

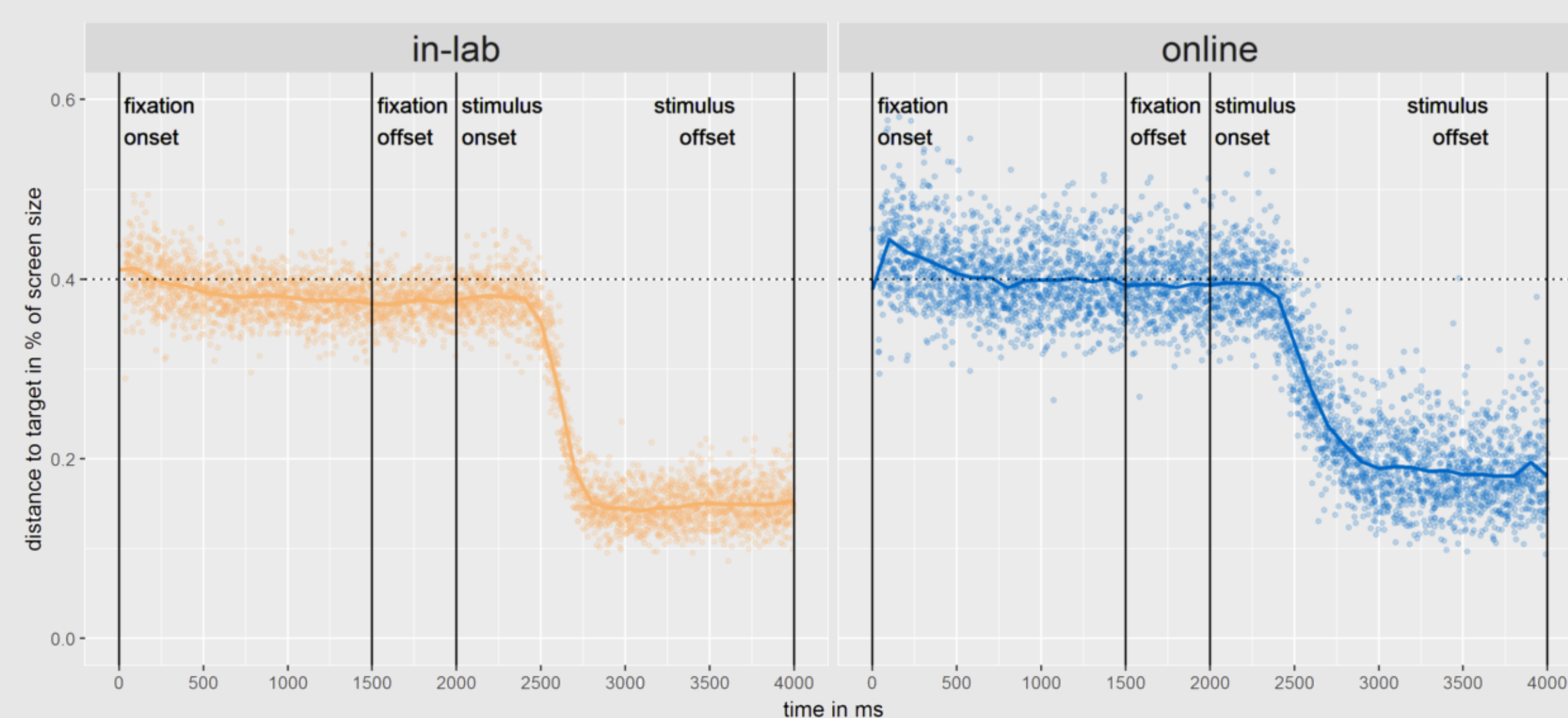
Viability of webcam-based online eye tracking

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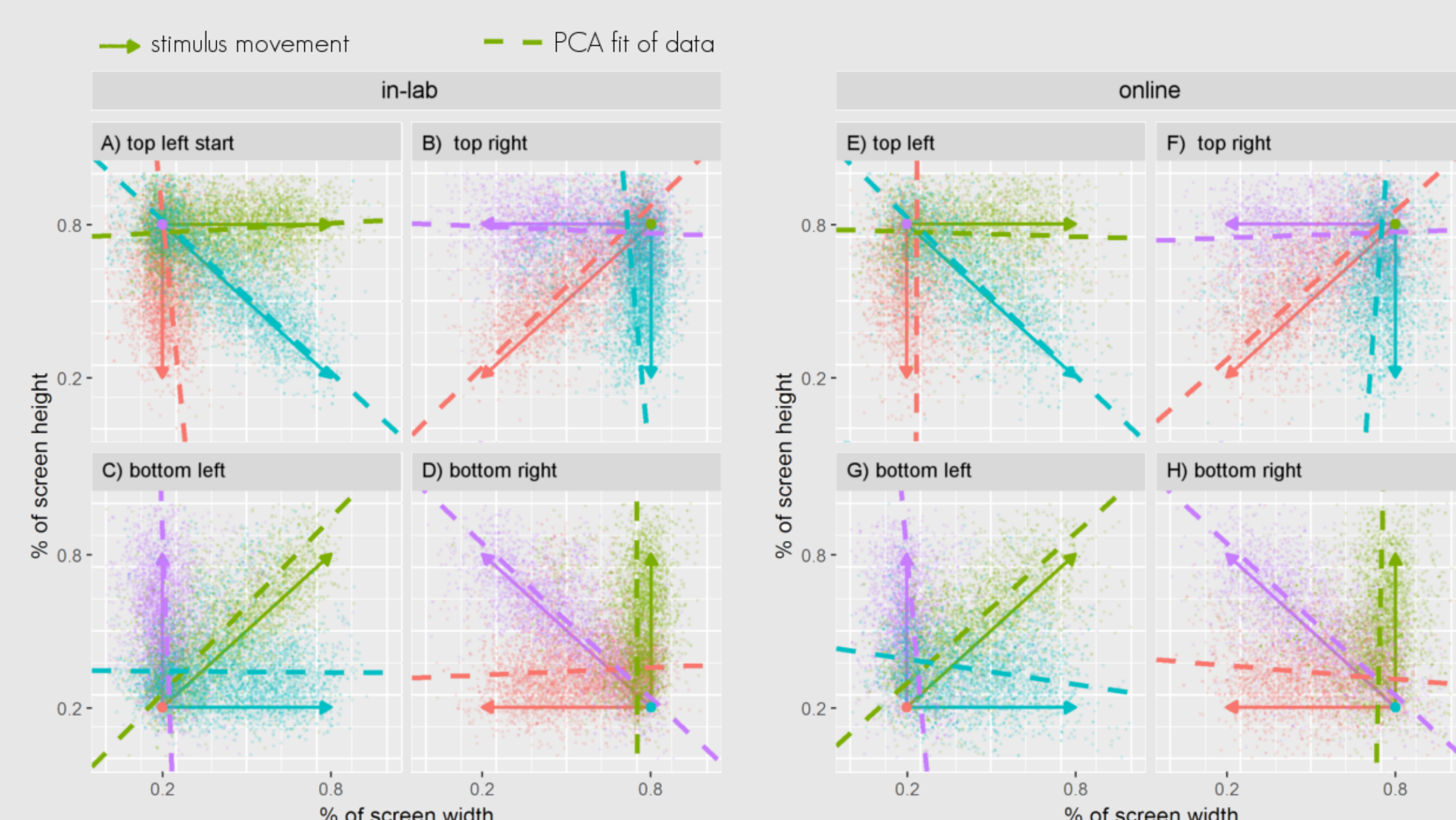
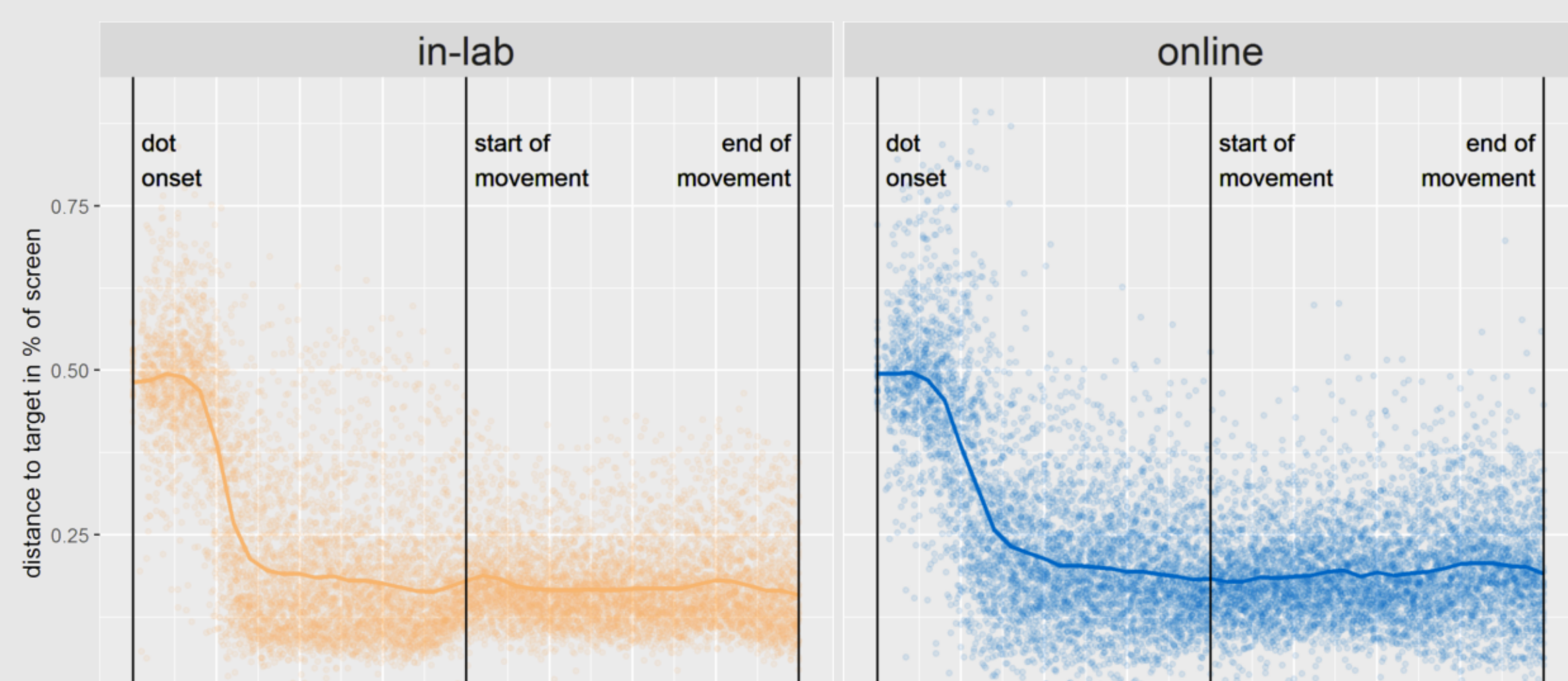
RESEARCH RATIONALE & DESIGN

Psychophysical online experiments are becoming a common occurrence in Psychology. To extend the available tools for web-based 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).

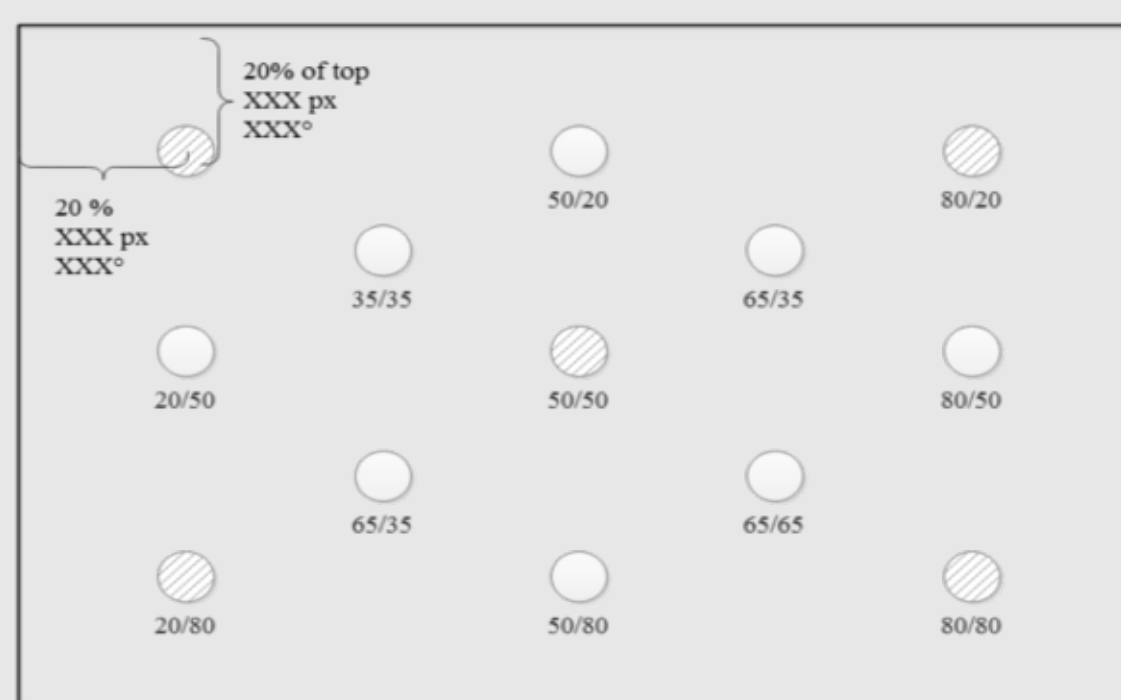
FIXATION TASK: RESULTS



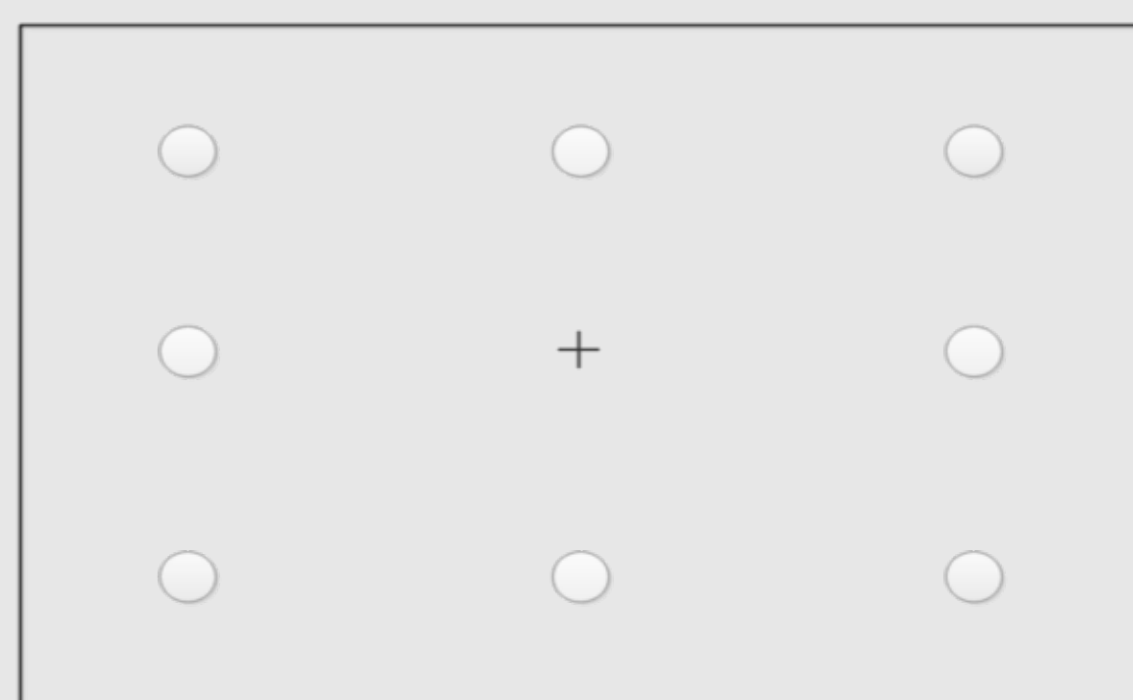
PURSUIT TASK: RESULTS



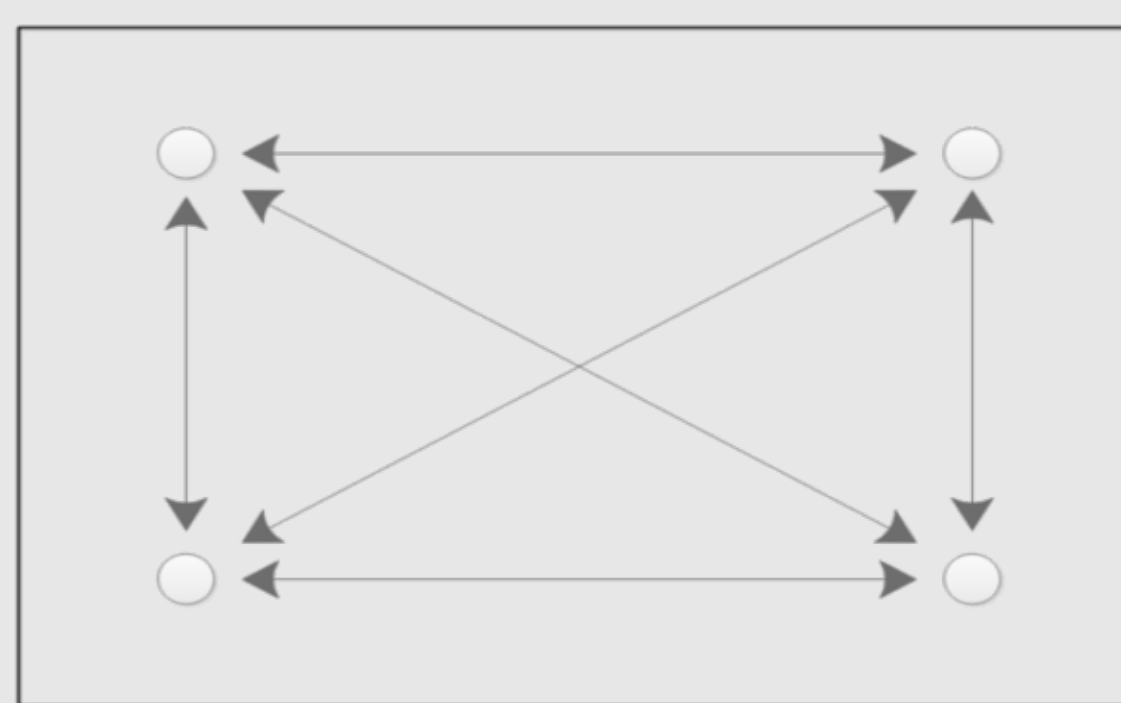
Calibration / Validation



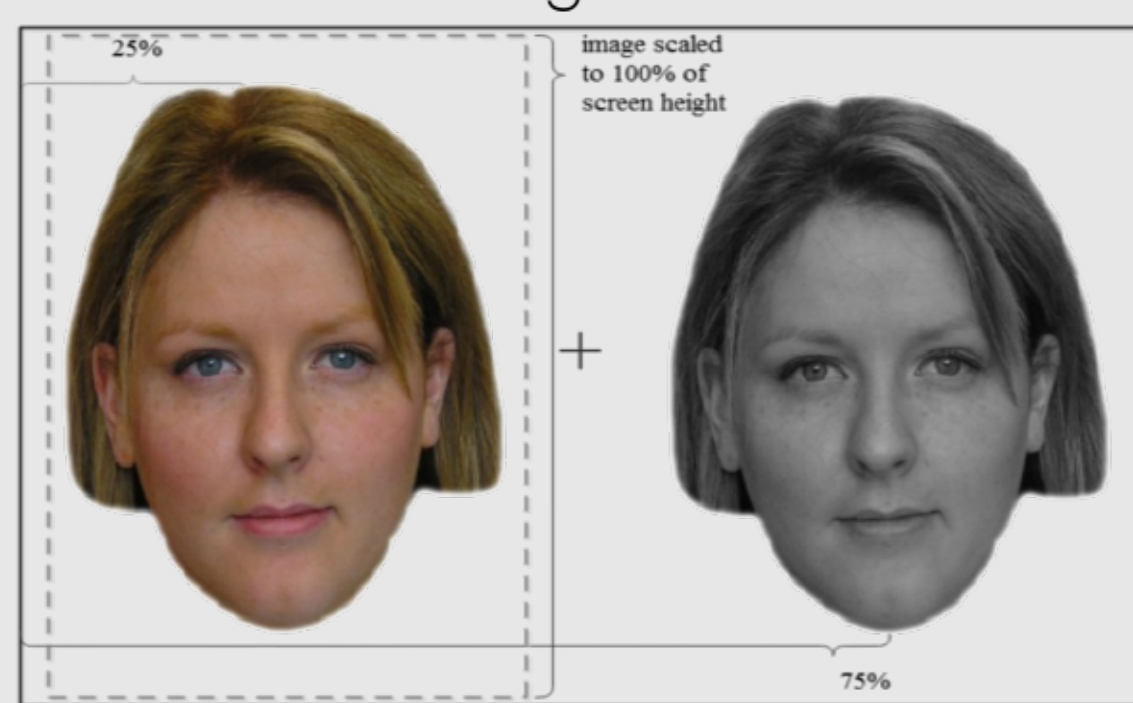
Fixation Task



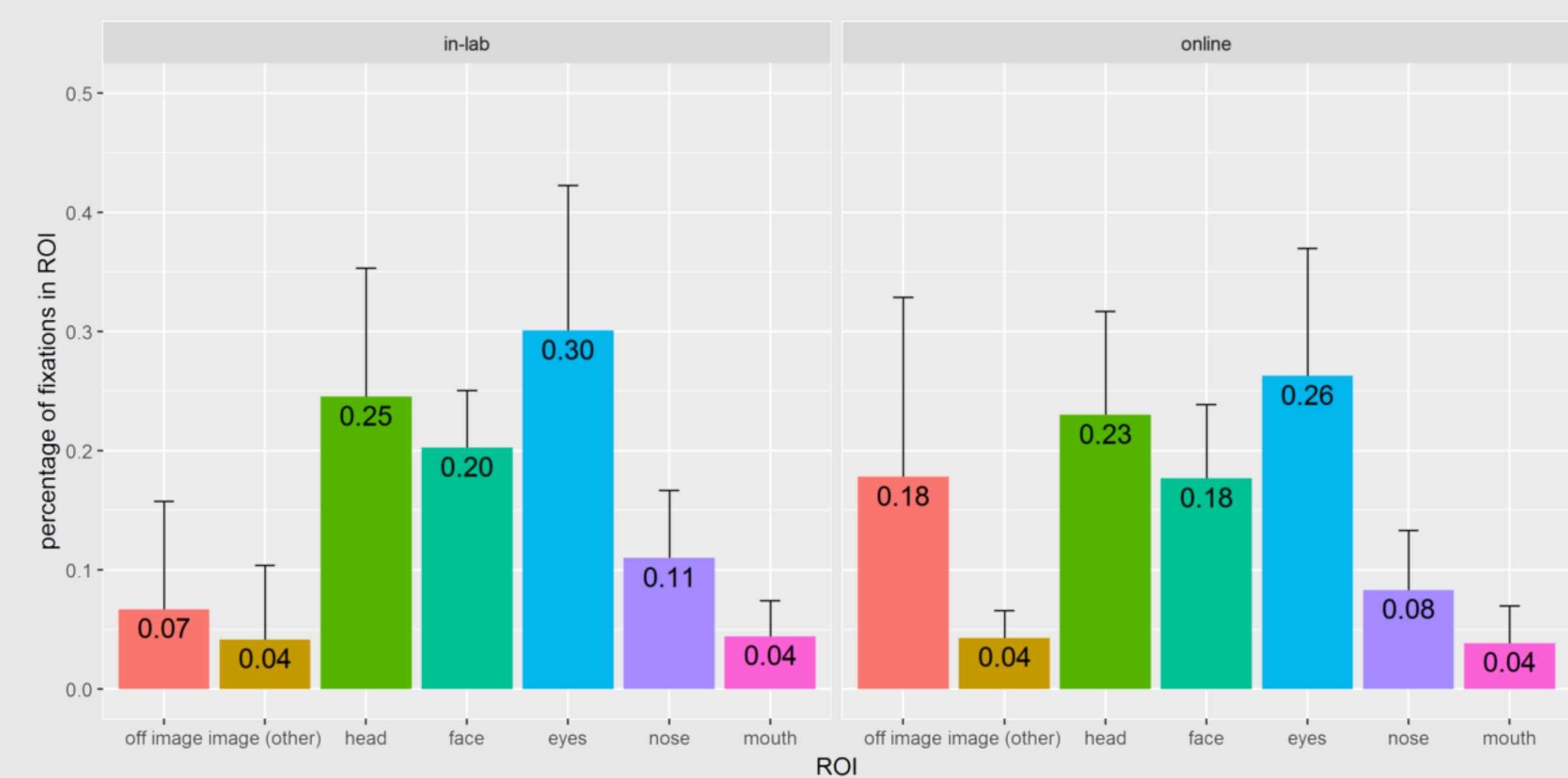
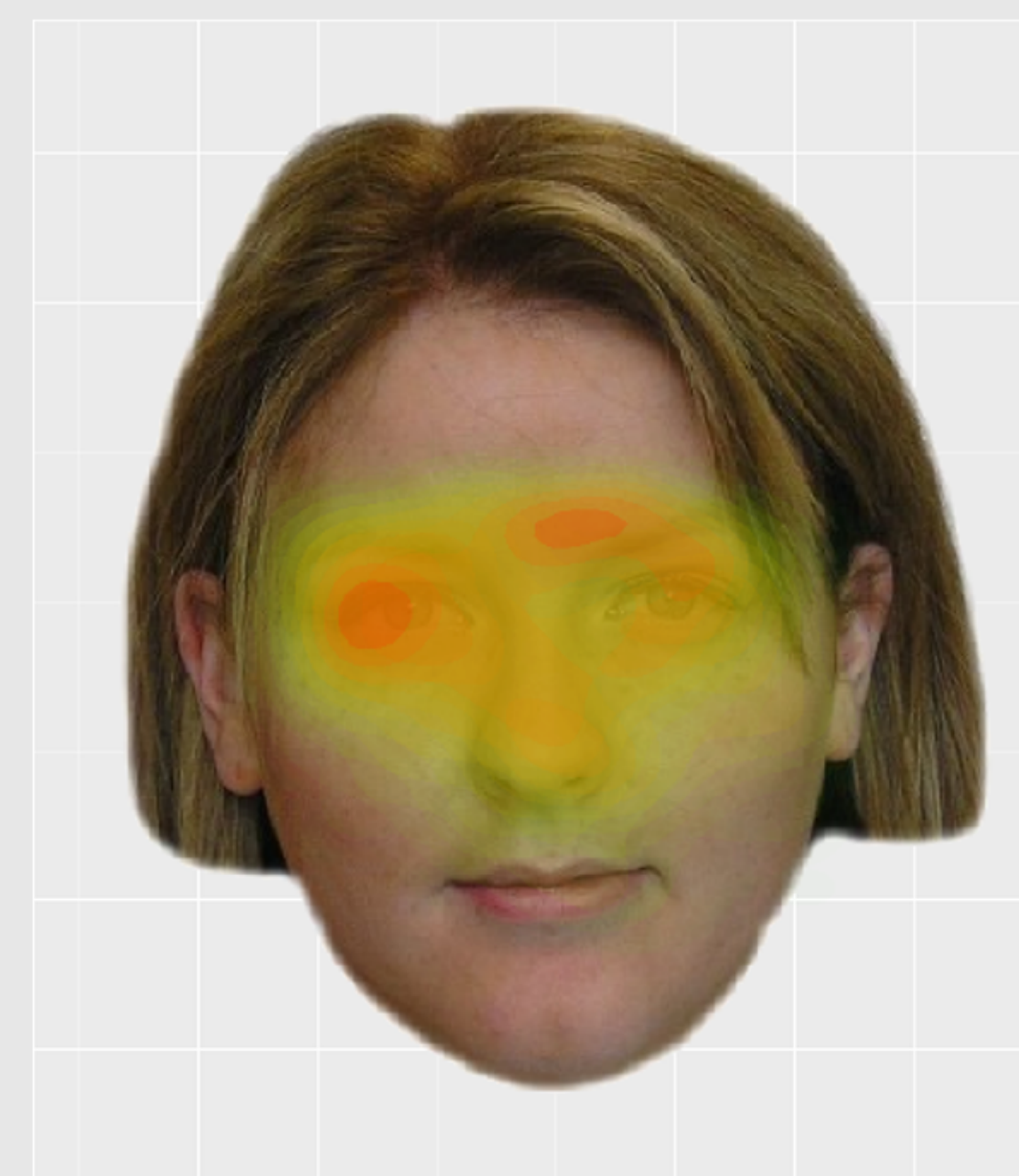
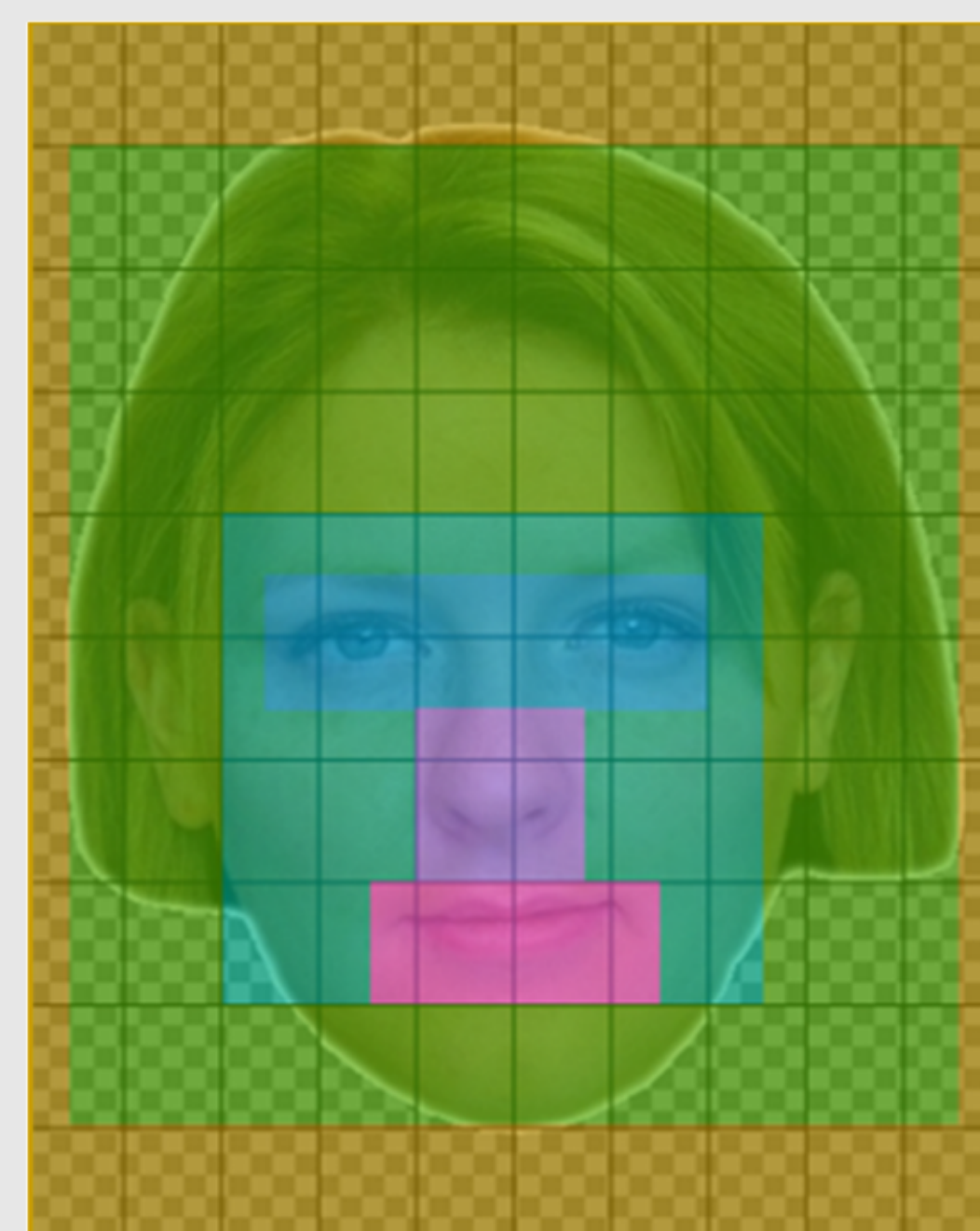
Pursuit Task



Free Viewing Task



FREE VIEWING: RESULTS



CONCLUSION

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: $BF_{10} = 1.259$).

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.

