### Scheda di Offerta Tesi

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

**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)**

- Unity3D platform  
- Methodology assessment with comparison to state-of-the-art eye tracking devices  
- CITI protocol  
- Study design  
- 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

### Informazioni aggiuntive

**Numero massimo di studenti:** 1  
**Supporto finanziario/borse di studio:** bando giovani