Real World Eye Tracking

General info

Course dates: 9.00am 4 April – 5.30pm 5 April 2022

Please note: Day 1 is a full day with evening social activity running until 9pm.

Location: Department of Psychology (Wolfson Lab, building 34 on campus plan), Royal Holloway, University of London, Egham, Surrey, TW20 0EX, United Kingdom

Systems to be demonstrated (with possible further systems): Tobii Glasses 2, TX300 (screen based, using real world examples), Tobii HTC Vive Eye-tracking VR HMD
Eye tracking specific software demonstrated: Tobii Pro lab (also with VR Integration)

Prices: Standard £600, Academic discounted price £200, Postgraduate students £80
(no added VAT, participants can be based in any country) - free to TECHNE students

Accommodation available at The Hub or Travelodge Egham

Requirements:

A laptop would be useful (preferably a PC for running the software associated with the course), this can be installed during the course. Some laptops will be provided.

Useful reference books:

 (You will be able to see a copy of each on the course, unfortunately copyright prevents us from posting chapters online)

Findlay, J. M., & Gilchrist, I. D. (2003) Active Vision: The psychology of looking and seeing. Oxford University Press.

Holmqvist, K., Nyström, M., Andersson, R., Dewhurst, R., Jarodzka, H., & Van de Weijer, J. (2011). Eye tracking: A comprehensive guide to methods and measures. Oxford University Press.

Liversedge, S., Gilchrist, I., & Everling, S. (2011). The Oxford handbook of eye movements. Oxford University Press.

Wade, N., & Tatler, B. W. (2005). The moving tablet of the eye: The origins of modern eye movement research. Oxford University Press.

Useful articles:

Durant, S. (2016) A window to the soul and psyche? *The Psychologist* 29:824-845
https://thepsychologist.bps.org.uk/volume-29/november-2016/window-soul-and-psyche

Carrasco, M. (2011). Visual attention: The past 25 years. *Vision research*, 51(13), 1484-1525.
http://www.sciencedirect.com/science/article/pii/S0042698911001544

Henderson, J. M., & Hollingworth, A. (1999). High-level scene perception. *Annual review of psychology*, 50(1), 243-271.
http://www.annualreviews.org/doi/abs/10.1146/annurev.psych.50.1.243

Itti, L., & Koch, C. (2001). Computational modelling of visual attention. *Nature reviews neuroscience*, 2(3), 194-203.
http://www.nature.com/nrn/journal/v2/n3/full/nrn0301_194a.html

Kowler, E. (2011). Eye movements: The past 25 years. Vision research, 51(13), 1457-1483.
http://www.sciencedirect.com/science/article/pii/S0042698910005924