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

**Relatore/i:** Solari Fabio, Gianluca De Leo (USA), Manuela Chessa, Maura Casadio

**E-mail:** Fabio.Solari@unige.it

**Indirizzo:** Via Dodecaneso, 35 - 16146 Genova 303

**Tel.:** (+39) 010353 - 6756

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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.

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**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.

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**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

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

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**Informazioni aggiuntive**

**Numero massimo di studenti:** 1

**Supporto finanziario/borse di studio:** bando giovani