



# A COMPARISON OF THE PERFORMANCE OF WEBCAM VS. INFRARED EYE TRACKING TECHNOLOGY

---

Liz Burton, Constant Contact

William Albert, User Experience Center, Bentley University

Mark Flynn, Affinova

# Motivation for the study

- Web-based eye-tracking may have the potential to:
  - Bring eye tracking studies within reach of a much broader range of practitioners
  - Greatly reduce recruiting difficulties (geographic, scheduling, etc.)
  - Allow larger sample sizes
- Very little research was found that directly compares web-based and infrared eye tracking technologies, and none within the context of usability or marketing

# Existing Research

- Primarily looks at the use of web-based systems as alternate input option (i.e., for users with severe disabilities) (see, e.g., Jacob, 1990)
- Most common evaluation method looks at the angle between actual and estimated eye gaze (see, e.g., Bohme et al., 2006; Morimoto et al., 1999; Sewell & Komogortsev, 2010)
- Only two studies found that explicitly compare the two technologies (San Augustin & Skovsgaard, 2009; Skovsgaard et al., 2011)

# Research Question

- How does the accuracy of the two platforms compare when the purpose of the eye tracking study is to measure where on the screen a user focuses his/her attention?

# Study Design

- Conducted in November/December 2012
- 15 minute sessions
- Within-subjects design:
  - Participants viewed 2 sets of nine images twice, once using SMI, once using Sticky
- Participants were instructed to maintain their eye gaze within the border of each image while it remained on the screen (3 seconds)

## Large Images: 300 x 300 Pixels



## Small Images: 150 x 150 Pixels



# Measures Used

- Percent Noted - the percent of participants who had at least one fixation within the stimulus during the three-second exposure.
- Dwell Time – the cumulative total fixation duration in milliseconds, averaged across participants.



# Study Design

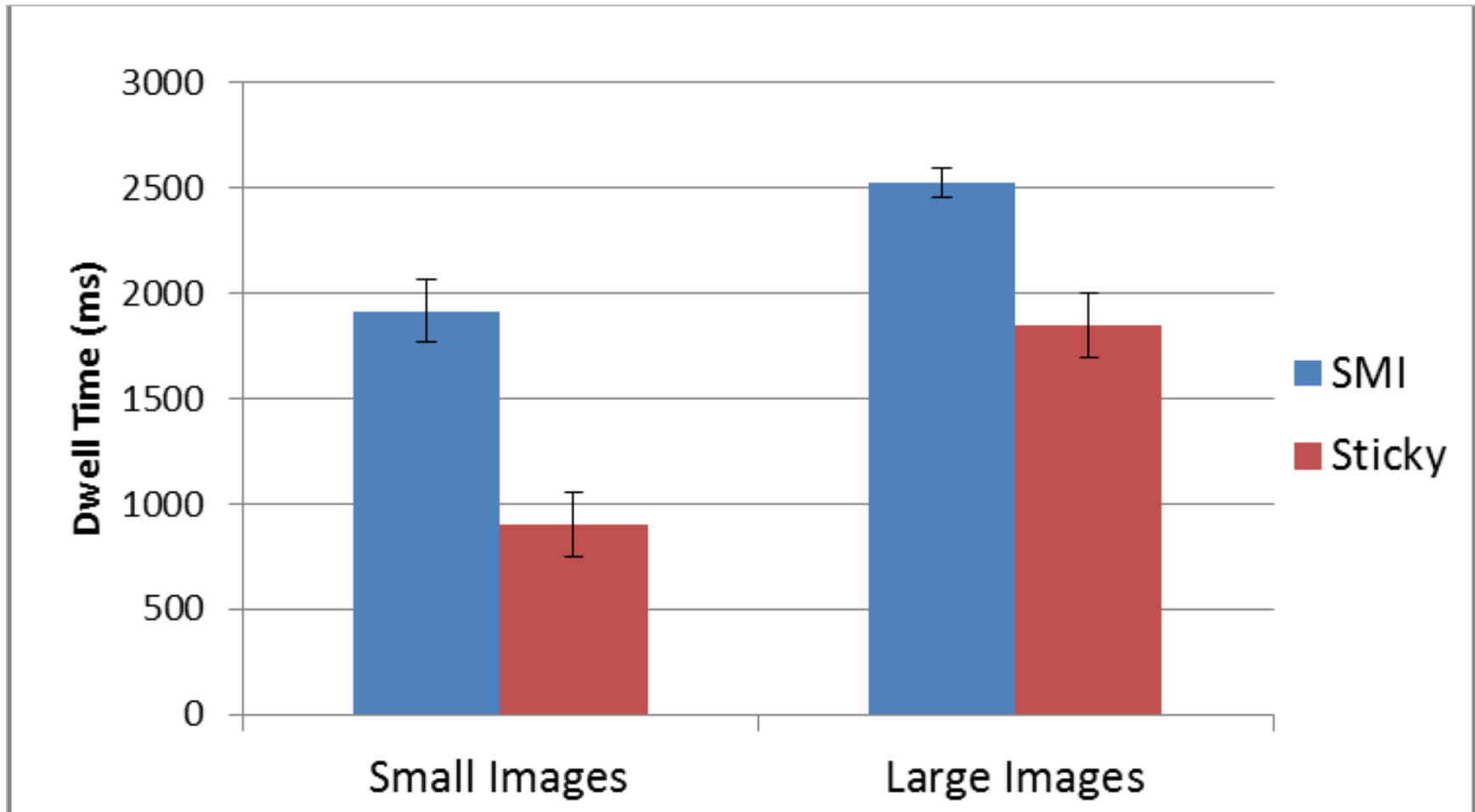
- Order of presentation of technology was *intended to be* counterbalanced
  - Technical difficulties
- Order of presentation of images was arbitrary
  - Participants could not predict where on the screen the next image would appear
- 77 total participants, but substantial attrition due to technical issues
  - Complete data obtained for 27 participants:
    - 70% men
    - 63% under age 35

# Analyses

- For dwell time:
  - Repeated Measures ANOVA
  - Pairwise t-tests for each image size and position
- For percent noted:
  - McNemar pairwise tests for each image size and position
- Analysis of the amount of bleed outside the borders of the images

# ANOVA Results (Dwell time)

- Significant main effects:
  - Image size ( $p < .001$ )
  - Image location ( $p < .001$ )
  - Technology ( $p < .001$ )
- Significant interaction effects:
  - Image size and technology ( $p < .001$ )
  - Image location and technology ( $p < .001$ )



**Dwell Time by Image Size and Technology**  
(including 95% CI)

# Pairwise Tests: Large Images

Percent Noted	Sticky	SMI	$p$	Sticky	SMI	$p$	Sticky	SMI	$p$
	93%	100%	0.5		100%	100%		--	93%
Dwell time (msec)	2063	2259	0.4	2115	2555	0.006	1889	2249	0.09
Percent Noted	Sticky	SMI	$p$	Sticky	SMI	$p$	Sticky	SMI	$p$
	81%	100%	0.06		100%	100%		--	93%
Dwell time (msec)	1533	2561	<0.001	2007	2865	<0.001	1815	2497	<0.001
Percent Noted	Sticky	SMI	$p$	Sticky	SMI	$p$	Sticky	SMI	$p$
	96%	100%	--		96%	100%		--	81%
Dwell time (msec)	1796	2532	<0.001	1996	2621	<0.001	1433	2584	<0.001

p<0.10

p<0.01

# Pairwise Tests: Small Images

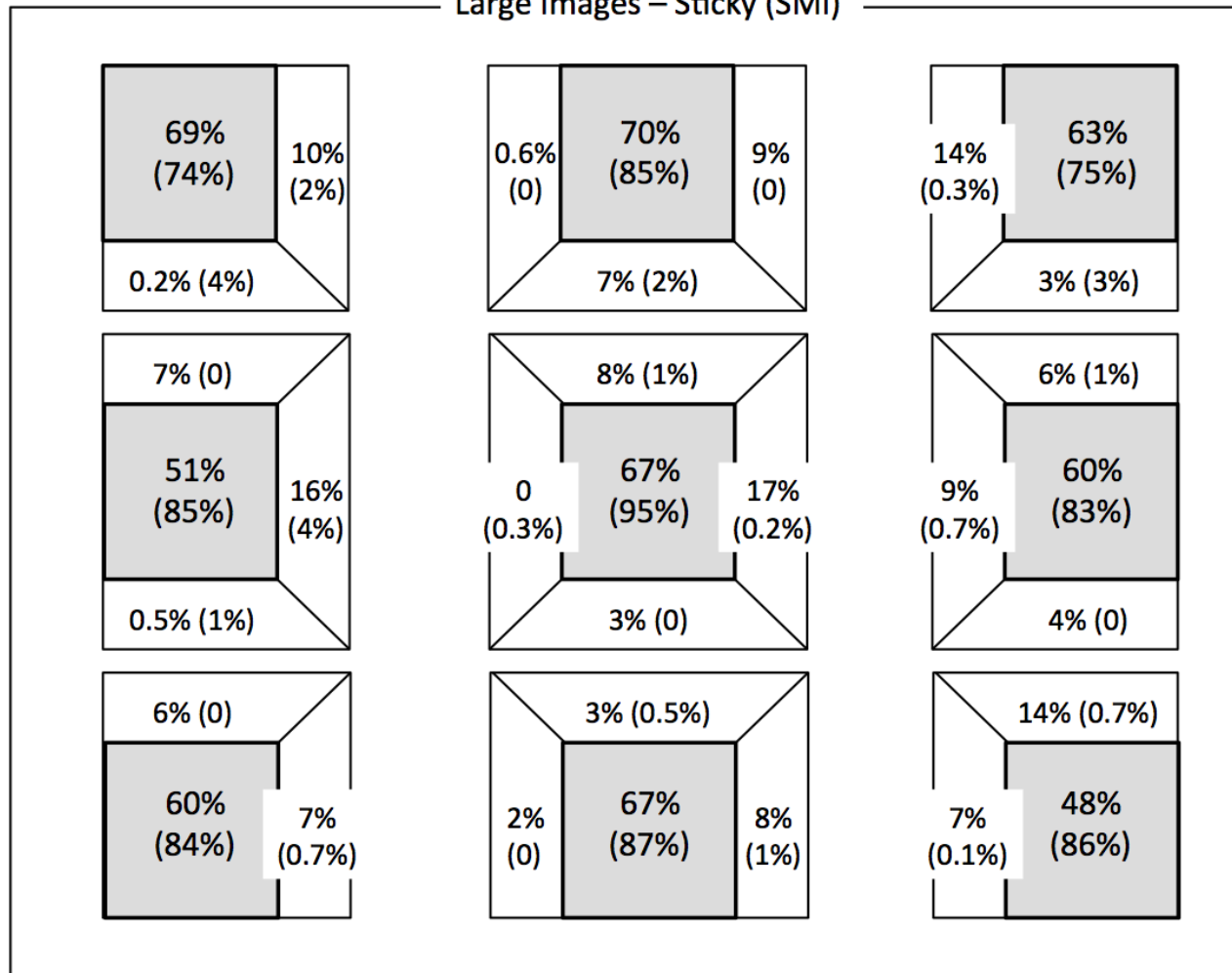
Percent Noted	Sticky	SMI	$p$	Sticky	SMI	$p$	Sticky	SMI	$p$
	70%	96%	0.04		74%	96%		0.07	59%
Dwell time (msec)	1270	1312	0.89	1085	2293	<0.001	956	960	0.98
Percent Noted	Sticky	SMI	$p$	Sticky	SMI	$p$	Sticky	SMI	$p$
	52%	93%	0.003		63%	100%		0.002	41%
Dwell time (msec)	722	2165	<0.001	793	2722	<0.001	707	1908	<0.001
Percent Noted	Sticky	SMI	$p$	Sticky	SMI	$p$	Sticky	SMI	$p$
	59%	100%	<0.001		78%	100%		0.03	48%
Dwell time (msec)	885	1892	<0.001	1137	2145	<0.001	589	1847	<0.001

p<0.10

p<0.01

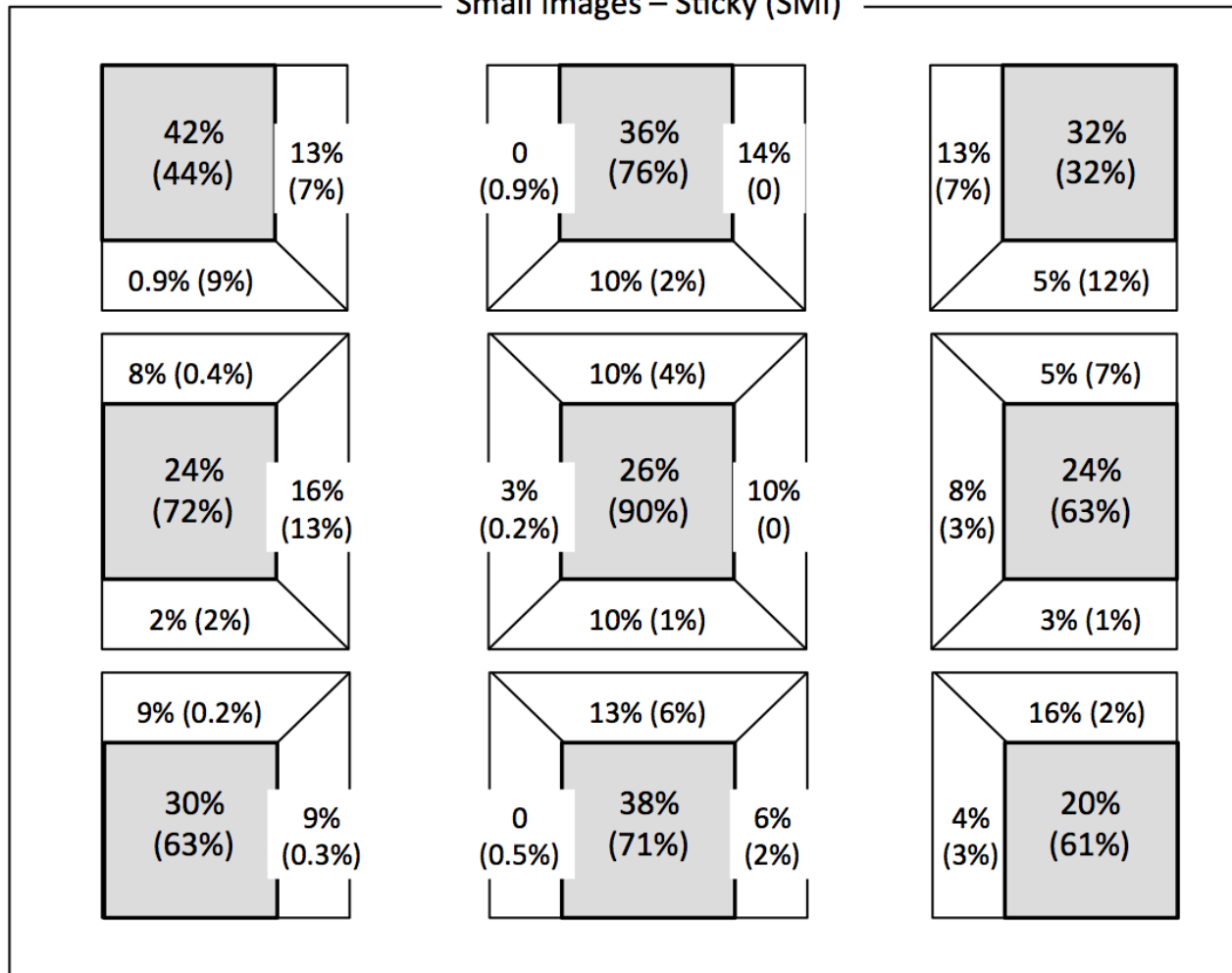
# Image Bleed: Large Images

Large Images – Sticky (SMI)



# Image Bleed: Small Images

Small Images – Sticky (SMI)





# Findings

- For percent noted, no significant difference for 7 out of 9 large images
- Significant differences in most cases for small images and for dwell time
- Bleed varied substantially but generally bleed is greater:
  - For small images
  - For the Webcam technology
  - For images in the corner
  - In the direction of the center of the screen

# Conclusions

- Unsurprisingly, the infrared technology generally outperformed the webcam system.
- The webcam technology may be a viable alternative when:
  - The stimulus is of reasonable size
  - The stimulus is not too close to the edges of the screen
  - It is not necessary to evaluate dwell time

# Limitations/Further Study

- Only one infrared and one webcam system included in the study: can't necessarily generalize to other systems/manufacturers
- Continual improvements to the webcam technology; these results represent performance at a given point in time
- Other variables:
  - Other sizes/shapes/locations/exposure times of images
  - Subjective feedback from participants
  - Other types of eye tracking technology, e.g., goggles
  - Effect of participant characteristics, e.g., age

# References

- Böhme, M., Meyer, A., Martinetz, T., & Barth, E. (2006). Remote Eye Tracking: State of the Art and Directions for Future Development. In *Proceedings of the 2nd Conference on Communication by Gaze Interaction - COGAIN 2006: Gazing into the Future*.
- Jacob, R. J. K. (1990). What you look at is what you get: Eye movement-based interaction techniques. *Proceedings of the 1990 SIGCHI Conference on Human Factors in Computing Systems*, 11–18.
- Morimoto, C., Koons, D., Amir, A., Flickner, M., & Zhai, S. (1999). Keeping an Eye for HCI. In *Proceedings of the XII Brazilian Symposium on Computer Graphics and Image Processing*.
- Sewell, W., & Komogortsev, O. (2010). Real-time eye gaze tracking with an unmodified commodity webcam employing a neural network. *CHI EA '10 Extended Abstracts on Human Factors in Computing Systems*, 3739–3744.
- San Agustin, J., Skovsgaard, H., Hansen, J., & Hansen, D. (2009). Low-cost gaze interaction: Ready to deliver the promises. *CHI'09 Extended Abstracts on Human Factors in Computing Systems*, 4453–4458.
- Skovsgaard, H., San Agustin, J., Johansen, S. A., Hansen, J. P., & Tall, M. (2011). Evaluation of a remote webcam-based eye tracker. *Proceedings of the 1st Conference on Novel Gaze-Controlled Applications - NGCA '11*.