



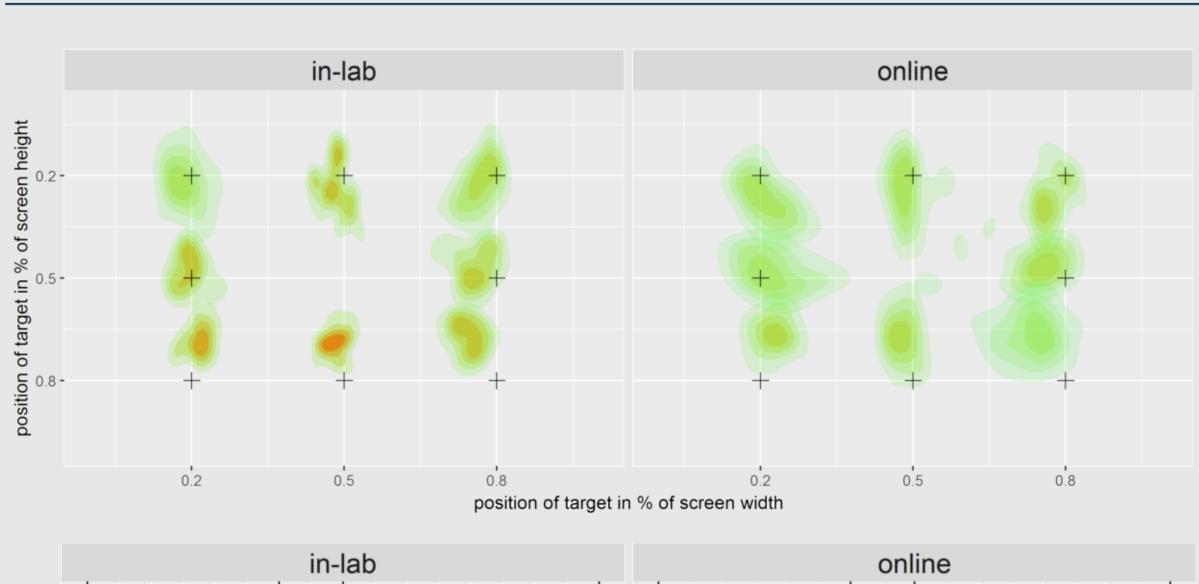
## Viability of webcam-based online eye tracking

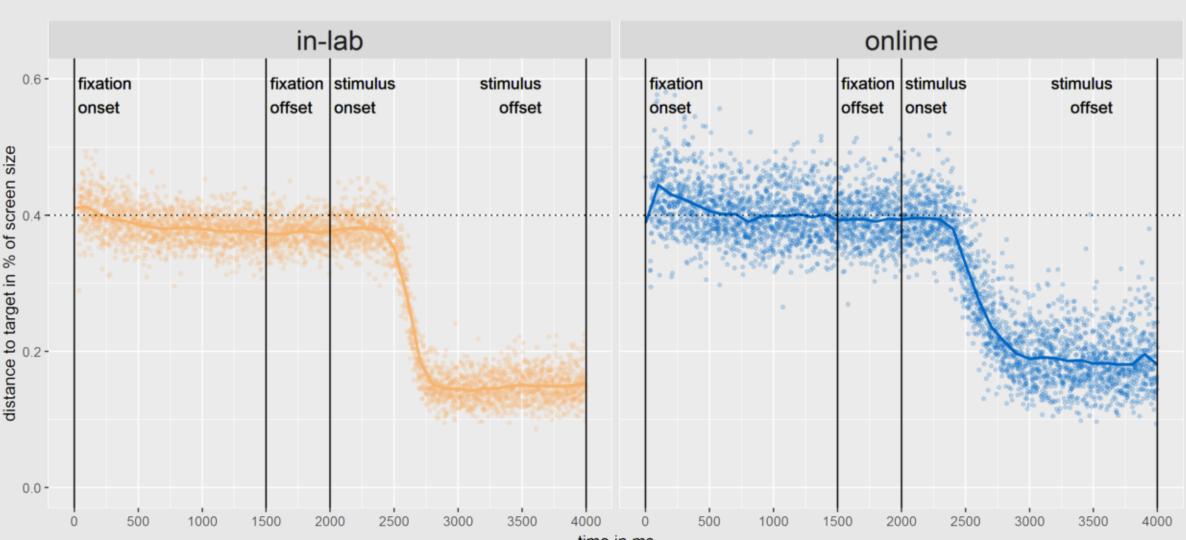
Kilian Semmelmann and Sarah Weigelt Developmental Neuropsychology, Department of Psychology, Ruhr-Universität Bochum

### RESEARCH RATIONALE & DESIGN

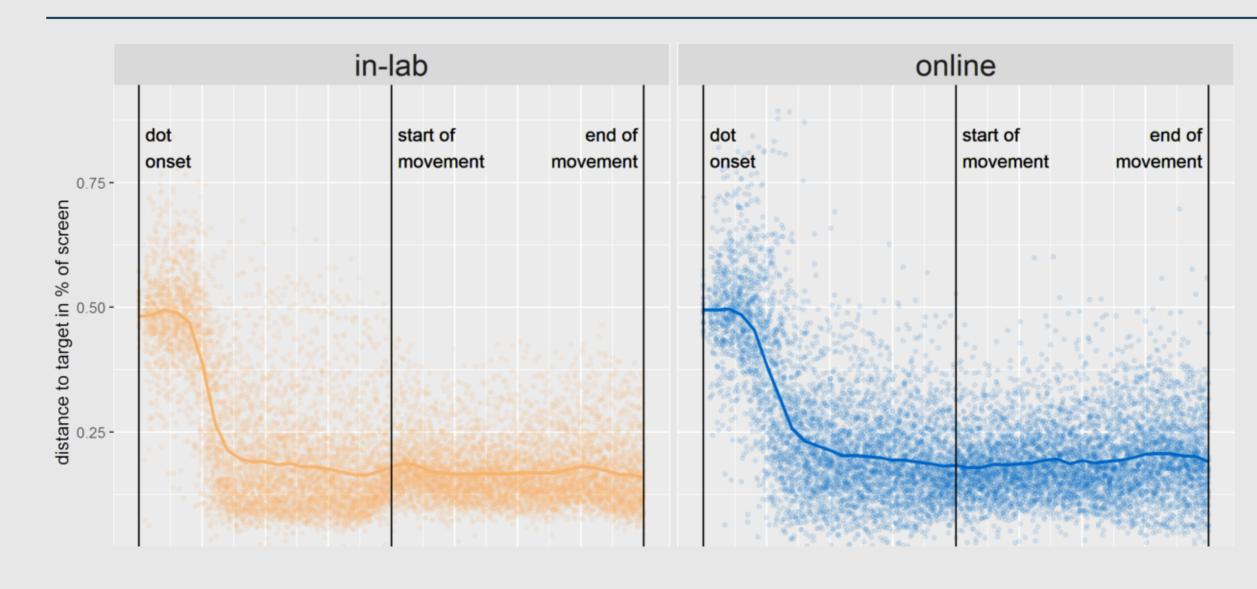
Psychophysicial online experiments are becoming a common occurence in Psychology. To extend the available tools for webbased research, here we investigate the accuracy and potential of consumer-grade webcam-based online eye tracking in three main paradigms (fixation task, pursuit, free viewing) and compare the results from 30 participants per setting (in-lab and online).

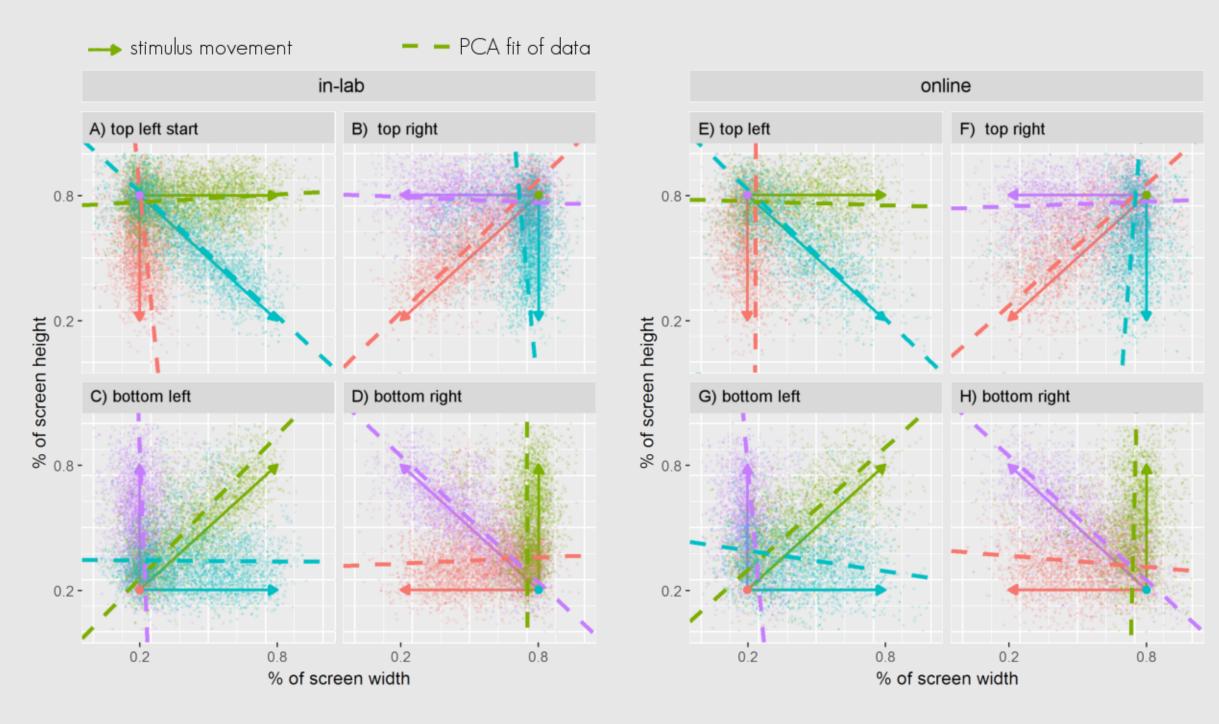
### FIXATION TASK: RESULTS





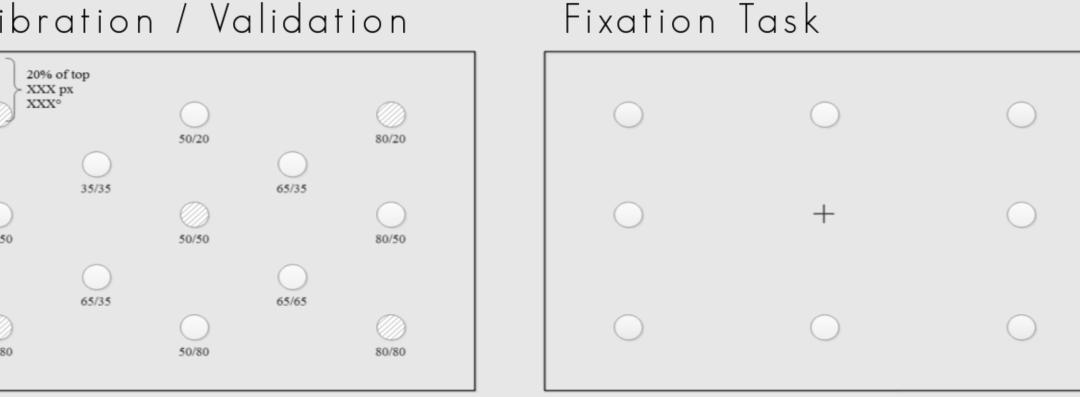
#### PURSUIT TASK: RESULTS

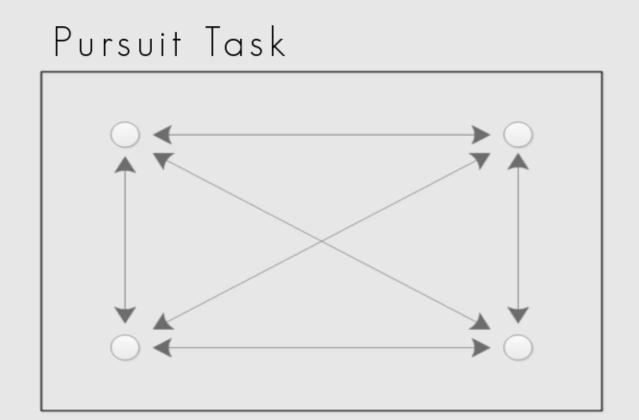


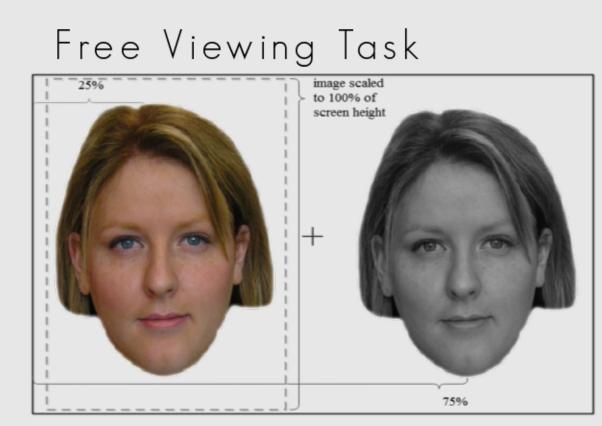


Semmelmann, K. & Weigelt, S. (2017). Online webcam-based eye tracking in cognitive science: a first look. Behavior Research Methods. Papoutsaki, A., Sangkloy, P., Laskey, J., Daskalova, N., Huang, J., & Hays, J. (2016). WebGazer: Scalable Webcam Eye Tracking Using User Interactions. International Joint Conference on Artificial Intelligence.

# Calibration / Validation



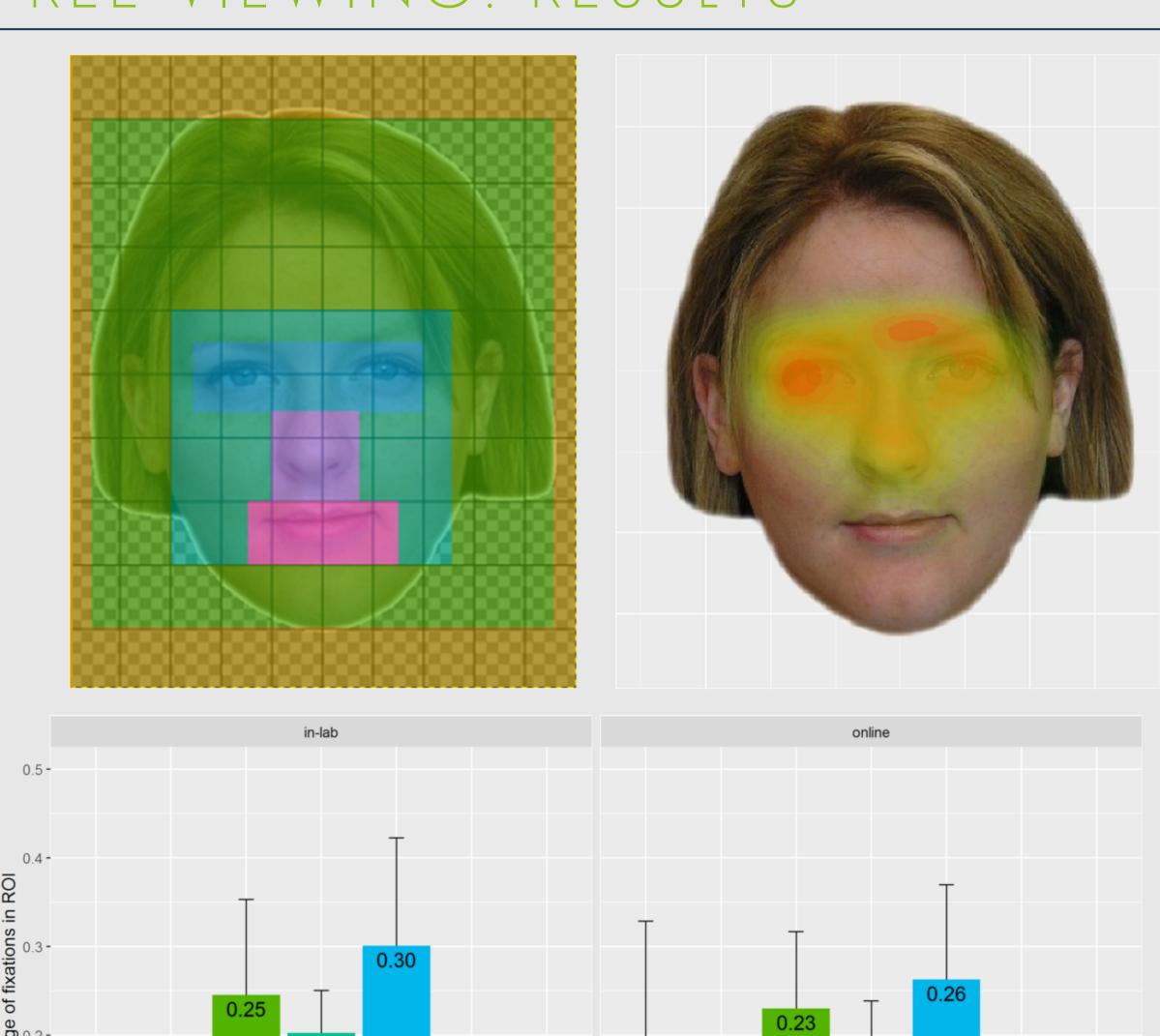




face

off image image (other) head

#### FREE VIEWING: RESULTS



face

eyes

0.1 -

We found the expected viewing patterns (fixations, saccades and regions of interest) consistently matching our paradigms, with an offset of about 191 px (4.38° visual angle) in-lab, whereas online data was found to exhibit a higher variance, lower sampling rate, and longer experimental sessions, but not showing a significant difference in accuracy (offset 211 px, p = .06, but: BF<sub>10</sub> = 1.259).

mouth

In short: We do think webcam-based online eye tracking is already viable for many tasks, yet further research is advised to increase accuracy and define standards for this new approach.

