Implementing Eye-Based User-Aware E-Learning

Marco Porta Dip. di Informatica e Sistemistica Università di Pavia Via Ferrata, 1 – 27100 – Pavia – Italy marco.porta@unipv.it

We propose an e-learning scenario where eye tracking is exploited to get valuable data about user behavior. What we look at — as well as how we do that — can in fact be used to improve the learning process, revealing information which would otherwise remain hidden. The e5Learning project takes into account both the user's "emotional states" and the way learning activities are carried out, employing such data to adapt content presentation in real-time

The offer of e-learning courses is increasing at an unrestrainable pace. However, the learning experience is often perceived by the user as a one-way communication process, where the "emotional" part of the interaction characterizing the relationship between teacher and learner is totally missing

In a computer-mediated tutoring system, eye monitoring can disclose important information concerning *what* the user is doing, as well as interesting data about *how* and *when* certain actions are being (or have been) performed



An **eye tracker** is able to detect where the user is looking at, measuring how infrared light is reflected by the cornea and by the retina through the pupil

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Rectangles identifying relevant portions of content and dialog box for parameter input

ost all cars currently userwhat is called a four-stroke

Example of reading scanpath

-

combustion cycle to convert gasoline into motion. The four-stro approach is also known as the Otto cycle, in honor of Nikola

Commercially-available devices look almost like ordinary LCD screens, and allow a relatively high freedom of movement



Tobii 1750 eye tracke

History

recorder

= fully

accessed,

accessed = not at all

accessed

A new content

window

list

displayed when the user

starts reading the first

portion of text in the numbered

= partially accessed, = very little

The aim of the e5Learning project (enhanced exploitation Monitor of of eyes for effective eLearning) is to implement an History accessed e-learning environment characterized by four main recorde components: a monitor of accessed screen areas, a screen areas history recorder, a contextual content generator and an "emotion" recognizer Laaming Contextual 'Emotion' content recognizer generator

Monitor of accessed screen areas

The author of the e-learning course can decide "how much attention" the user must pay to certain portions of content

In our prototype, a course is made up of web pages. Through an ad-hoc-built web browser, the author can define screen rectangles — corresponding to relevant pieces of content - and impose (through a dialog box) constraints on them

For textual areas, the system tries to understand whether they have been actually read by the user. For non-textual elements (e.g. images or animations), the course author simply specifies how much time the user should look at them

History recorder

The History recorder module relies on the Monitor of accessed screen areas and keeps track of which portions of content (defined by the author) have been accessed by the user, as well as "how much"

When the user presses the 'Next' button to load the next page in the course, if in the current page there are portions that have not been fully read/observed, the system emphasizes them by means of colored rectangles

Contextual content generator

The creator of the course can associate new content to rectangular screen areas, and indicate the requirements for the additional information to be displayed

Requirements are typically the minimum number and length of eye fixations inside the areas, or, for text portions, the detection of a reading process

"Emotion" recognizer

Several studies (mainly carried out in the Psychology and Physiology fields) have found correlations between eye behaviors and emotional states

Within regular time intervals, we consider the number of blinks n_b , the number of eye fixations n_f and the arithmetic mean of pupil diameters $p_{d'}$. We try to identify two main user conditions



high cognitive load and/or understanding 2. tiredness problems

if between two successive time intervals a decrease of $n_{b'}$ an increase of n_f or an increase of p_d is noted, then the user may have gone through a high workload or nonunderstanding phase; the occurrence of more than one of these cases can be considered a further confirmation of that

n hits the bottom of its stroke exhaust leaves the colinated Now the engine is ready for the next cycle, so it in charge of air and gas

ens as the engine goes through its

considering a certain number of successive intervals n_{lnt} lasting a certain time *t* (e.g. 2 minutes), for each one of them we compute p_d and $n_{b'}$ if the last n_{lnt} values obtained for p_d are monotonically increasing, then this may be interpreted as a tiredness sign. To confirm such a possibility, we check if also the last n_{int} values obtained for n_b are monotonically increasing



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* partially accessed.
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