Titolo (provvisorio): Innovative Eye tracking solution using immersive technology

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Motivazione e campo di applicazione

State-of-the-art eye tracking devices are very expensive and not easy to use by researchers who do not have a computer science background. Being able to use an affordable technology that collects eye movements can help researchers in other fields.

Obiettivi generali e principali attività

Design, develop and test an affordable immersive solution based on Unity platform that can be used to collect eye-tracking movements of subjects and that can provide raw data comparable to those generated by state-of-the-art eye tracking devices. Main activities include: design application, develop software, receive CITI training, design research study and receive approval from ethical committee of the university, analyze data and write scientific manuscripts.

Obiettivi di apprendimento (strumenti tecnici e analitici, metodologie sperimentali)

1) Unity3D platform
2) Methodology assessment with comparison to state-of-the-art eye tracking devices
3) CITI protocol
4) Study design
5) Data analysis and scientific reports

Luogo/i in cui si svolgerà il lavoro: Clinical and Digital Health Sciences department, College of Allied Health Science, Augusta University, USA

Numero massimo di studenti: 1

Supporto finanziario/borse di studio: bando giovani