Kolloquium zur Masterarbeit

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"Using Eyetracking Data for Awareness Cues in Collaborative AR – A Literature Survey"

Eye tracking data can be used in augmented reality (AR) to control a user's gaze as an input pointer. Representing the gaze in AR improves comprehension, just as in "normal" communication. This is because the gaze in a collaborative AR environment indicates to others where someone is looking and what they are looking at.

This thesis is a literature review on the impact of eyetracking on the awareness of participants in a collaborative AR environment. In the research, literature sources are evaluated with results of studies in which eyetracking was used for gaze movement, visualization of gaze as digital objects and collaboration of several people in an AR environment.

For the research, the review method is used to identify the relevant literature sources and their subsequent evaluation. With the help of a search string, several literature databases are searched for relevant literature sources. The steps of the review method are the search, the filtering of the found selection, the (repeated) filtering of the filtered selection, the reverse search for quality assurance of the research and the final analysis of the literature suitable for answering the research hypotheses.

As a result, all hypotheses are proven under the given information. According to this, eye tracking can be used as a perceptual cue in collaborative AR to improve collaboration among participants.

Dienstag, 13.09.2022, 14 Uhr

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