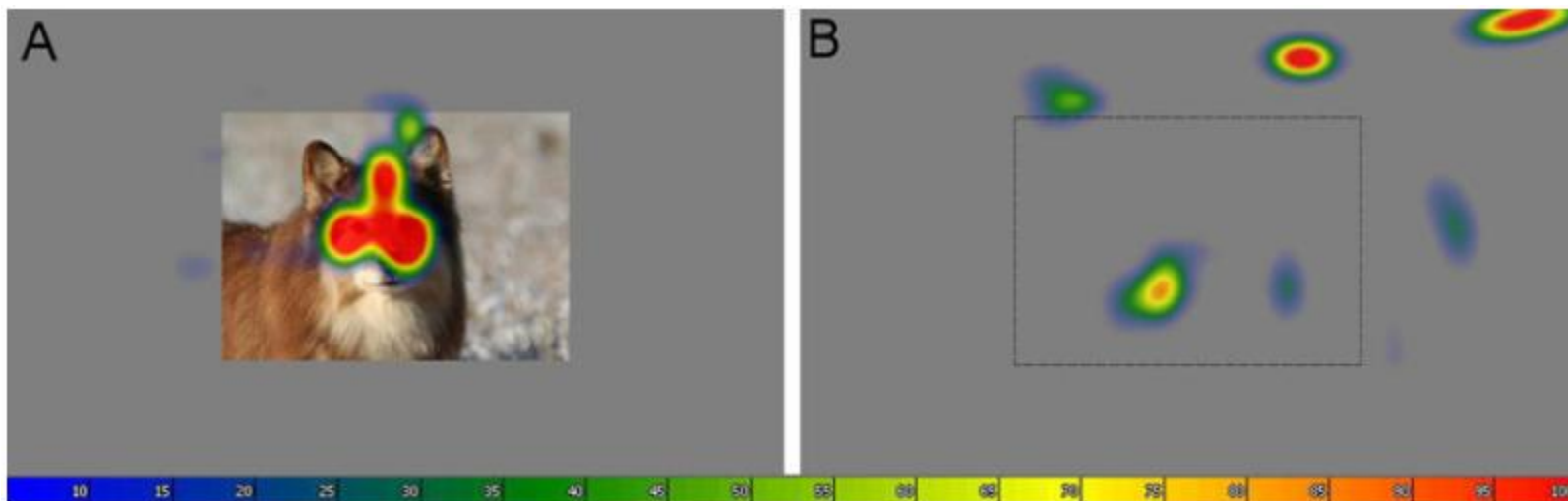




Fig. 1. The eye tracking equipment in place on the dog showing scene camera (1) eye camera (2) head strap (3) mirror support rod (4) mirror clamp (5) dichroic mirror (6) muzzle (7) and mirror frame (8).



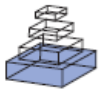
Fig. 2. The calibration cross in place on the head gear showing cross mount (1) and calibration cross (2).

2010 Eye Tracking For Rats USA Harvard Univ.

frontiers in
NEUROSCIENCE

METHODS ARTICLE

published: 29 November 2010
doi: 10.3389/fnins.2010.00193



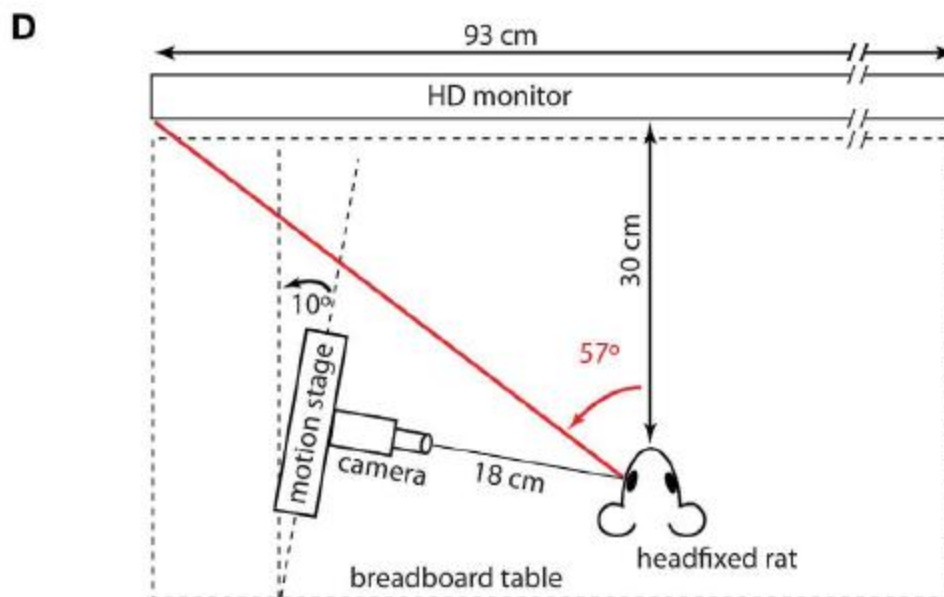
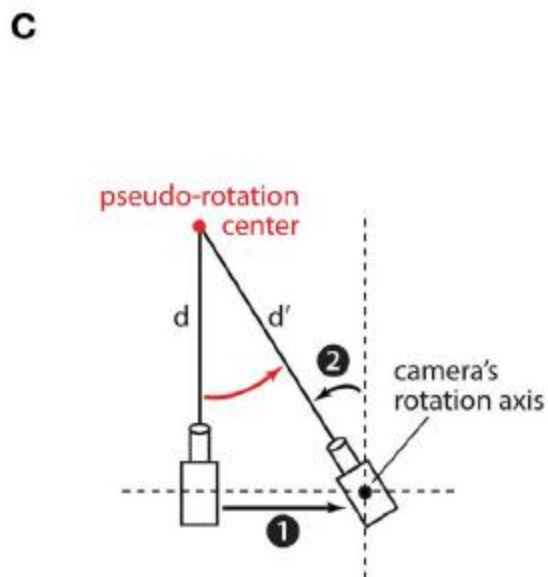
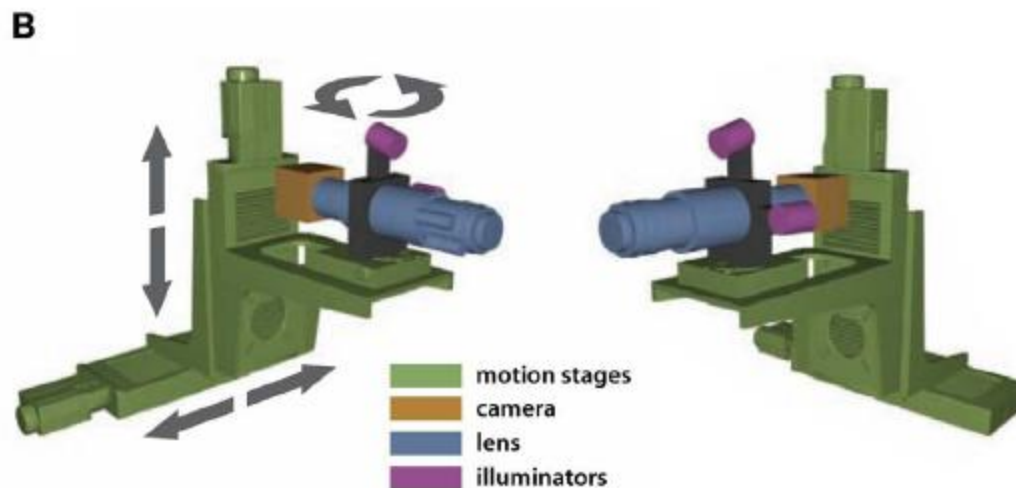
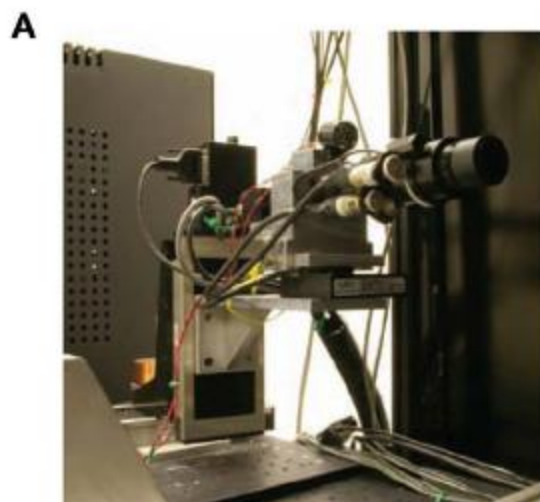
A self-calibrating, camera-based eye tracker for the recording of rodent eye movements

Davide Zoccolan^{1,2*}, Brett J. Graham¹ and David D. Cox^{1*}

¹ The Rowland Institute at Harvard, Harvard University, Cambridge, MA, USA

² Neurobiology and Cognitive Neuroscience Sectors, International School for Advanced Studies (SISSA), Trieste, Italy





2001 Group Conversation

CHI 2001 • 31 MARCH – 5 APRIL

Papers

Eye Gaze Patterns in Conversations: There is More to Conversational Agents Than Meets the Eyes

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Anton Nijholt
Twente University
The Netherlands
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Figure 1. Conversational partners as seen from a camera located above the subject's head.

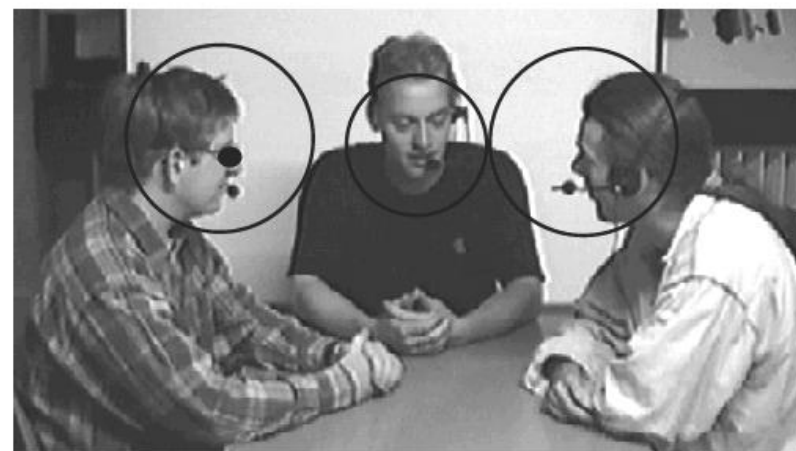


Figure 2. When subject fixations (the black dot) hit one of the circles, gaze was registered for that person.

2007 Sex Difference



Available online at www.sciencedirect.com



Hormones and Behavior 51 (2007) 524–533

Hormones
and Behavior

www.elsevier.com/locate/yhbeh

Sex differences in viewing sexual stimuli: An eye-tracking study in men and women

Heather A. Rupp^{a,b,*}, Kim Wallen^a

^a *Department of Psychology and Center for Behavioral Neuroscience, Emory University, Atlanta, GA 30322, USA*

^b *The Kinsey Institute for Research in Sex, Gender and Reproduction, Indiana University, Morrison Hall 313, Bloomington, IN 47405, USA*

Received 14 October 2006; revised 27 January 2007; accepted 30 January 2007

Available online 12 February 2007



2008 Non Verbal Behavior-German Research

J Nonverbal Behav (2008) 32:67–78

DOI 10.1007/s10919-007-0043-5

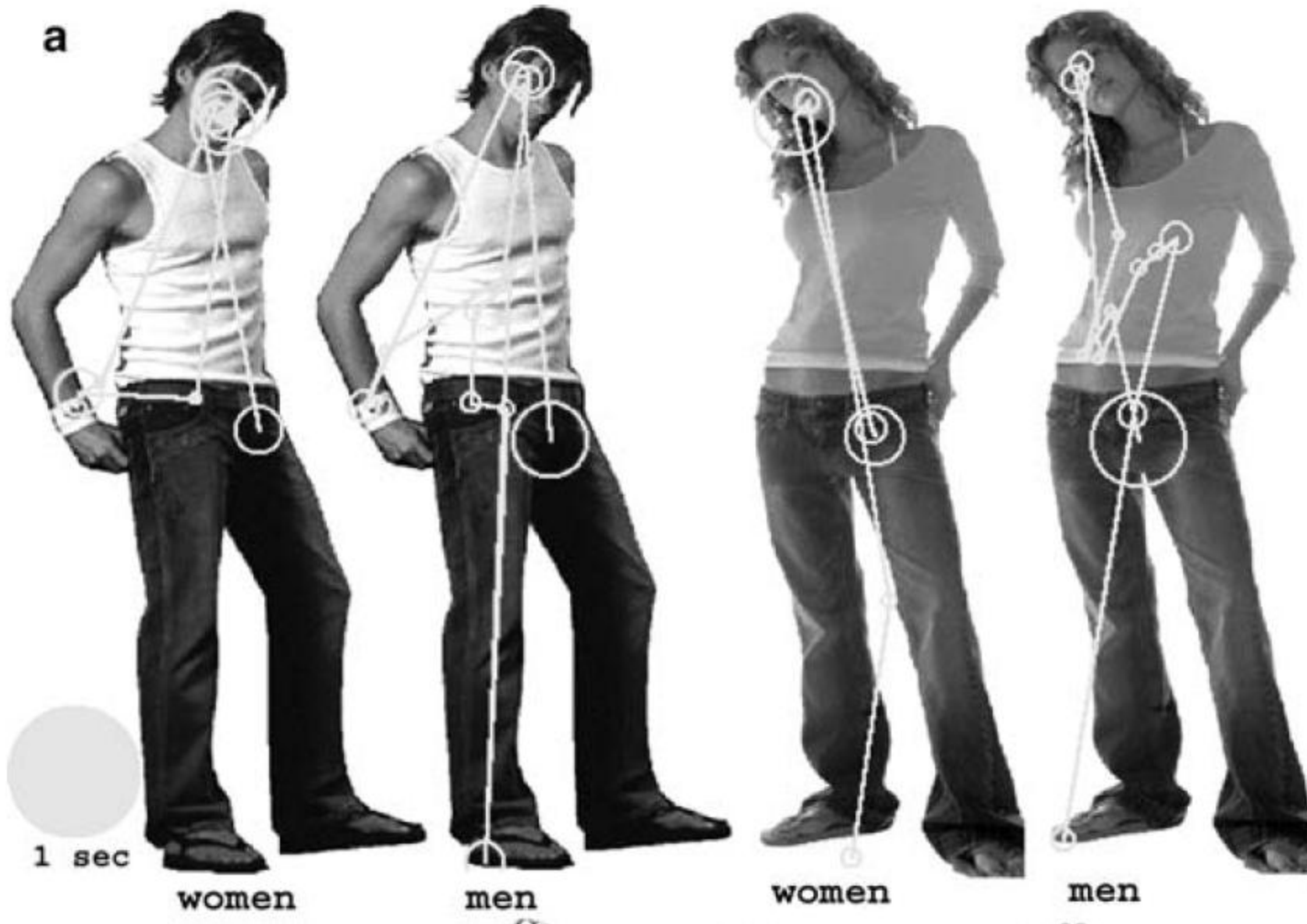
ORIGINAL PAPER

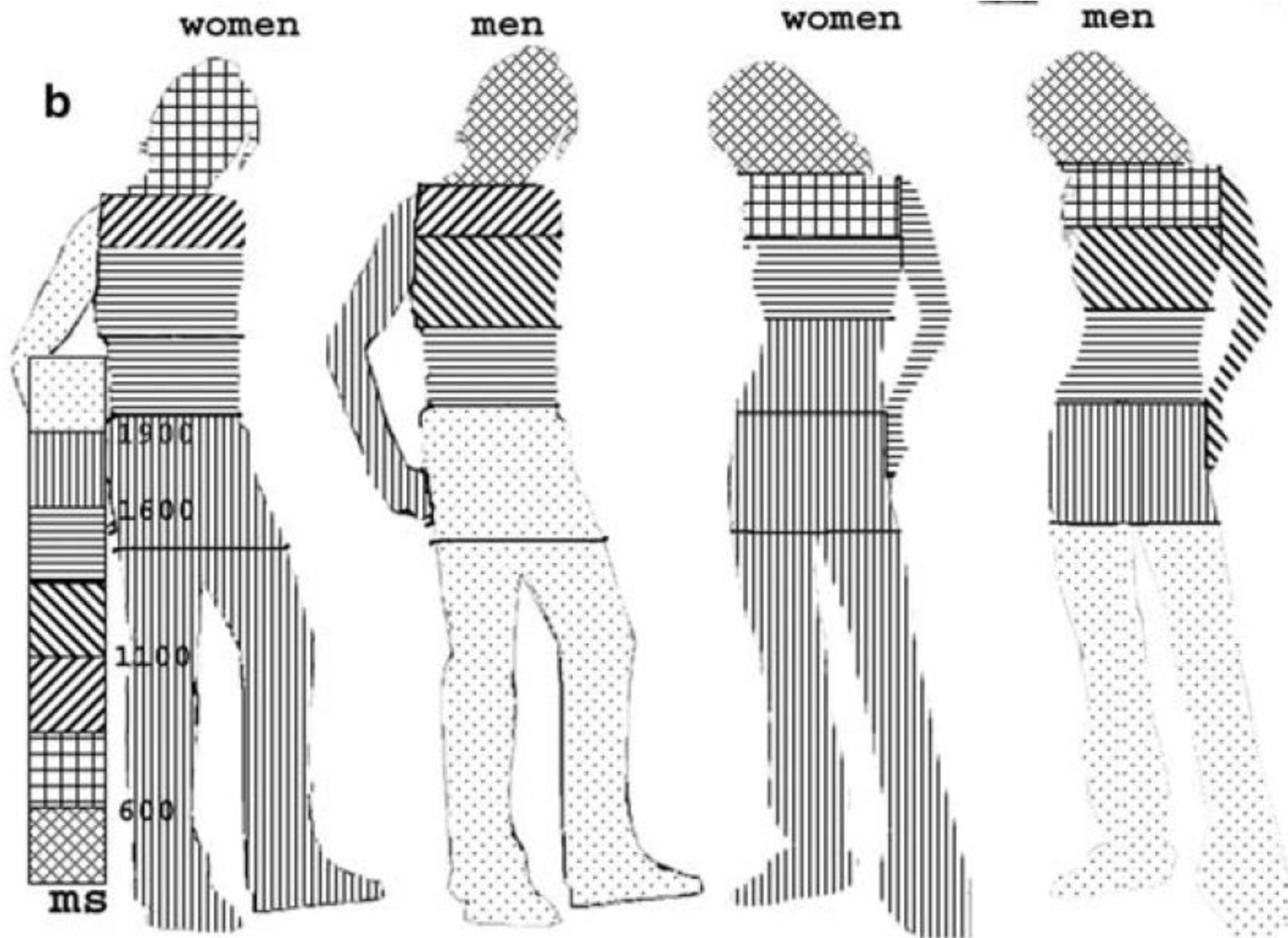
Gender Differences for Specific Body Regions When Looking at Men and Women

Johannes Hewig · Ralf H. Trippe · Holger Hecht · Thomas Straube · Wolfgang H. R. Miltner



a





2009 Human Behavior



Evolution and Human Behavior 30 (2009) 417–428

Evolution
and Human
Behavior

Patterns of eye movements when male and female observers judge female attractiveness, body fat and waist-to-hip ratio

Piers L. Cornelissen^a, Peter J.B. Hancock^b, Vesa Kiviniemi^c,
Hannah R. George^d, Martin J. Tovée^{d,*}

^a*Department of Psychology, University of York, YO10 5DD York, UK*

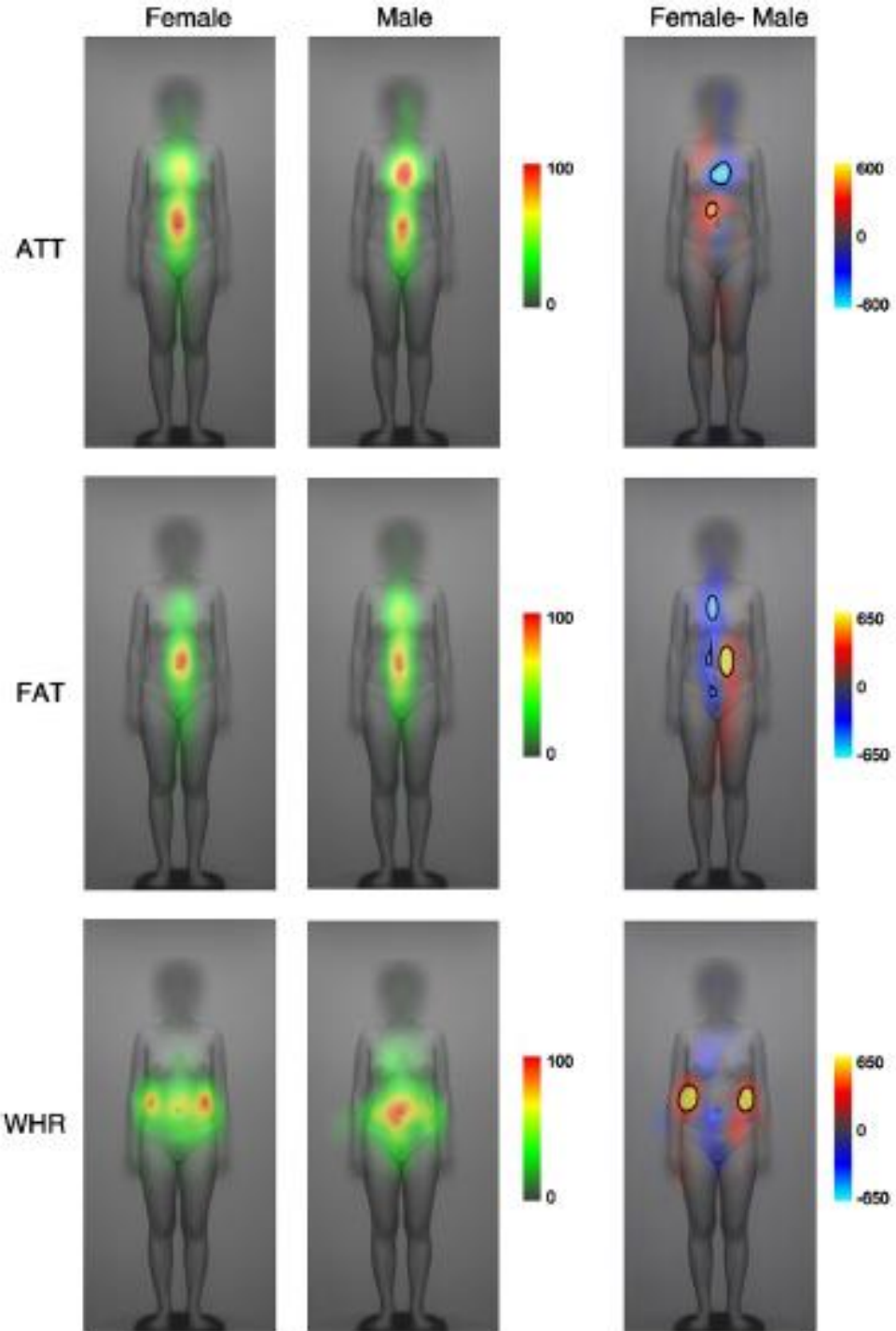
^b*School of Psychology, Stirling University, Stirling, FK9 4LA Scotland, UK*

^c*Department of Statistics, University of Kuopio, FIN-70211 Kuopio, Finland*

^d*Institute of Neuroscience, Newcastle University, NE2 4HH Newcastle Upon Tyne, UK*

Initial receipt 4 September 2008; final revision received 26 April 2009





2010 Arch Sex Behavior

Arch Sex Behav (2010) 39:1055–1062

DOI 10.1007/s10508-009-9482-x

ORIGINAL PAPER

Gazing Behavior During Mixed-Sex Interactions: Sex and Attractiveness Effects

**Ischa van Straaten · Rob W. Holland ·
Catrin Finkenauer · Tom Hollenstein ·
Rutger C. M. E. Engels**



2011-New Zealand Research

Arch Sex Behav (2011) 40:51–58

DOI 10.1007/s10508-010-9601-8

ORIGINAL PAPER

Eye Tracking of Men's Preferences for Female Breast Size and Areola Pigmentation

Barnaby J. Dixon · Gina M. Grimshaw ·
Wayne L. Linklater · Alan F. Dixon



Research Material

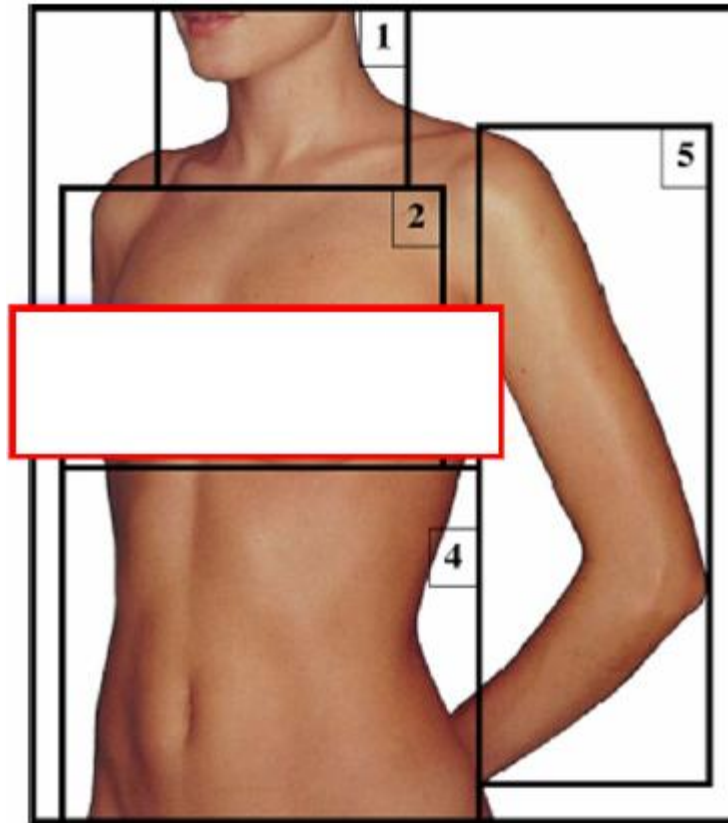


Fig.1 Female stimulus images were divided into five anatomical regions in order to analyze male visual attention during eye-tracking. 1 = neck and jaw; 2 = breasts; 3 = nipples and areolae; 4 = midriff; 5 = arm

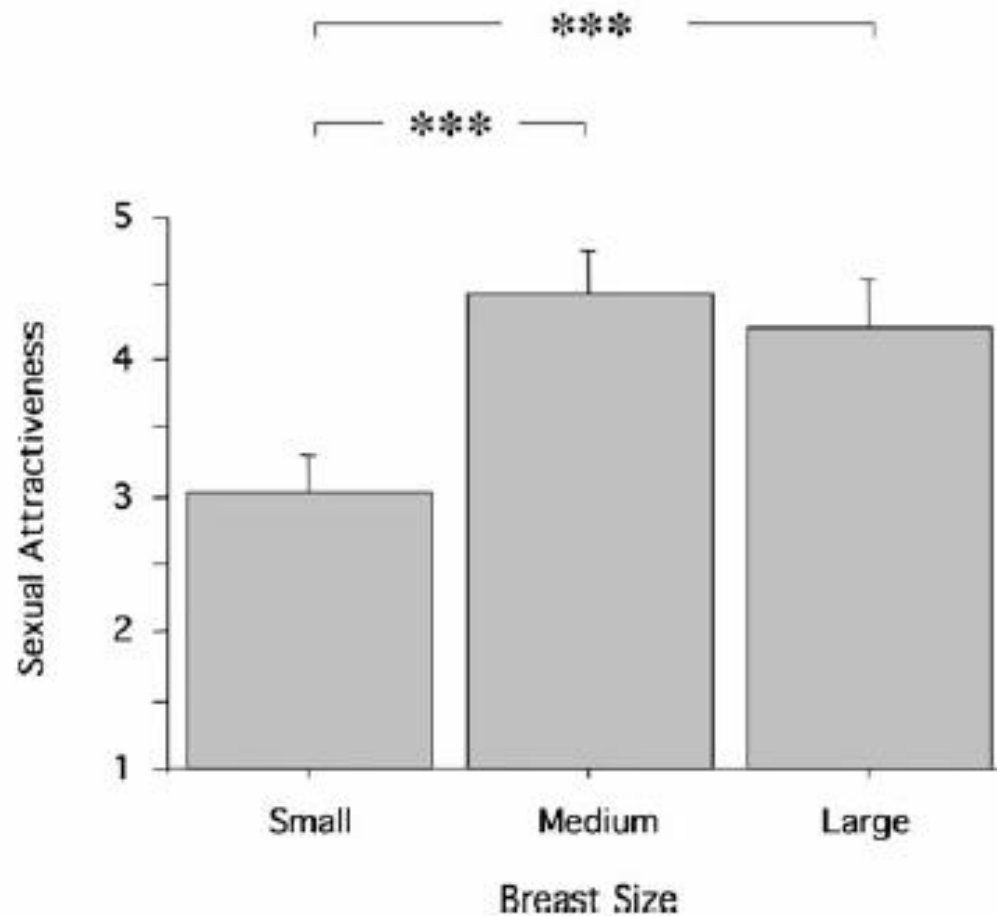


Fig.2 Mean ratings (+SD) of sexual attractiveness for three female torsos varying in breast size (small, medium or large). *** $p < .001$

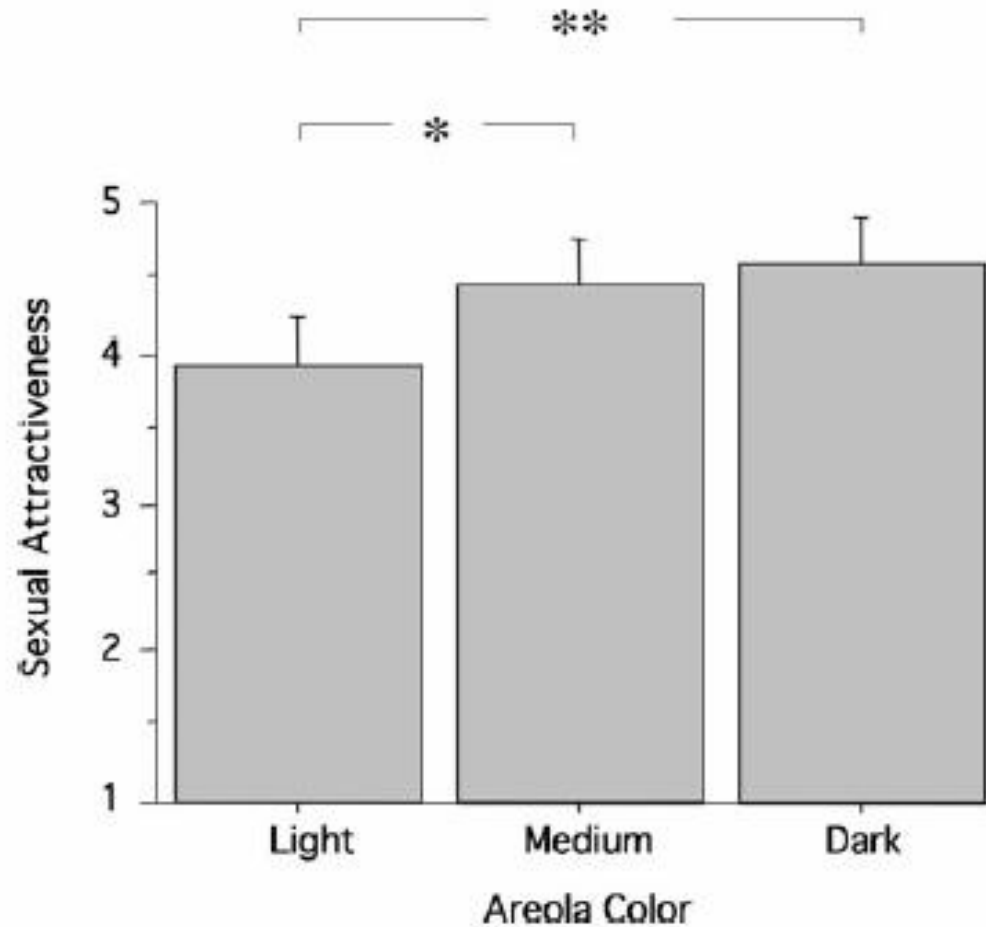


Fig. 3 Mean ratings (+SD) of sexual attractiveness for three female torsos varying in areola color (light, medium or dark). * $p < .05$, ** $p < .01$

2006 Medical Education-Tissue Biopsy

Human Pathology (2006) 37, 1543–1556



Human
PATHOLOGY

www.elsevier.com/locate/humpath

Original contribution

Eye-movement study and human performance using telepathology virtual slides. Implications for medical education and differences with experience[☆]

Elizabeth A Krupinski PhD^{a,c}, Allison A. Tillack MA^b, Lynne Richter MT (ASCP)^{b,c},
Jeffrey T. Henderson MD^b, Achyut K. Bhattacharyya MD^b,
Katherine M. Scott MD^b, Anna R. Graham MD^b, Michael R. Descour PhD^d,
John R. Davis MD^b, Ronald S. Weinstein MD^{b,c,*}



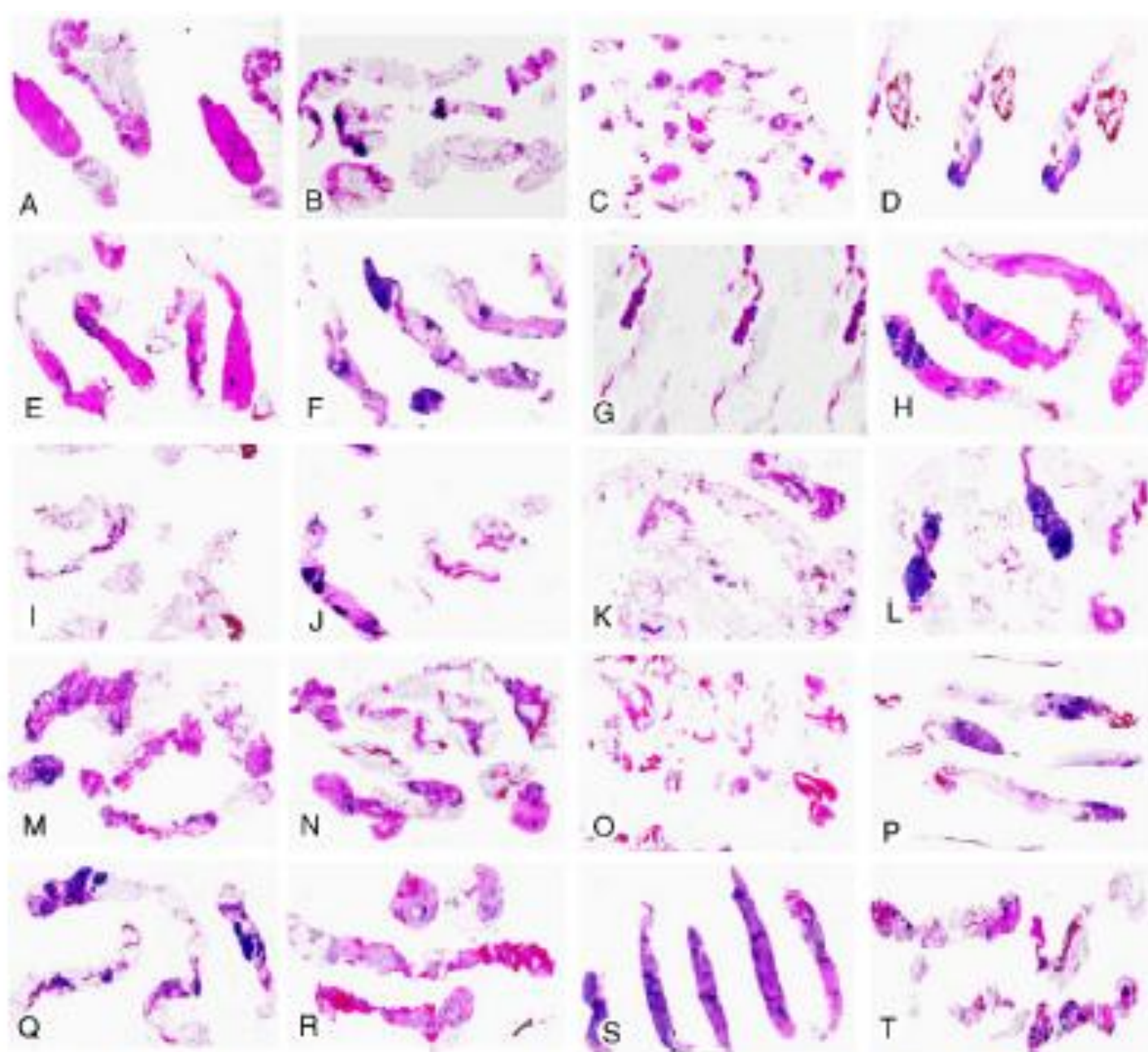
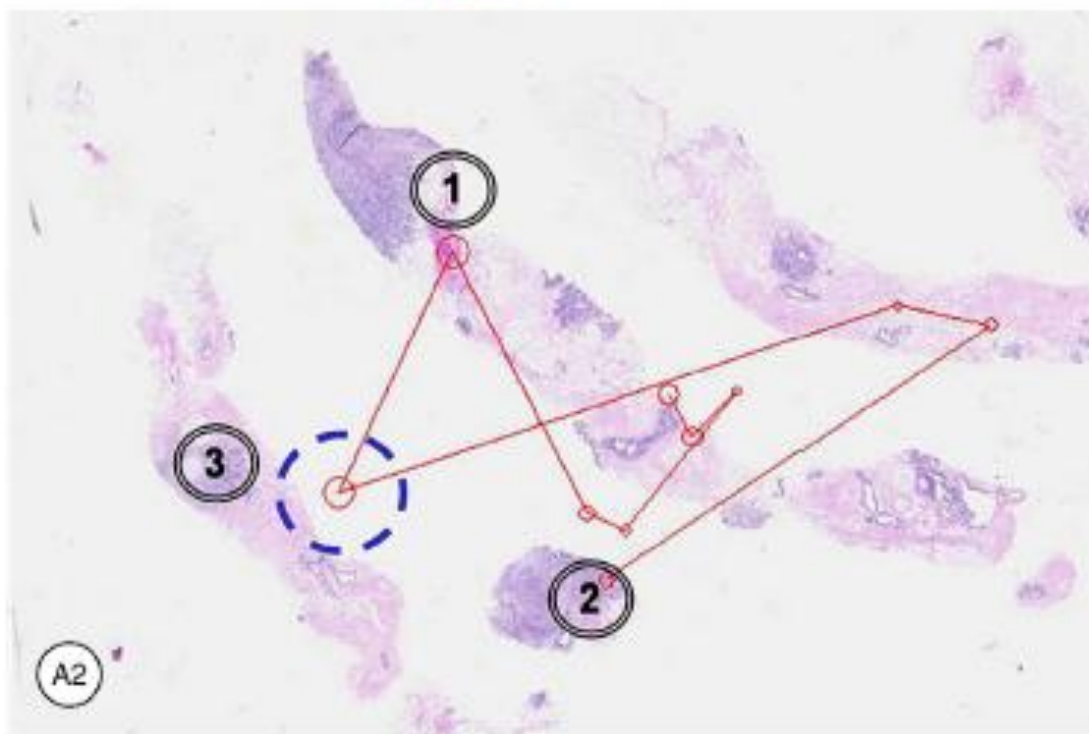
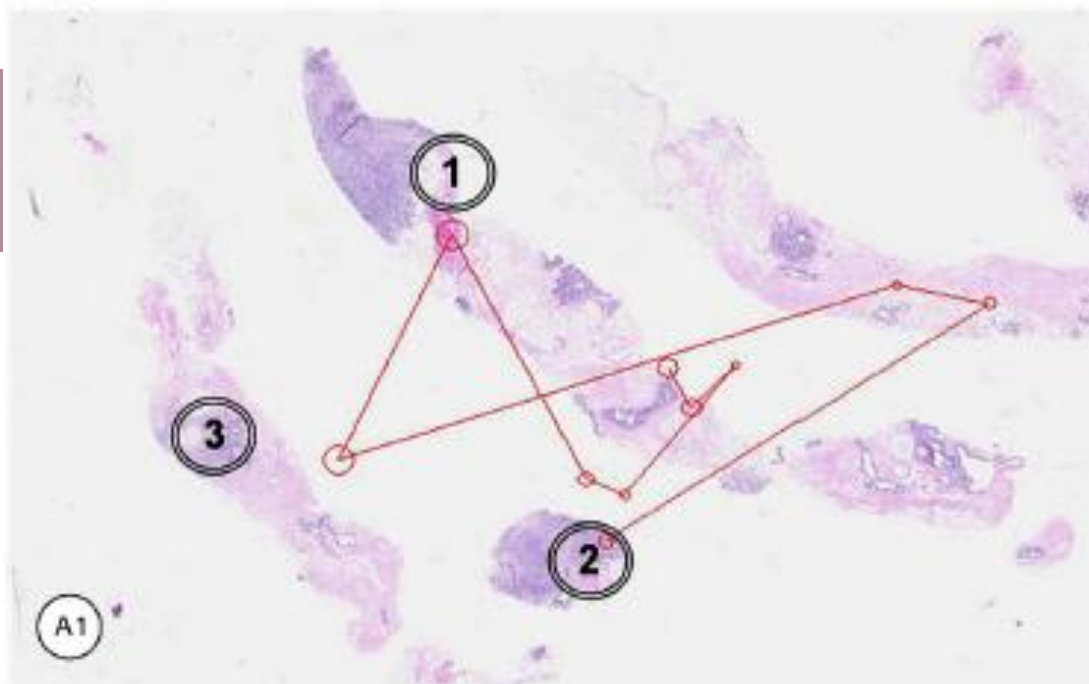
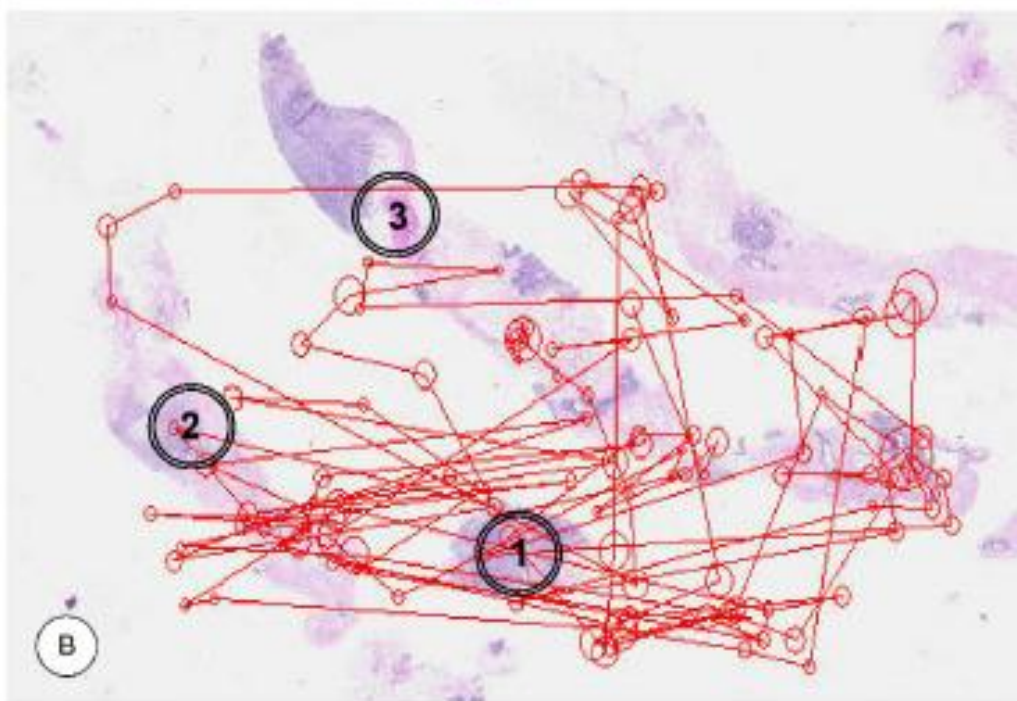
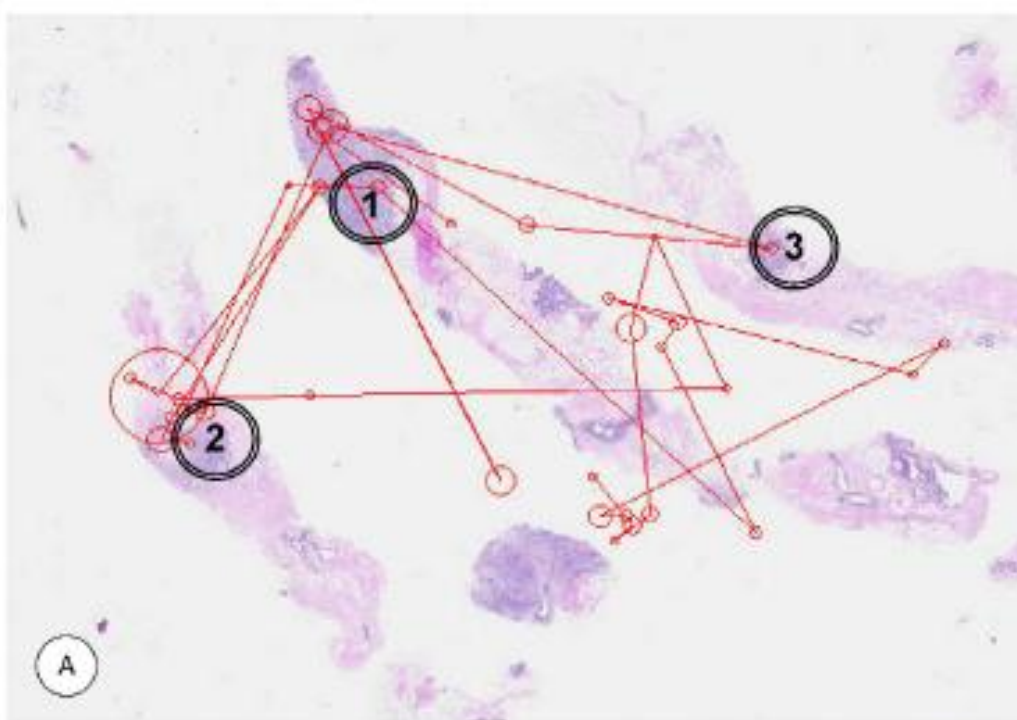


Fig. 4 Gallery of thumbnail images of the 20 breast core biopsy DMcox virtual slides (A-T) viewed by the slide readers. Each virtual slide was viewed individually at low magnification on the monitor. Typically, slides have tissue sections of 3 or more breast core biopsies.





2010 Medicine Surgical Training-England

Surg Endosc (2010) 24:2458–2464

DOI 10.1007/s00464-010-0986-1

Psychomotor control in a virtual laparoscopic surgery training environment: gaze control parameters differentiate novices from experts

Mark Wilson • John McGrath • Samuel Vine •
James Brewer • David Defriend • Richard Masters



Facility

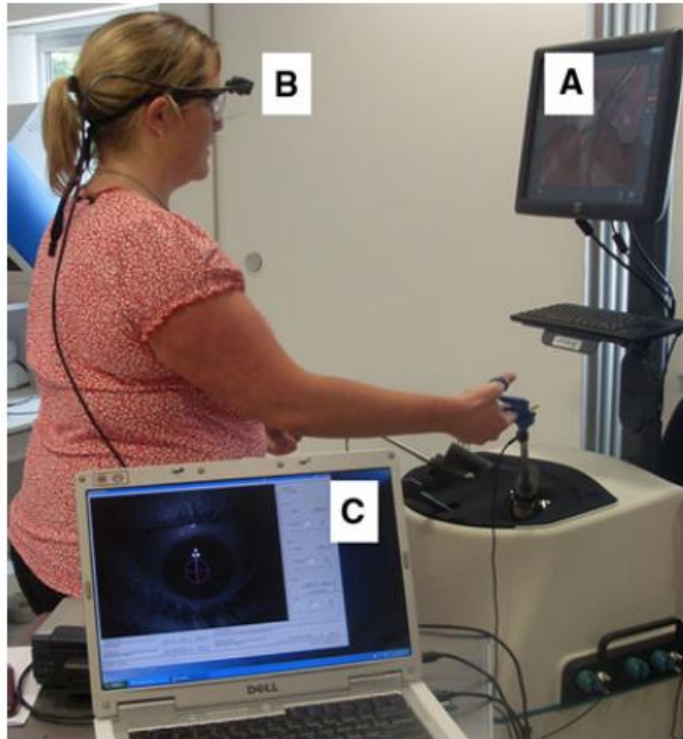


Fig. 1 The testing environment demonstrating the LAP Mentor virtual reality simulator (A), the lightweight optics unit (B), and the supporting software running on the laptop (C)

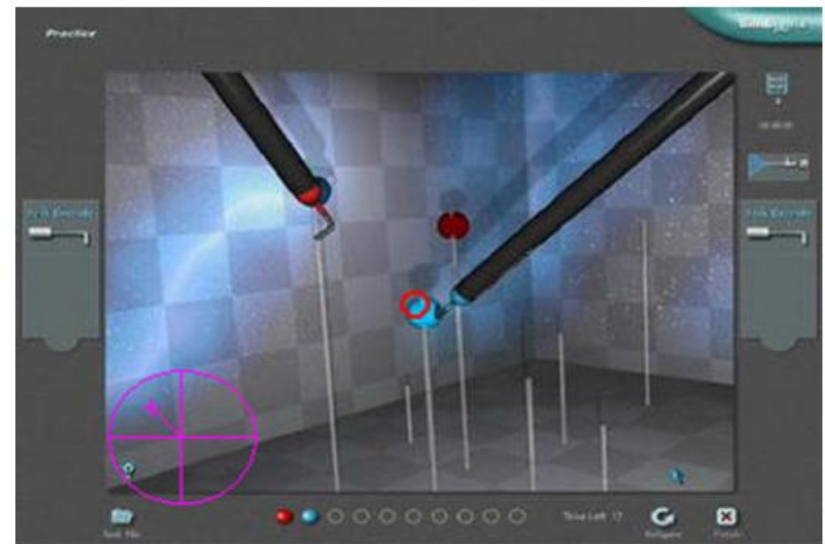


Fig. 3 The eye-hand coordination task showing the target balls, the “virtual” instruments, the gaze cursor (on the central flashing ball), and the vector angle calculation (*bottom left of screen*)

Tool 、 Result



Fig. 2 An image from the eye camera in the Eyevision software environment showing the *corneal reflection* from the LEDs (three white dots); the *pupil center* (midpoint of the magenta circle) and the *vector* line between the pupil centre and the corneal reflection

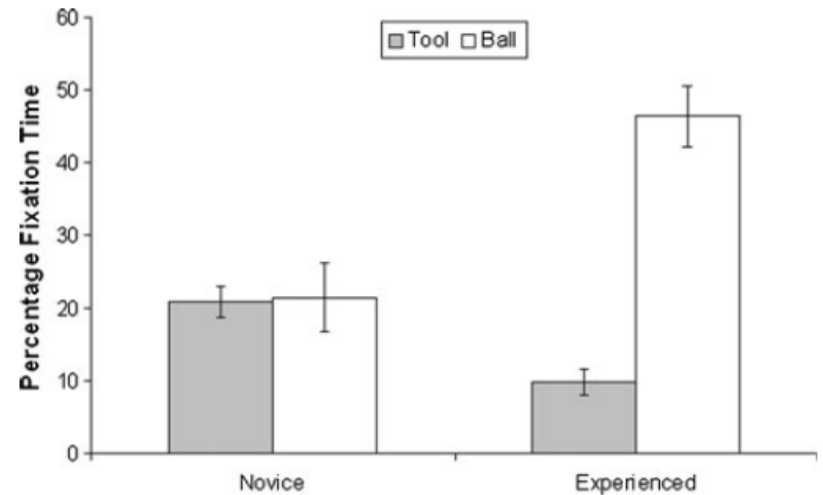


Fig. 4 The percentage of total fixation duration to each of the two relevant locations for novice and experienced surgeons (\pm SEM)

2012 Medical Training-England

Surg Endosc

DOI 10.1007/s00464-011-2143-x



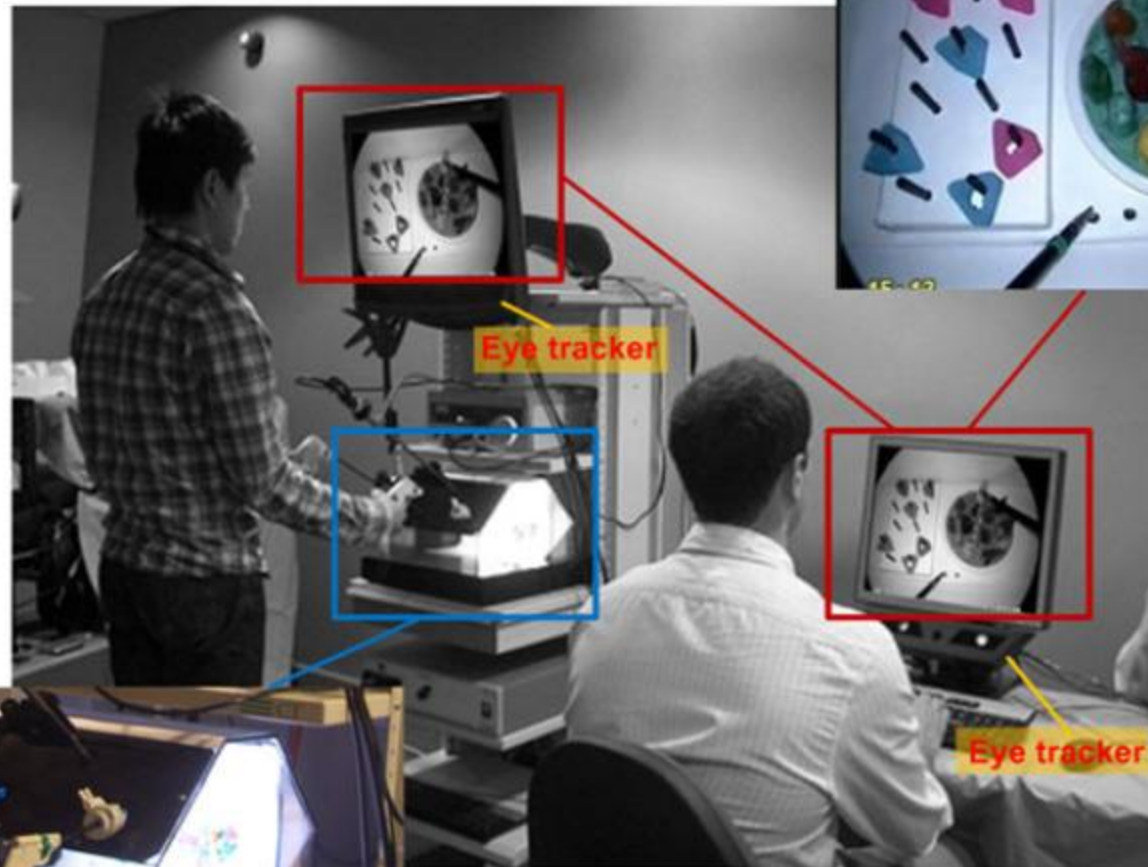
Collaborative eye tracking: a potential training tool in laparoscopic surgery

Andrew S. A. Chetwood · Ka-Wai Kwok ·
Loi-Wah Sun · George P. Mylonas ·
James Clark · Ara Darzi · Guang-Zhong Yang

Received: 24 August 2011 / Accepted: 15 December 2011
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Two screens in same content showing the surgical task, both the eye trackers built-in under the two screens



Laparoscopic simulator comprised of surgical environment, two Maryland laparoscopic graspers and 0 degree camera

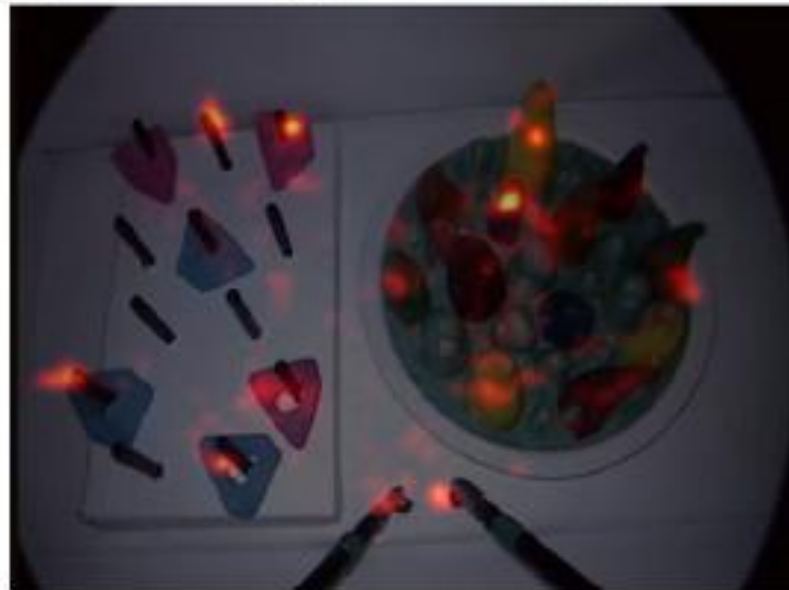


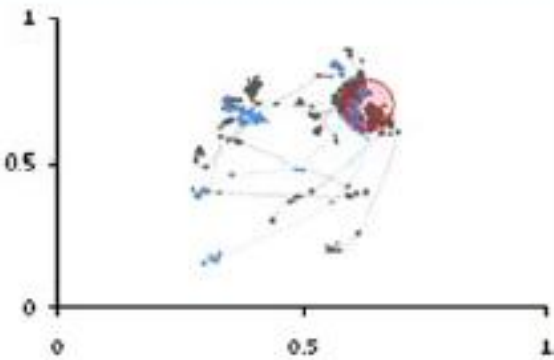
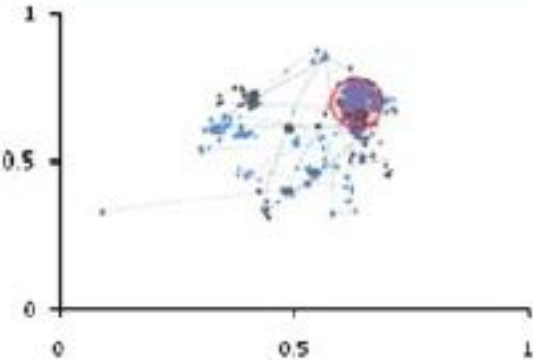
Fig. 2 Pictorial representation of subjects' point-of-regard. More precise areas of focus ("hotspots") are visible in the top image which represents (verbal plus eye) VE guidance. By comparison, the verbal guidance shows numerous areas of focus away from the target image reflecting scanning of the object field in an attempt to follow the spoken instruction (Color figure online)



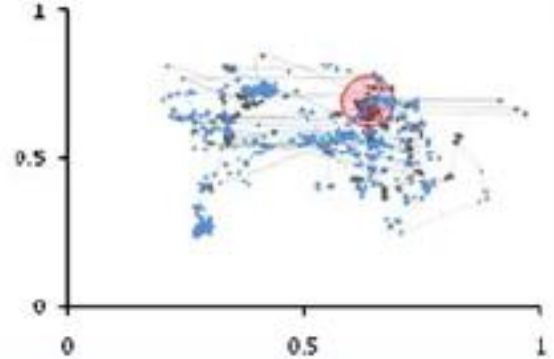
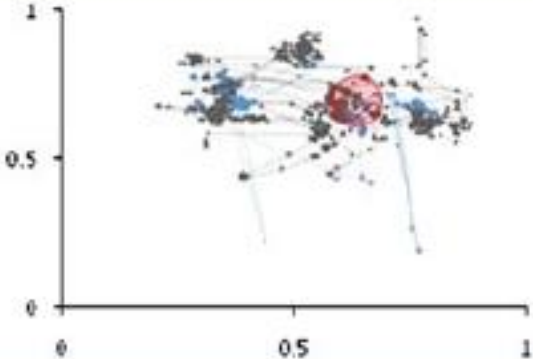
English as first-language

English not as first-language

When only Eye guidance used (E)



When Verbal guidance used (V)



2012 Skin Lesion Examination

Artificial Intelligence in Medicine 54 (2012) 201–205



Contents lists available at SciVerse ScienceDirect

Artificial Intelligence in Medicine

journal homepage: www.elsevier.com/locate/aiim



Differences in examination characteristics of pigmented skin lesions: Results of an eye tracking study

Stephan Dreiseitl^{a,*}, Maja Pivec^b, Michael Binder^c

^a Department of Software Engineering, University of Applied Sciences Upper Austria, Softwarepark 11, A-4232 Hagenberg, Austria

^b Department of Information Design, FH JOANNEUM University of Applied Sciences, Alte Poststrasse 152, A-8020 Graz, Austria

^c Department of Dermatology, Medical University of Vienna, Währinger Gürtel 18-20, A-1090 Vienna, Austria



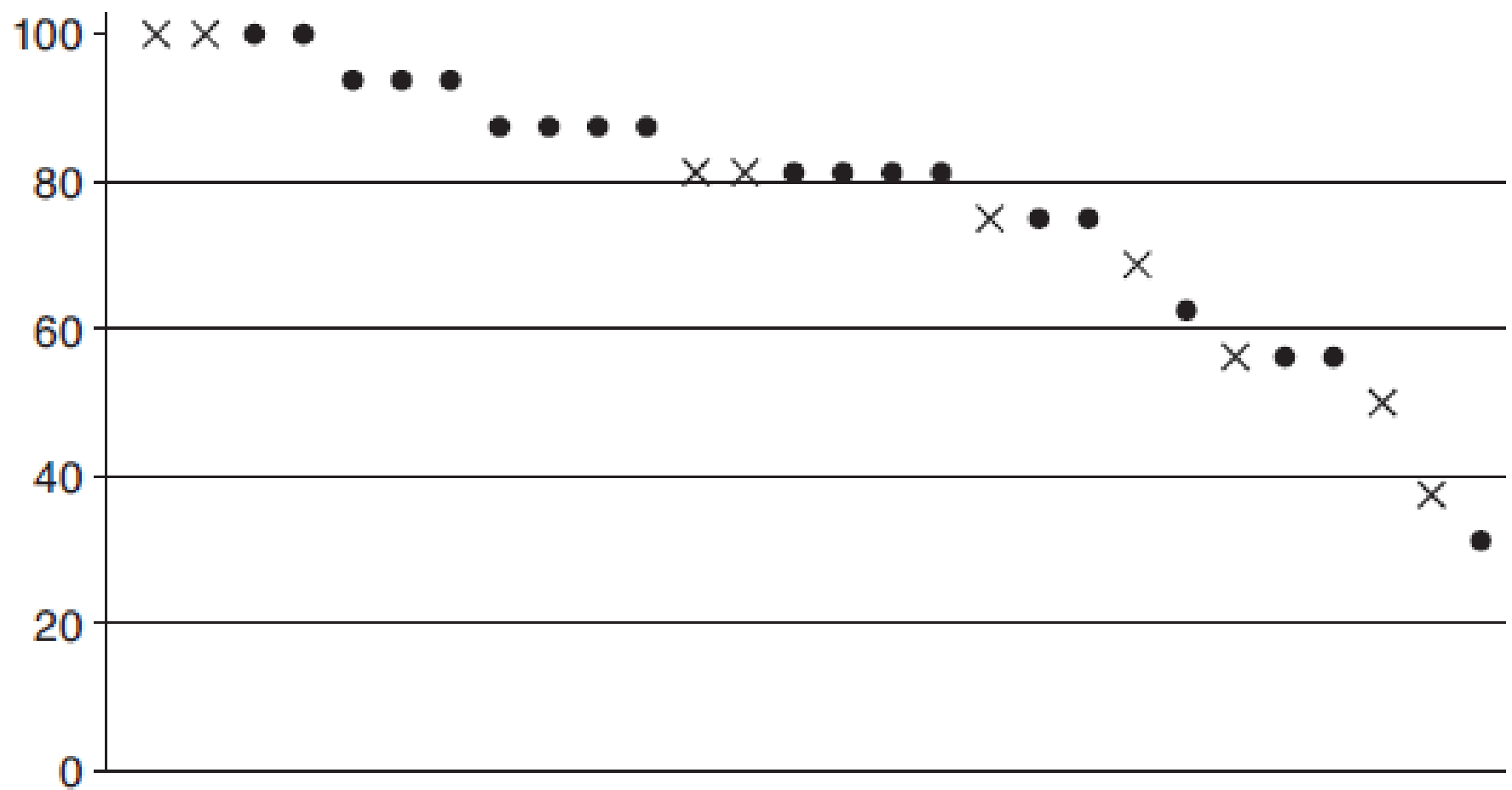


Fig. 1. Distribution of lesion difficulty, shown as percentage of correct diagnoses (y-axis) for each of the 28 lesions (x-axis). Lesions were sorted by decreasing ease of diagnosis, with benign lesions marked by a dot, and malignant lesions marked by a cross.

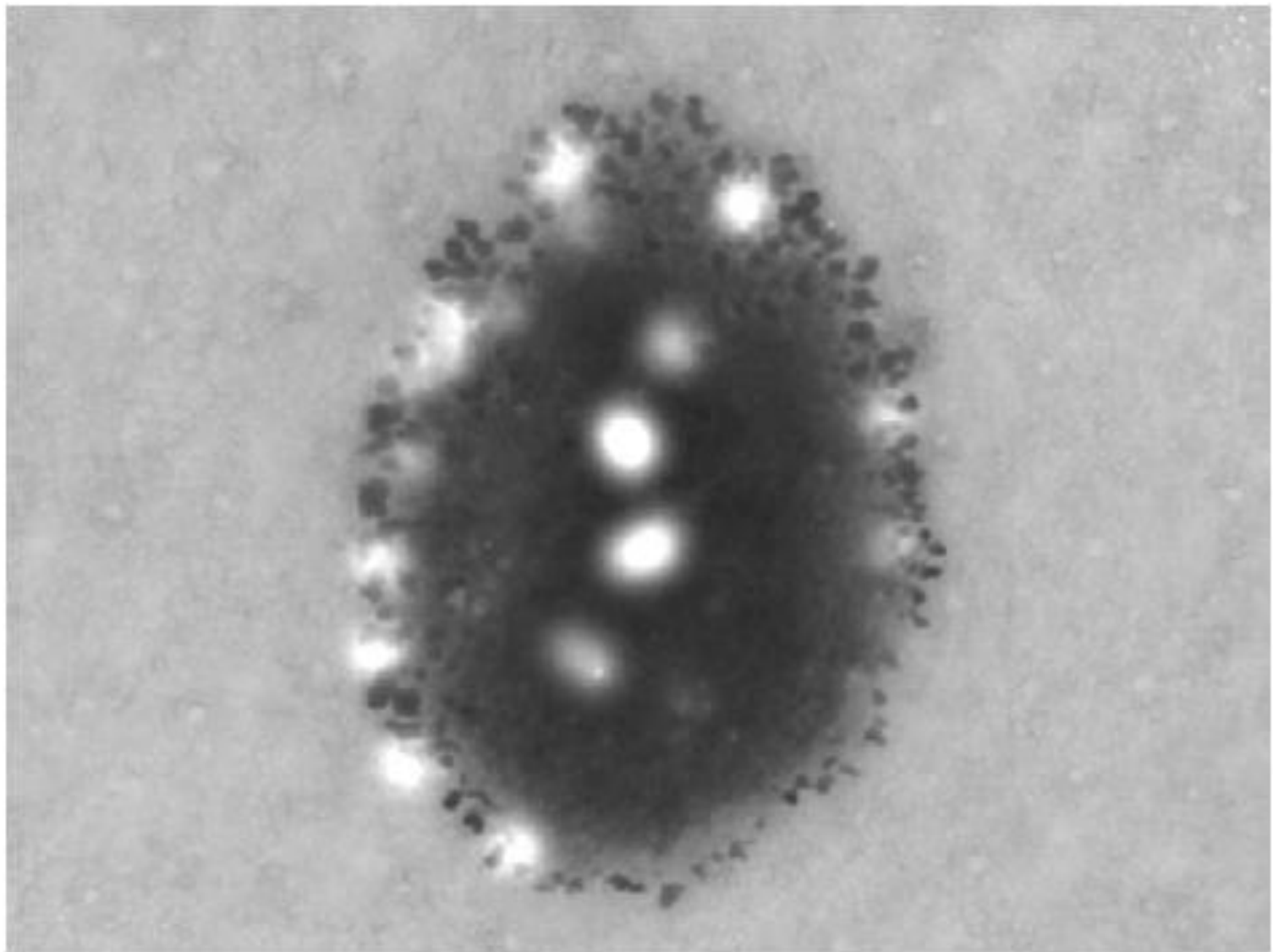


Fig. 2. Graphical representation of gaze hot spots for a lesion image. Brighter spots indicate longer fixation times.

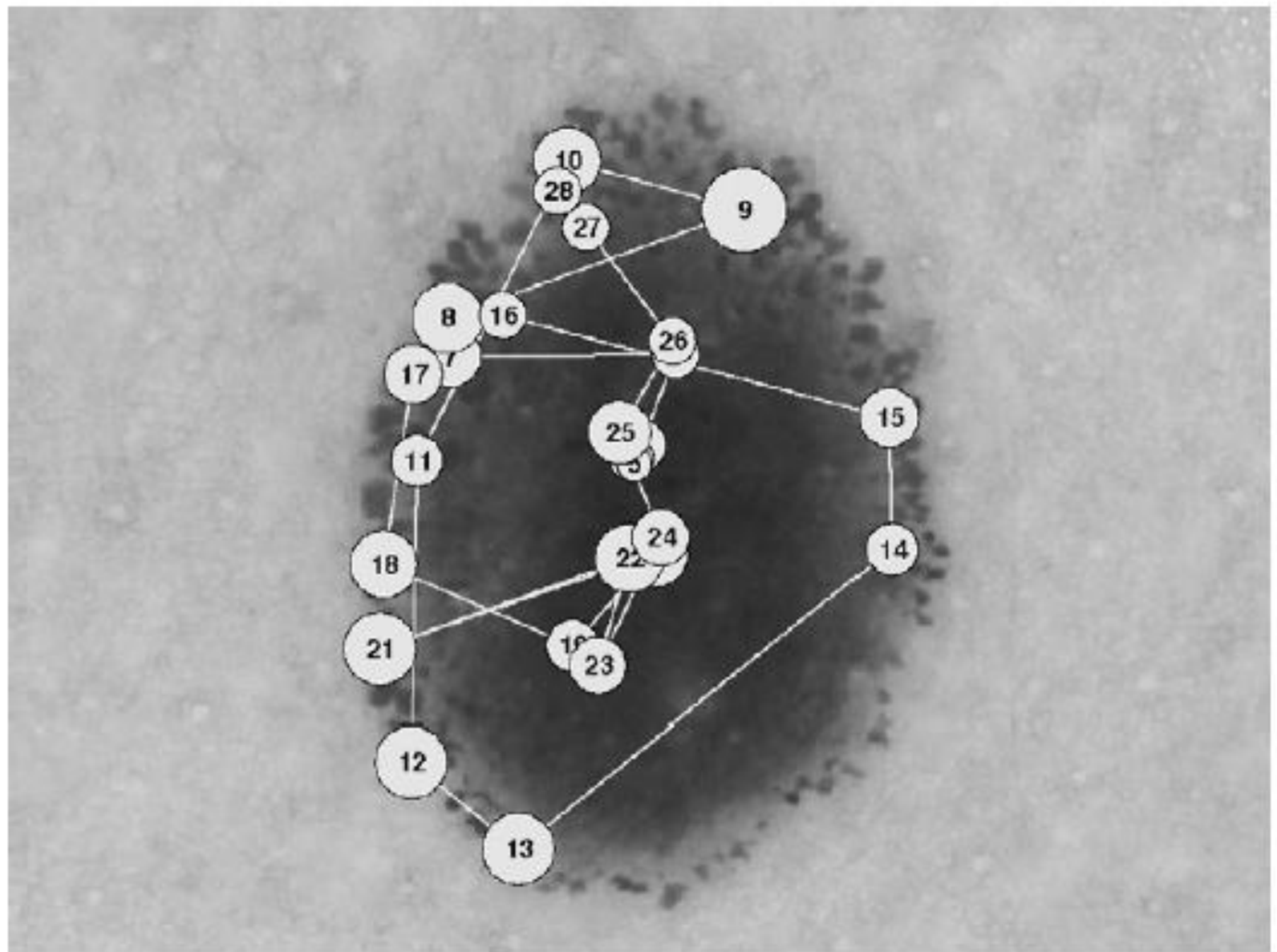


Fig. 3. Graphical representation of the gaze track recorded during a lesion examination.

2012 Surgical Performance

J Artif Organs

DOI 10.1007/s10047-012-0630-z

ORIGINAL ARTICLE

Eye-tracking analysis of skilled performance in clinical extracorporeal circulation

Yasuko Tomizawa · Hirotaka Aoki ·
Satoshi Suzuki · Toru Matayoshi · Ryohei Yozu

Received: 12 December 2011 / Accepted: 23 January 2012

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Observation Timeline

Fig. 1 Example of observation timeline (perfusionist 1)

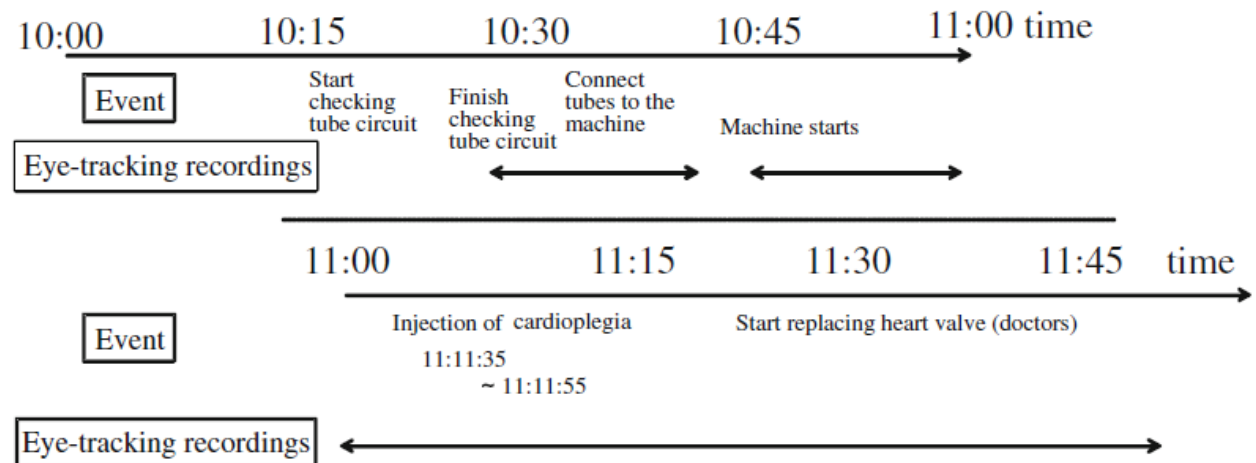


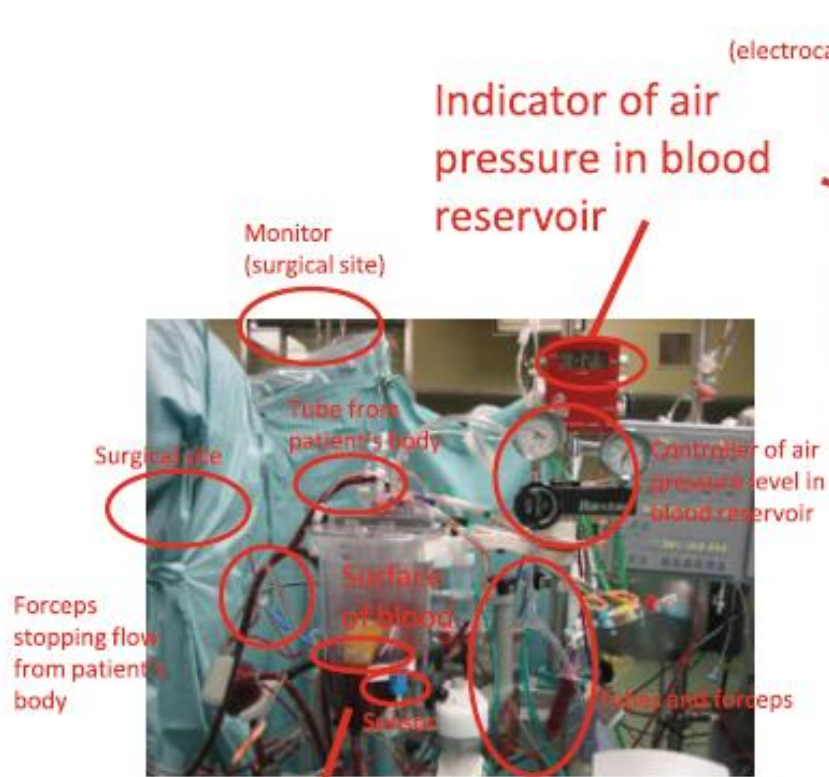


Fig. 2 Eye-tracking device worn by perfusionist during real cardiac surgery in the operating room (perfusionist 1)



Fig. 3 Example of video-recorded eye-tracking data. *Blue circle area at which the perfusionist is gazing*

Info Groups & Aois

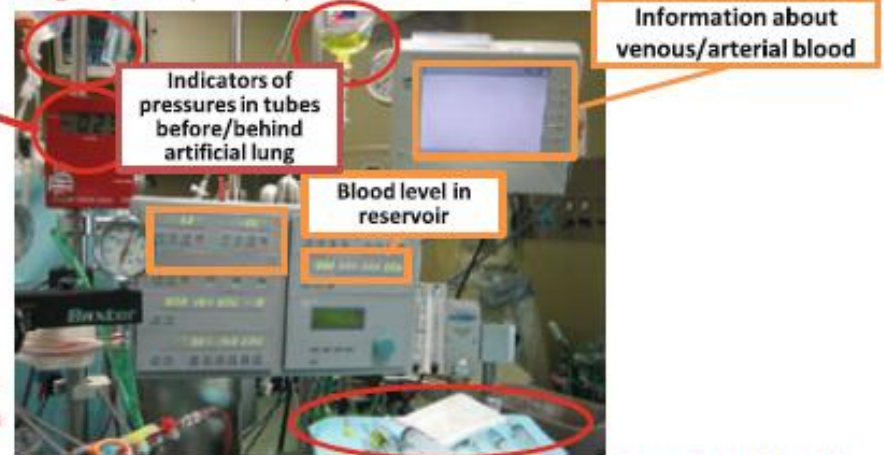


Blood reservoir

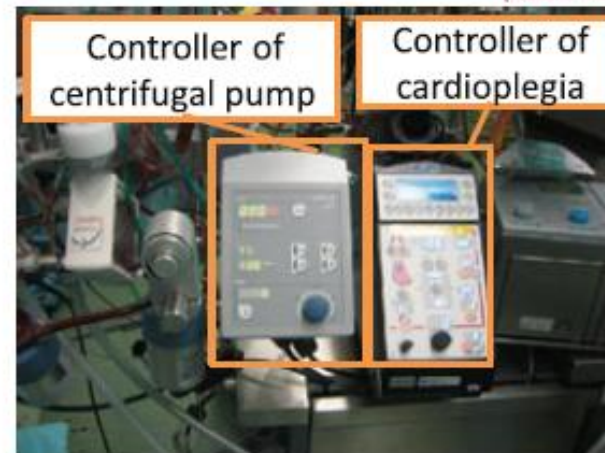
Too much buffer: hazardous to patient's body

Too little buffer: dangerous when unpredicted events occur

Monitor
(electrocardiogram, blood pressure) Cardioplegia



Hypodermic syringes
(vasodilator, heparin, etc.)



Aim for the Top University Project

Thank you
and
Welcome for collaborative research

