E-Prime
Extensions for
tobii

Eye tracking swings into view for behavioral research with new Tobii© Eye Tracker/ E-Prime®

Some of the more common applications where this eye tracker is clearly suitable are:

- Usability analysis
- Psychological studies
- Visual perception research

- Human factors research
- Advertising studies
- Reading and dyslexia studies
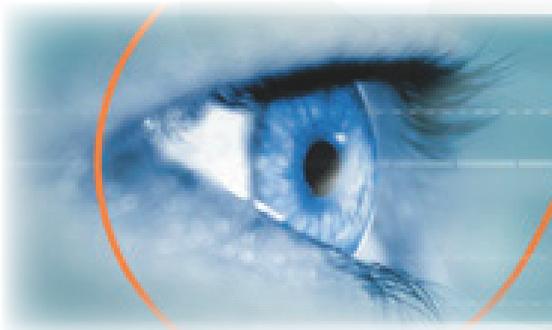- Infant and children studies

- Low vision studies
- Flight and driving simulators
- Eye based computer interaction

Use your eyes

E-Prime®

tobii©

Includes
- Library of sample paradigms: used for learning and paradigm adaptation.
- Support: E-Prime® support and Tobii© hardware support.

"The Tobii© 1750 Eye Tracker made Tobii© the world leader in the field. Now its successors are taking performance to even higher levels. The Tobii© T60 allows for twice as much head movement and is twice as accurate as its predecessor. It brings fundamental advances to eye tracking, such as new sensors, new ways to generate NIR reflection patterns, automatic optimization of bright and dark pupil tracking, improved eye math models with advanced drift compensation, embedded eye tracker server and much more. The Tobii© T120 Eye Tracker also boasts with twice as high tracking frequency for more fine-grained data."

PSYCHOLOGY SOFTWARE TOOLS
Solutions for Research, Assessment, and Education

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E-Prime Extensions for tobii

Eye tracking swings into view for behavioral research with new Tobii© Eye Tracker/ E-Prime®

Superior quality you can expect from E-Prime® and Tobii©

Add eye gaze and eye movement capabilities to your existing E-Prime® experiments. Create new paradigms with E-Studio's graphical design interface, now updated to include all the code necessary to interact with the Tobii© Eye Tracking technologies. Combine the full power of E-Prime's scripting and interface components with Tobii's easy to use eye trackers.

Features and benefits

- Train participants to fixate and control eye movements
- Give feedback on vigilance or attentive behaviors
- Combine eye gaze data with E-Prime® condition data for powerful analysis
- Create interactive or passive eye tracking paradigms
- Create paradigms which change based on participant eye gaze data, AOI hit tests, fixation and user interaction
- Supports multiple types of studies: Diagnostic and Interactive
    - Face perception and recognition
    - Infant studies
    - Reading (sliding window)
    - Attention patterns and behavior
    - Visual search
    - Scene recognition
    - No head restraint necessary
    - Seamless E-Prime® integration
- Allows for the use of Tobii© Eye Tracker as straight forward input device for E-Prime®.
- Supports multiple AOI's (Areas of Interest). Regions are defined dynamically as stimuli are drawn to the screen.
- Supports dynamic definitions of fixation and dwell time.
- Enable your current paradigms to use eye tracking to corroborate participant compliance, fixation and cognitive strategies.
- Enable your paradigm to show feedback for training purposes.
- Start and stop trials contingent on eye gaze, fixation or eye movement criterion.
- Tobii© Eye Tracker support added directly to the E-Studio experiment design environment.
- Script library to allow additional run time processing of data.
- Calibrate inside or outside of E-Prime®
- Import a video of the E-Prime® stimulus viewed by the subject for use with TobiiStudio analysis overlays. (Video capture hardware required)
- Allows the overlay of eye gaze data with your E-Prime® stimuli.
- Stop and start eye tracker to collect data selectively.
- Include validity data for eye tracking quality, to allow the filtering of data.
- Filter participant data based on eye gaze, fixation and eye movement criterion.

E-Prime® Features Include

- Millisecond precision for stimulus presentation and inter-stimulus timing.
- Comprehensive: Accommodates simple to complex experiments from design to analysis.
- Graphical design interface illustrating experiment structure at a glance.
- Full scripting language affording tremendous flexibility and power to the system.
- Supports a wide range of devices including sound, display, mouse, PST Serial Response Box, keyboard, and ports.
- Present text, images, movies and sound.
- Basic support for interfacing with external devices (e.g., EEG, MRI, Eye Tracking).

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