

## Eye Tracking Experiments in VR: Eyes on 360 Video

### Day 1:

- what is VR
- interaction in VR
- 360 videos
- demo of VR

### Day 2:

- storytelling
- accessibility in VR, subtitles
- demo of VR
- example of data collection

### Day 3:

- what is eye tracking, 2D eye tracking, 2D demos (GP3)
- eye movement over 2D videos, dynamic heatmaps
- demo of eye tracking in 2D (GP3)
- eye movement data collection in VR
- example of data analysis

### Day 4:

- 3D eye movement
- demo and data collection

### Recommended bibliography

Duchowski, A. T., Eye Tracking Methodology: Theory & Practice, 3rd ed., 2017, Springer-Verlag, UK

## Instructor

Dr. Duchowski is a professor of Computer Science at Clemson University. He received his baccalaureate (1990) from Simon Fraser University, Canada, and doctorate (1997) from Texas A&M University, College Station, TX, both in Computer Science. His research and teaching interests include visual attention and perception, eye tracking, computer vision, and computer graphics. He joined the School of Computing faculty at Clemson in January, 1998. He has since produced a corpus of publications and a monograph related to eye tracking research, and has delivered courses and seminars on the subject at international conferences. He maintains Clemson's eye tracking laboratory, and teaches a regular course on eye tracking methodology attracting students from a variety of disciplines across campus.