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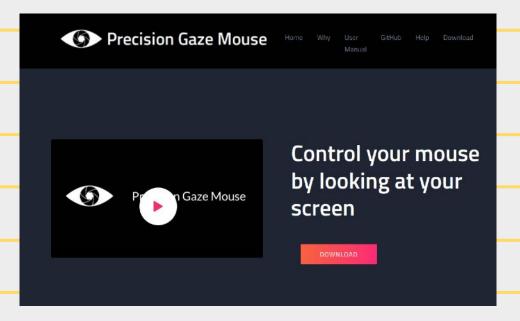
Winter term 19/20 Interaction Engineering Hochschule Augsburg

I control?

Evaluate if the **eye tracking and gesture** input format could emulate the tasks of a **mouse** when tackling simple interactive tasks

- All mouse users
- Curiosity, Novelty, Creativity
- Comparing Gesture technology to Mouse interface

Related Work



Eye, Head tracking







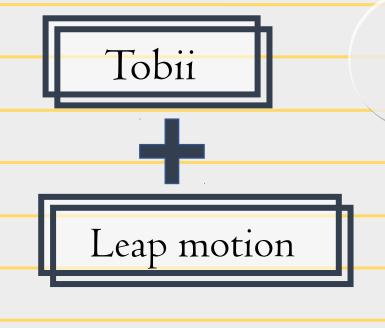




Eye tracking + Gesture

Single Hand Micro Gesture

Interaction Techniques



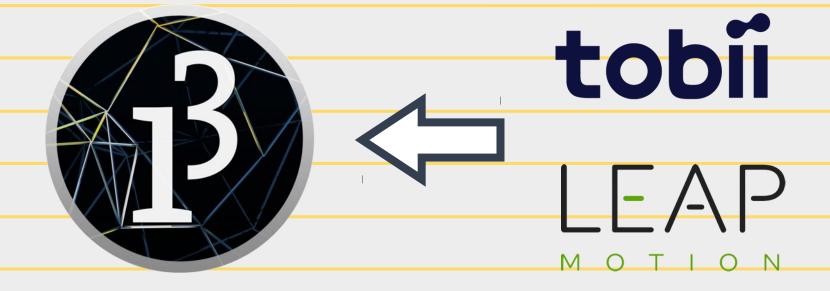
Gaze tracking
Gaze -> Mouse Pointer

Gesture

Gesture -> Mouse Click (Left, Right)

Mouse Wheel

Technical implementation



Technical implementation





Continuous 3D coordinate data of finger tips

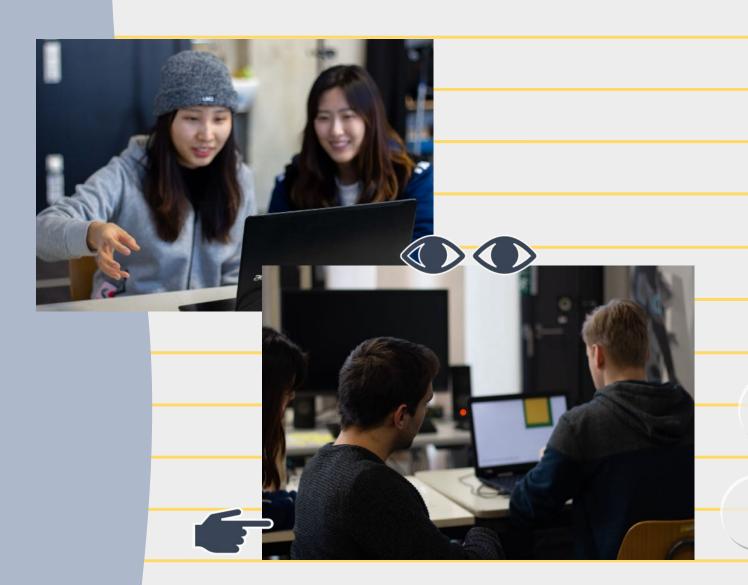
Comparing the position of each finger tip to average

Continuous 2D coordinate position data of gaze

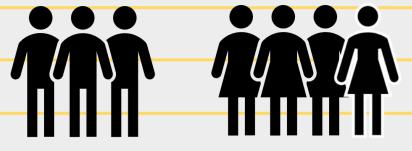
Filtering of gaze position to reduce shaky movement noise



User tests



Participants



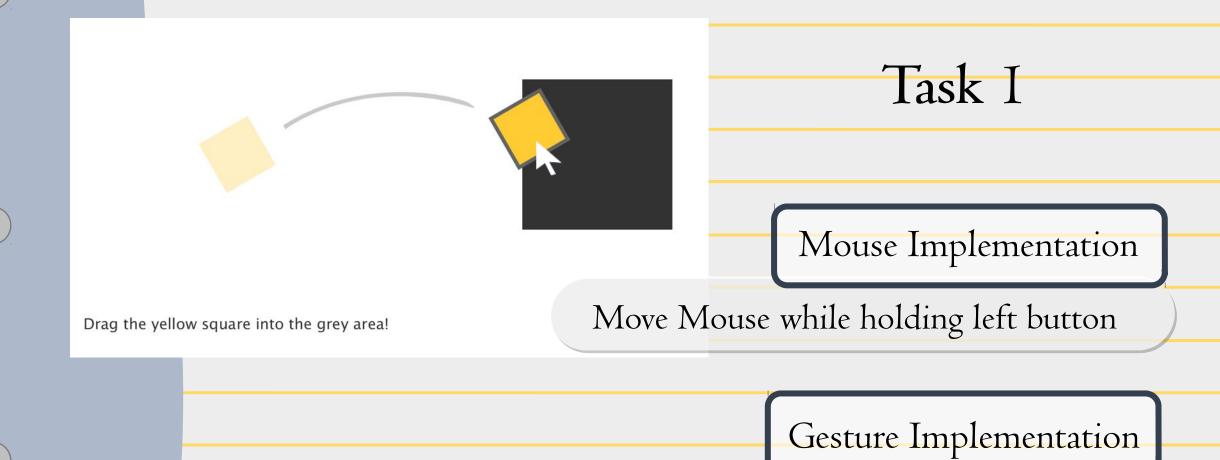
3 Male

4 Female

Students between 22 and 26

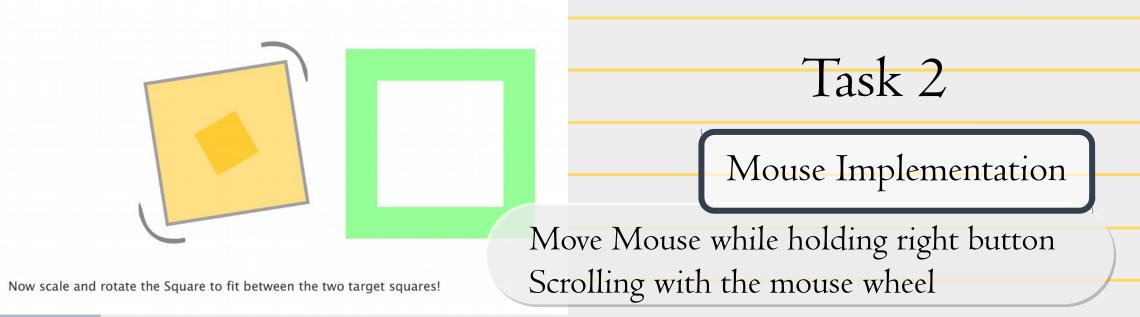
No experience with eye tracking

User test: Interaction Techniques



Moving with gaze while trigger-hand is vertical

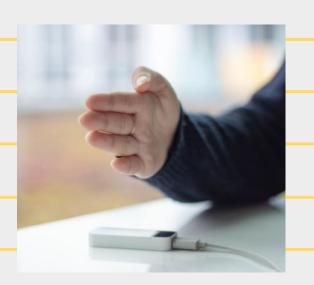
User test: Interaction Techniques

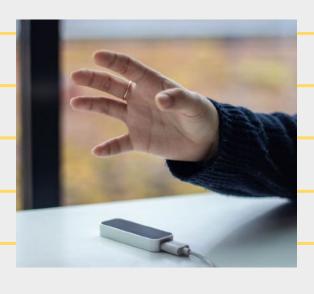


Gesture Implementation

Rotating hand while looking at object Distance between hand and table while looking at object

User test: Interaction Techniques







Dragging an object

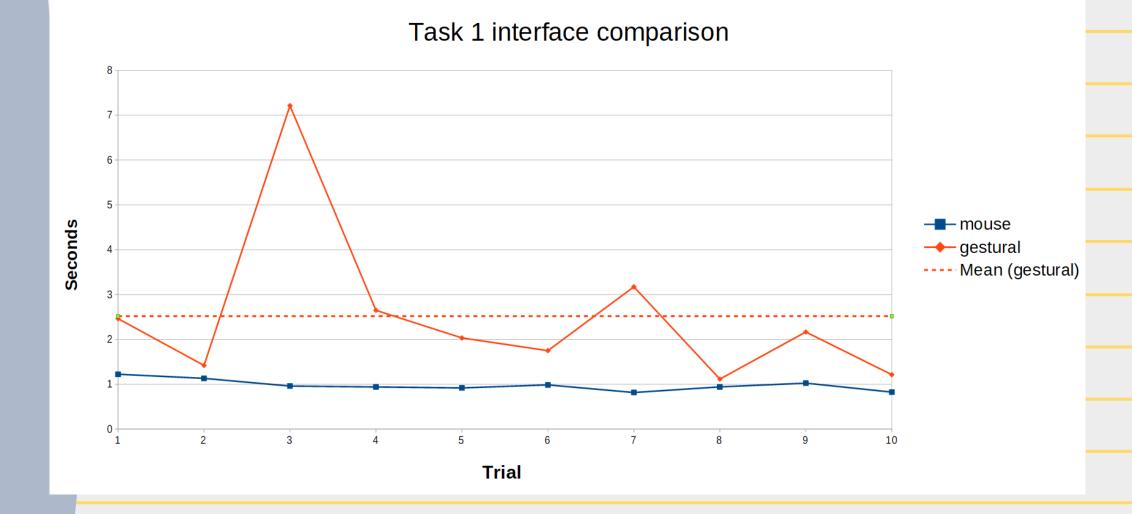
Rotating an object

Scaling an object

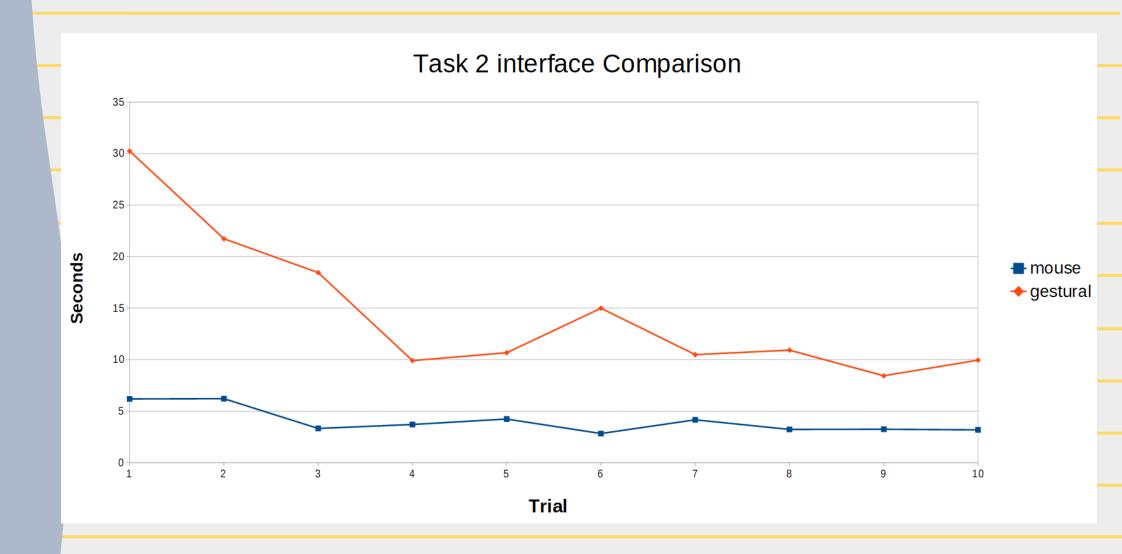
Functions while looking at object



Evaluation



Evaluation



Evaluation

Mouse > I control

Fatigue, Elaboration, Efficiency, Speed

Mouse I control

Funny, New idea, Easy Big monitor, Dirty space, Factory

When it is well developed? "YES"

