



1st Workshop on Eye Tracking Techniques, Applications and Challenges

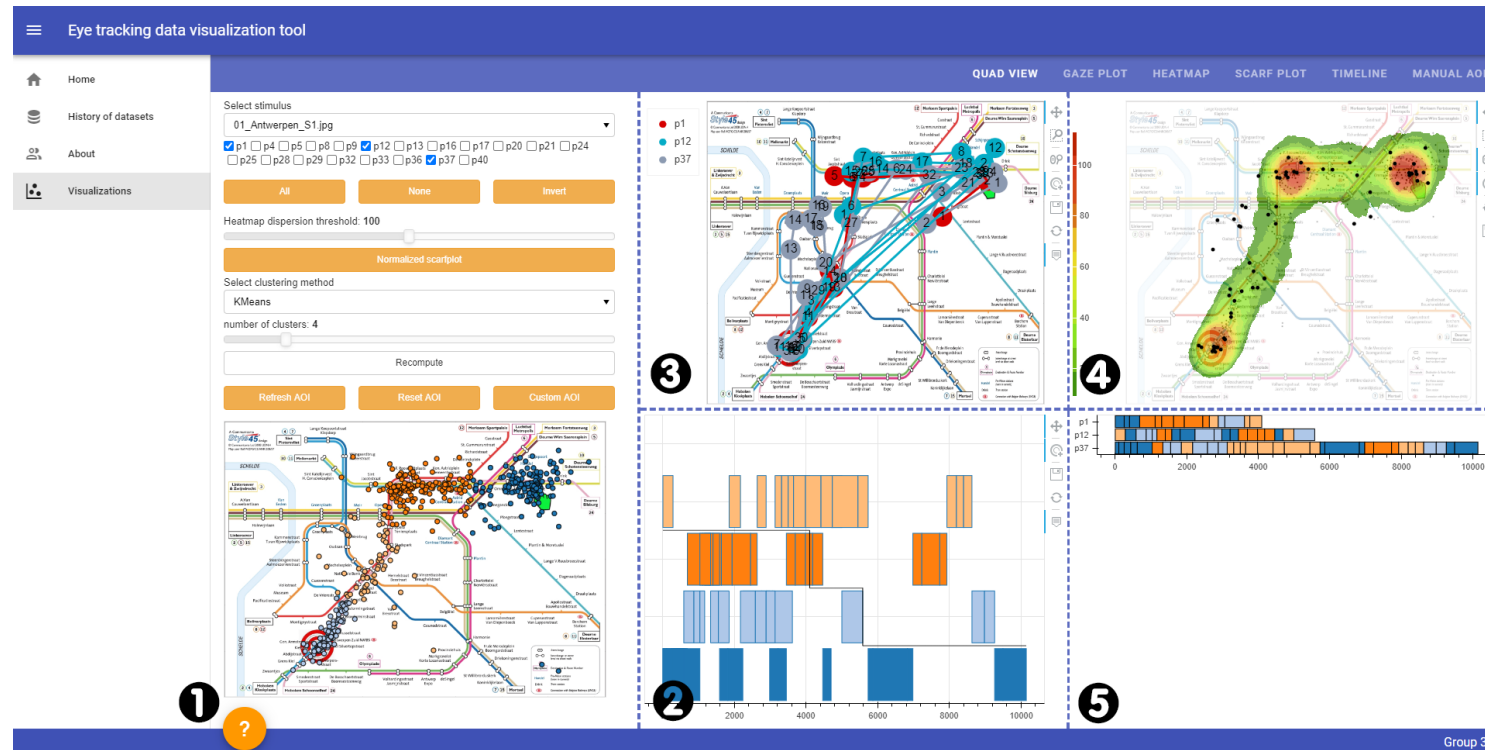
<https://vision.unipv.it/ettac2020/>

10 January 2021

In conjunction with



A Web-Based Eye Tracking Data Visualization Tool



Hristo Bakardzhiev, Marloes van der Burgt, Eduardo Martins Bart van den Dool, Chyara Jansen, David van Scheppingen, Guenter Wallner, and Michael Burch



Motivation

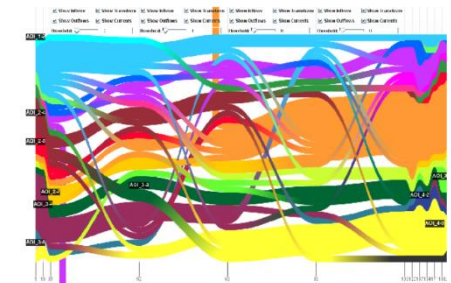
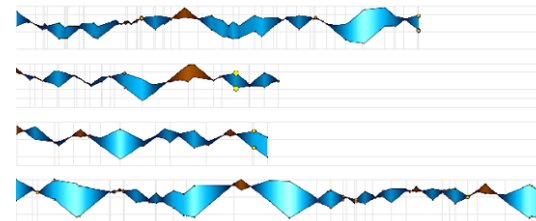
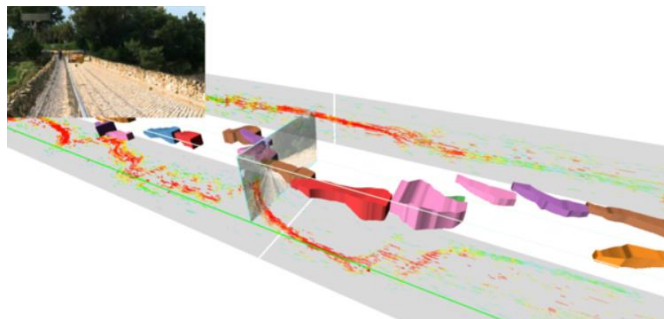
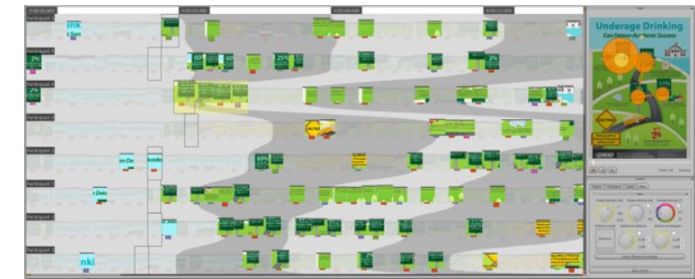
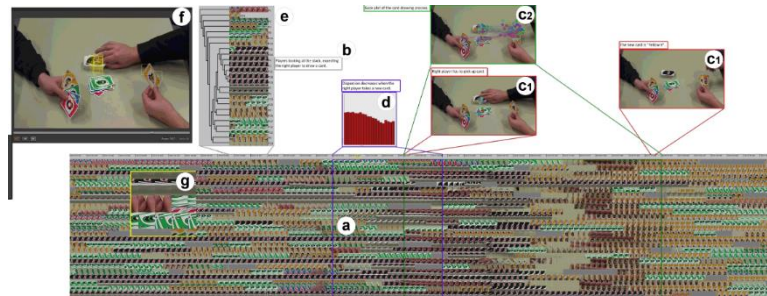
- Eye tracking data provides insights in many research fields
- Visualizing efficiently is challenging without well-designed tools
- Easily accessible web application
 - Combination of visualizations
 - Interactively linked



Related Work

Eye Tracking Data Visualization

Tanja Blascheck, Kuno Kurzhals, Michael Raschke, Michael Burch, Daniel Weiskopf, Thomas Ertl:
Visualization of Eye Tracking Data: A Taxonomy and Survey. Comput. Graph. Forum 36(8): 260-284 (2017)



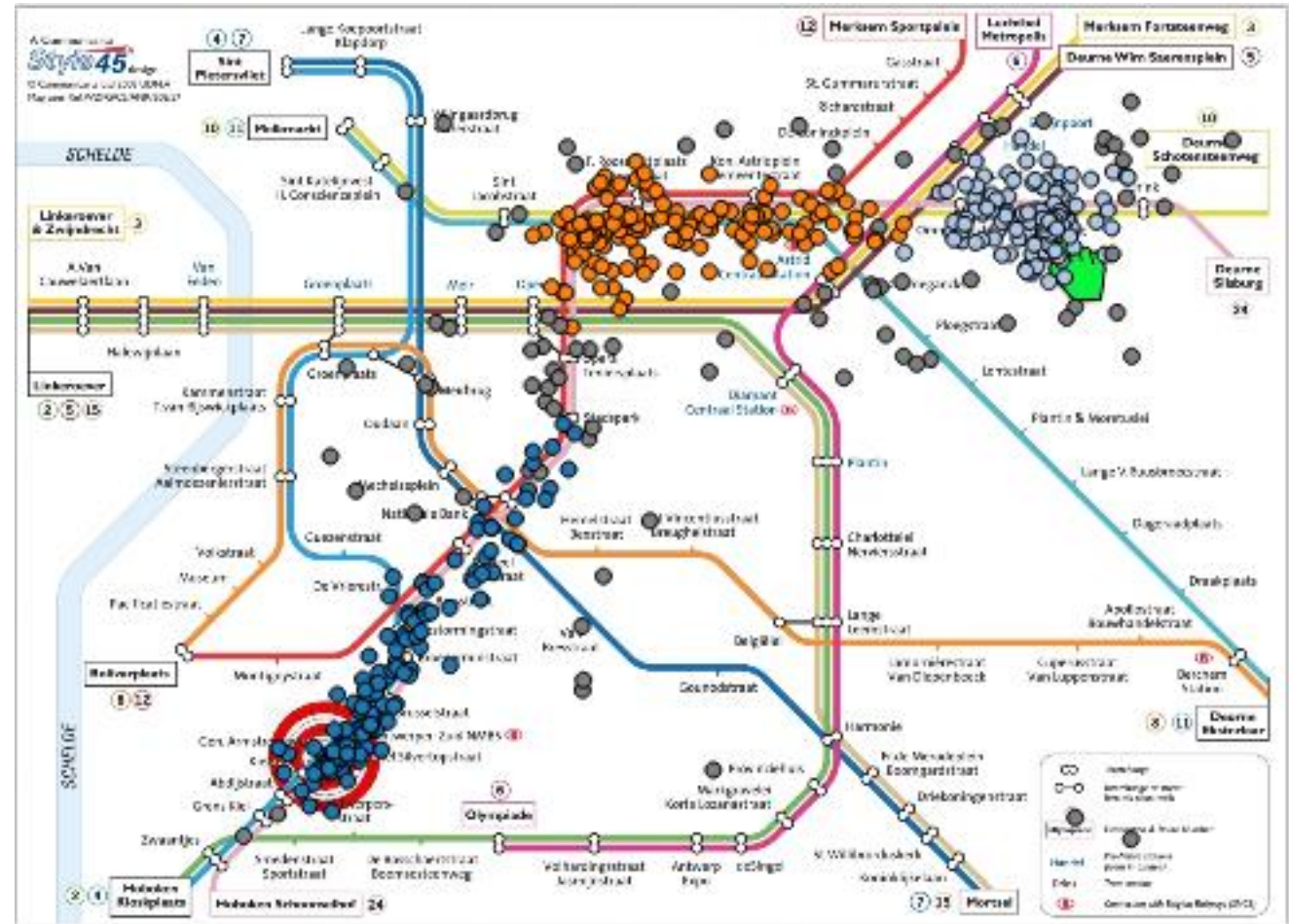
Data Validation

- Upload eye tracking data via zip files
 - Include the eye tracking data in form of csv files
 - As well as images of the stimuli
- Data verified first to
 - Ensure correct format and completeness
 - Dataset checked for internal consistency



Clustering

- AOI-based
 - Clustering
 - Manual selection
- Options
 - Mean shift
 - k-means
 - HDBSCAN



Heatmap Data

- Based on fixation points
- Grid with user-definable size
- Determining intensity value for each cell
- Scalar field can further be smoothed



Caching

- All data processing and clustering cached
- To mitigate delays for user interactions
- To improve user experiences



GUI and Visualization Techniques

Eye tracking data visualization tool

Home
History of datasets
About
Visualizations

Select stimulus
01_Antwerpen_S1.jpg

p1 p4 p5 p8 p9 p12 p13 p16 p17 p20 p21 p24 p25 p28 p29 p32 p33 p36 p37 p40

All None Invert

Heatmap dispersion threshold: 100

Normalized scarplot

Select clustering method
KMeans

number of clusters: 4

Recompute

Refresh AOI Reset AOI Custom AOI

QUAD VIEW GAZE PLOT HEATMAP SCARF PLOT TIMELINE MANUAL AOI

1 ?

2

3

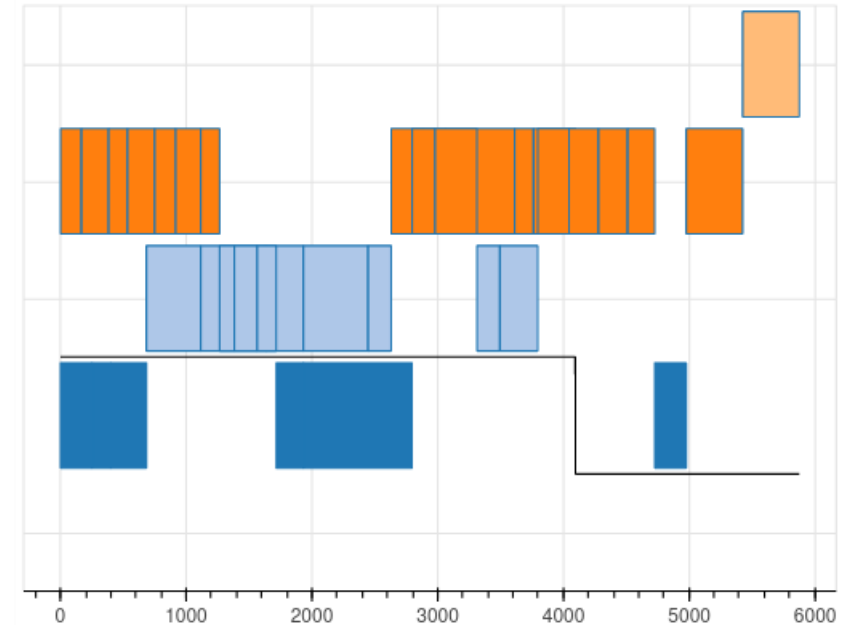
4

5



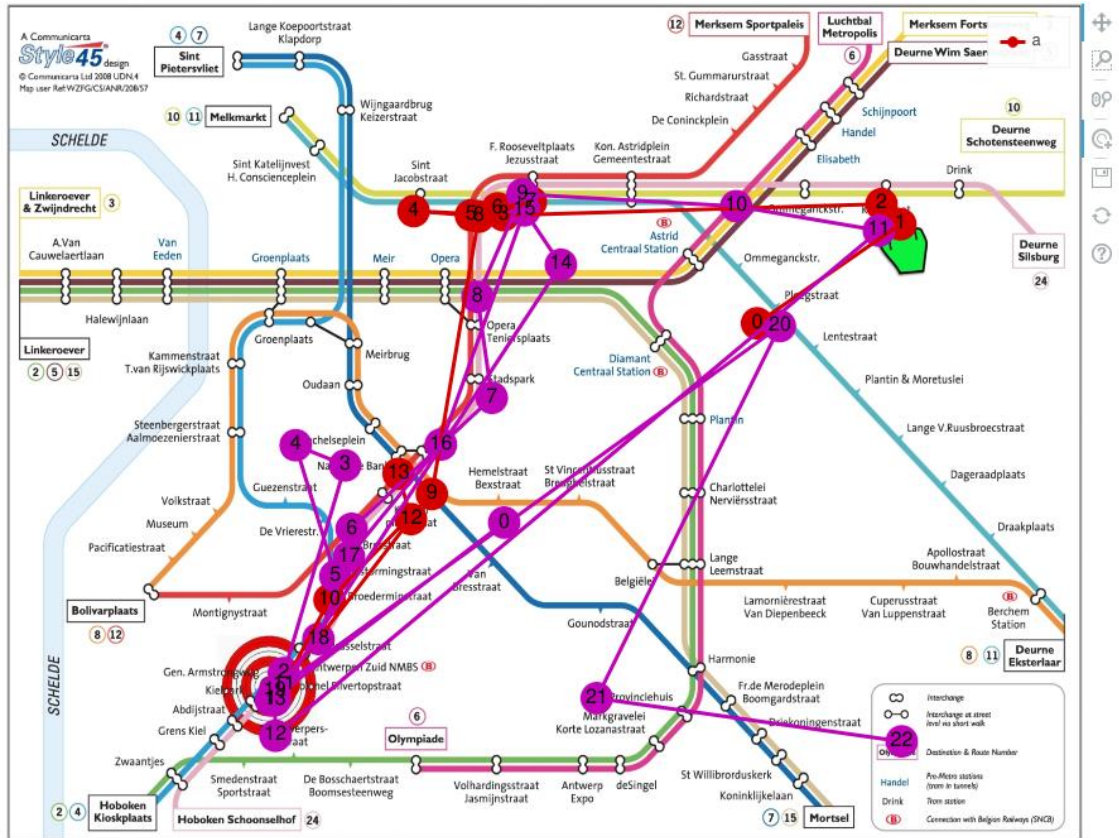
AOI Timeline

- Vertically, all selected AOIs are shown
- Each AOI has a representative horizontal line
 - Progress over time
 - Same color coding as for the AOI definitions
- Each rectangle shown with the horizontal extent
 - Fixation time for one or more participants



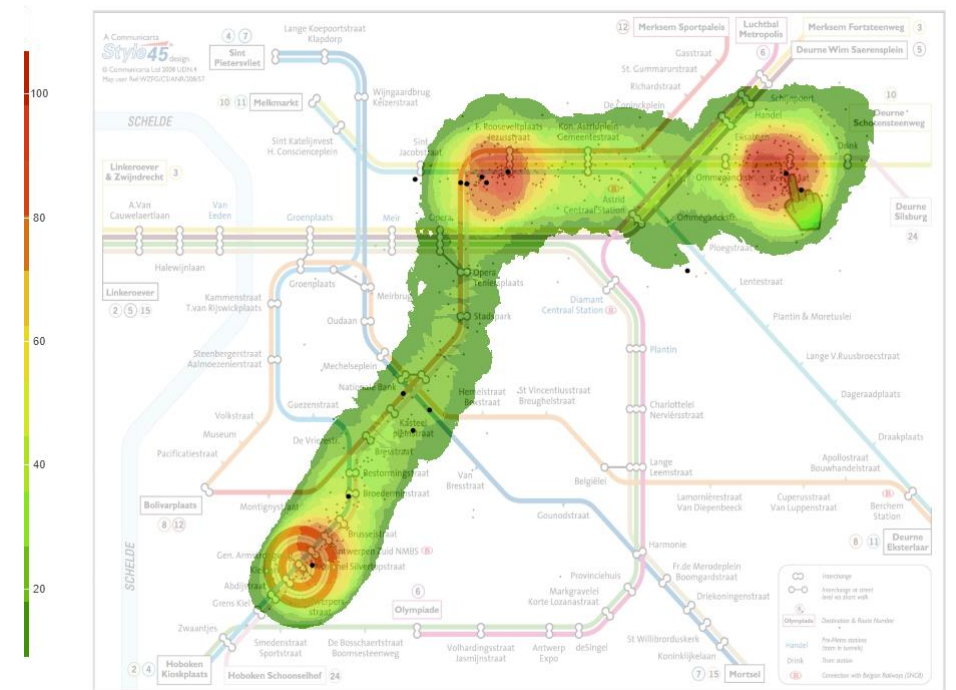
Gaze Plot

- Shows the scanpaths overdrawn on stimulus
 - Spatio-temporal visualization
 - Order of fixations
 - Fixation durations
 - Participants
- Problem: Visual clutter



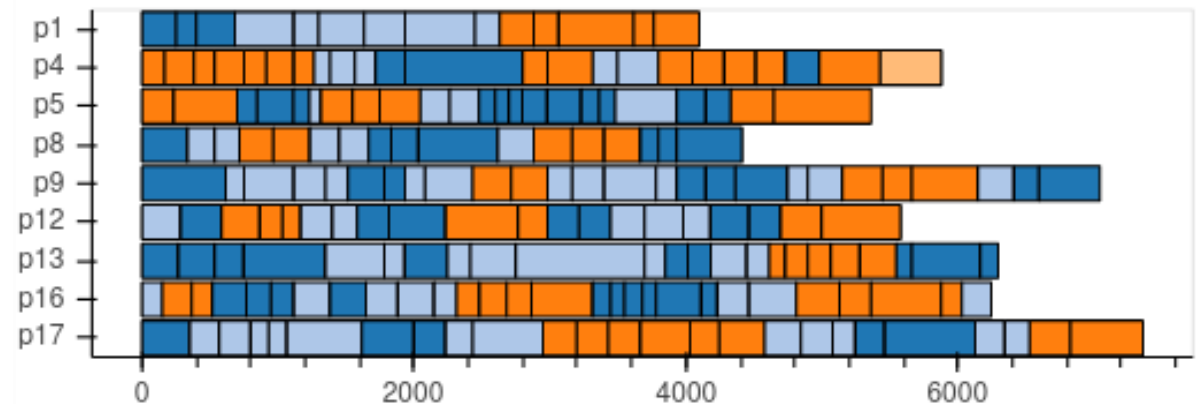
Heat Map

- Visual overview of attention hot spots
 - Aggregation over time and participants
 - Easy to read
 - Overlay on stimulus for context
- Problem: Time/participant information lost
 - Leads to misinterpretations



Scarf Plot

- Shows AOIs being gazed at over time
- Simplification of the data
- Temporal overview of the data
- Multiple participants at once
- Limitations
 - Number of displayable AOIs
 - No temporal pattern alignment



Interactions

- Tapping or mouse clicking functionality
- Selecting certain rectangular segments of interest
- Linking all views
- Saving as image with a legend embedded
- Zooming in and out
- Details-on-demand
- Filtering for space, time, participants
- ...



Web Application Architecture

- Vue.js, combination of HTML, CSS, and JavaScript
 - Several modules such as Vuetify
- Front-end communicates with Flask back-end
 - Flask uses Python with Axios requests and URL parameters
 - Flask itself runs a Bokeh server
 - Rendering interactive visualizations in the web browser
- Content rendered on the server-side
 - Then sent directly to the client of the user
 - Little computation is done on the users' devices



Conclusion

- Online tool to assist with the analysis of eye tracking data
- Different types of interactive visualizations
- Choosing clustering method
- Analyzing data in different ways



Future Work

- User study
 - Assessing simplicity, usability, and practicality of the tool
- Focus on performance for more responsive design
- Further linked visualizations
- Further interaction techniques



Questions?

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Group 3

michael.burch@fhgr.ch

