

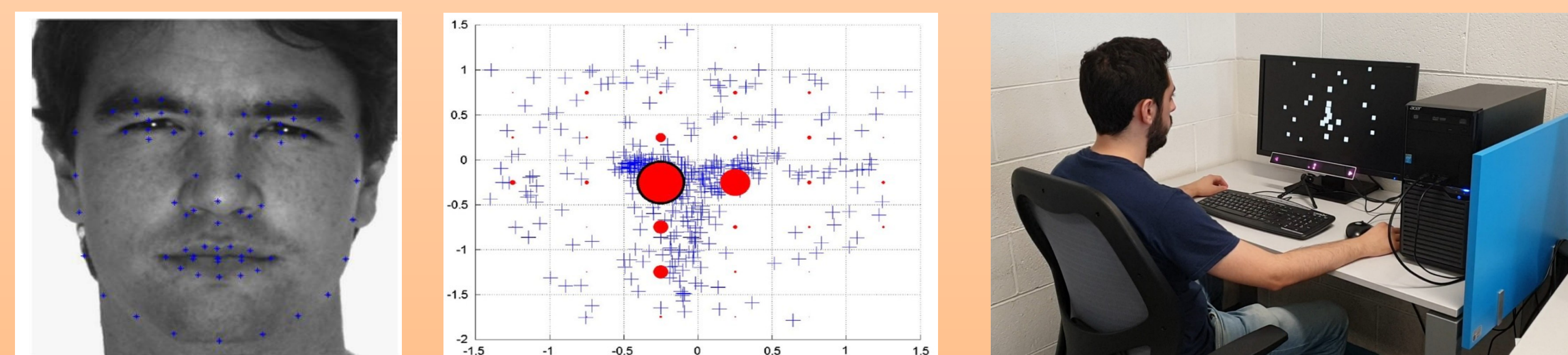
Eye Tracking Applications

Gaze Input



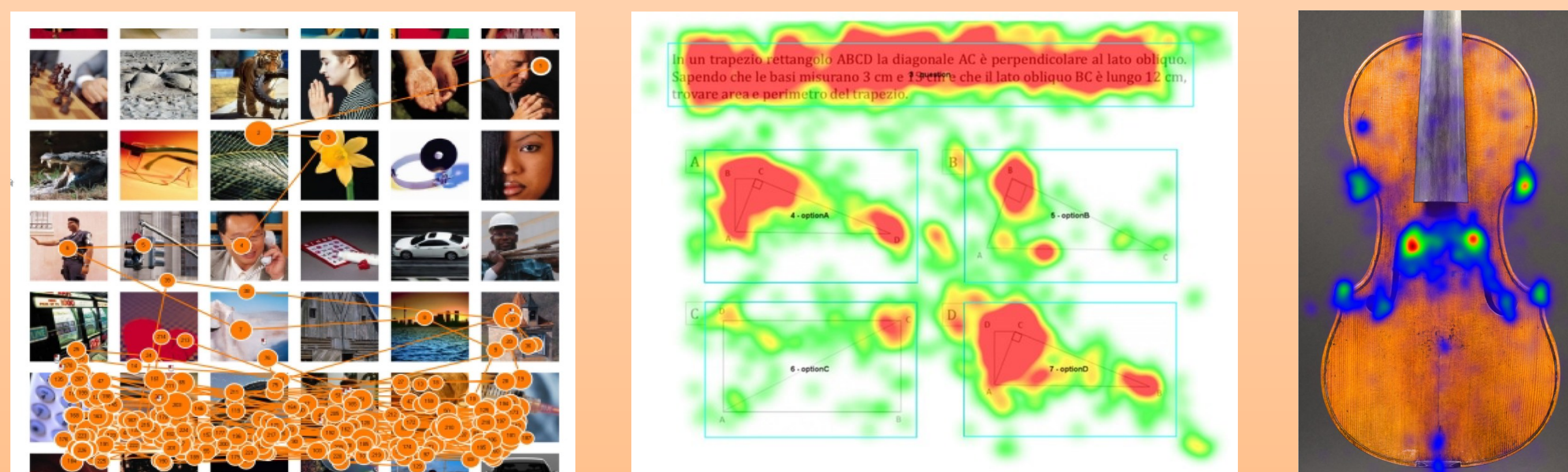
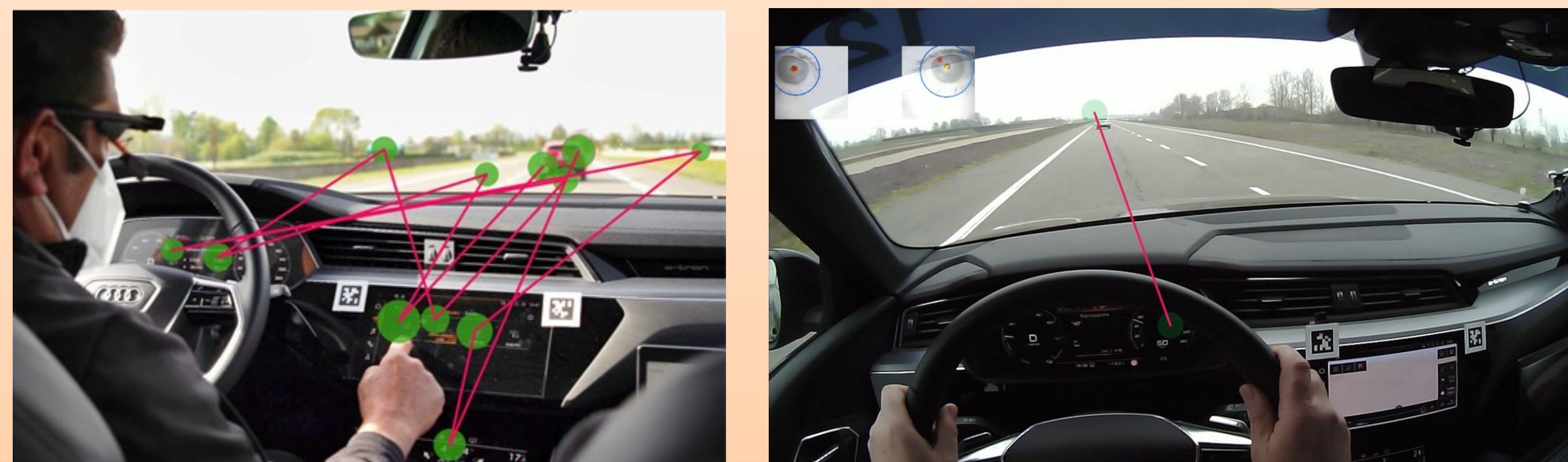
Using eye tracking as an assistive technology or as an additional input channel (e.g., to write, surf the web, play music, etc.)

Gaze-based Soft Biometrics



Identifying or verifying the identity of people based on how they look at specific stimuli (e.g., faces, shapes)

User Behavior Analysis



Analyzing and understanding user behavior and cognitive state while interacting with different types of visual stimuli

Artificial Intelligence for Airport Operations

Vision Language Models (VLM)

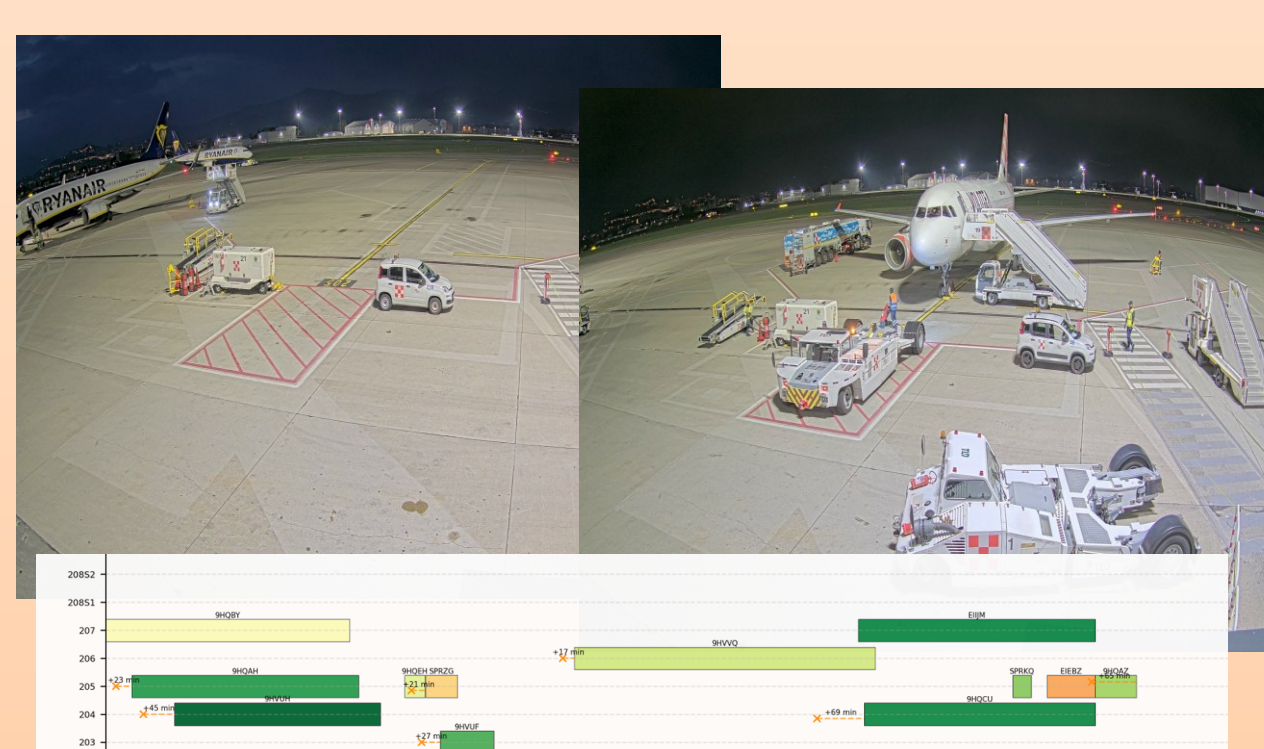


Identification of meaningful conditions affecting passengers, personnel, service vehicles and aircraft during turnaround

In collaboration with



Deep Reinforcement Learning



Stand Allocation Problem (SAP)



Adversarial reward synthesis for operator training

Human-Machine Interface (HMI)

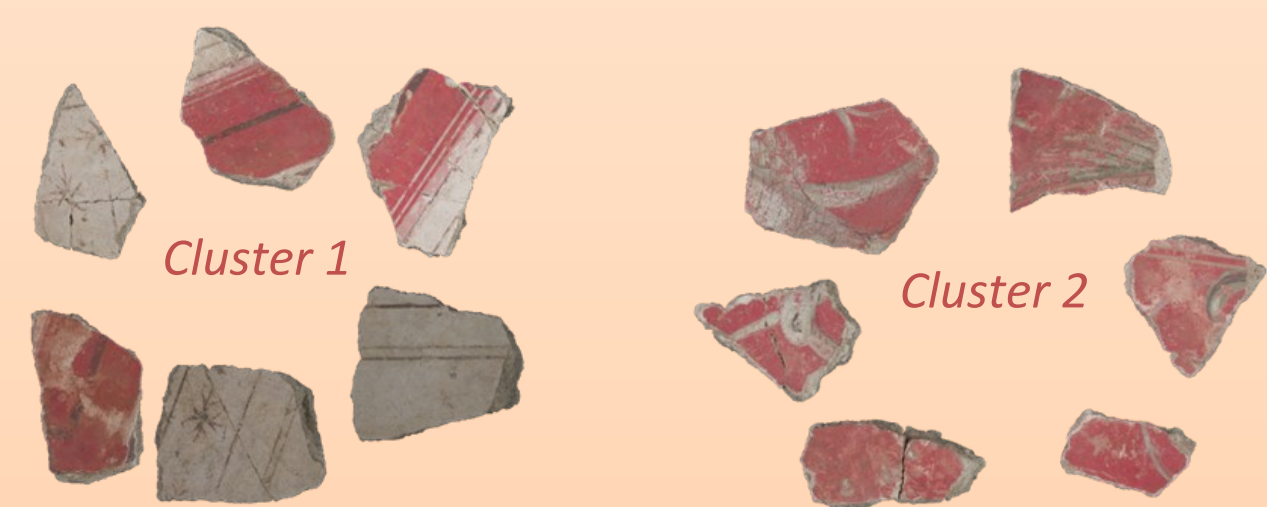


Gaze-based evaluation of the ground operations control center HMI systems

Restoration of Damaged Frescoes

Fragments classification

Creation of synthetic datasets



Reconstruction from fragments



In collaboration with



3D Modeling for Cultural Heritage

Virtual reconstruction of Pavia during the Renaissance made by students



3D modeling and 3D printing of sculptures and tactile images made by students

