# The Way Eye See It

Ashton Lierle, Shelly Sitton, Greg Clare and Dwayne Cartmell Oklahoma State University



# **History of Eye Tracking**

- Eye tracking is based on Just and Carpenter's (1976) "eye-mind" hypothesis, which stated the location of a person's gaze directly corresponds to the most immediate thought in a person's mind.
- Researchers have used eye-tracking technology for several decades to reveal covert perceptual and cognitive processes that inspire the perception and aesthetic evaluation of art (Lochner, 2006).
- In 2001, Miall and Tchalenko performed the first thorough examination of a painter and observed the rhythm between fixations on the model and fixations on the drawing.

## **Eye Tracking for Education**

- Eye tracking can aid in improving learning environments and help educators better understand the knowledge process (Matos, 2016).
- Data from eye tracking studies can be used to provide insight for educators during the curriculum development process (Matos, 2016).
  - e.g., By studying the eye patterns of consumers, educators should become more aware of the most effective way to design an advertisement. This can lead to more relevant graphic design curriculum.



#### **Conceptual Framework: Scanpath Theory**

- Noton and Stark (1971) studied eye movements and devised the observed patterns known as "scanpaths."
  - Determined that even without questions for the viewers to consider before viewing, participants tend to fixate on identifiable areas of interests.
  - Scanpaths showed the order of eye movements over areas of interest is significantly variable.



#### **Problem & Purpose**

- Research suggests advertisement eye-tracking data is difficult to obtain (Duchowski, 2007).
- Examining the way consumers view print advertisements may provide insight about this phenomenon.
- Therefore, this study sought to examine the eye movements of average consumers viewing livestock-based advertisements.



#### **Research Questions**

- Three research questions guided this study:
  - What scanpath pattern did the participants follow when viewing the advertisements?
  - On which elements of the advertisements did the participants fixate?
  - How many times did participants fixate on that element?



## Methods & Procedures

- Participants' visual attention was collected using eye-tracking technology.
  - Tobii T60 screen-based eye tracker was used to collect the data.
- Target Population
  - Census of students ages 18-21 studying Agricultural Communications at Oklahoma State University and enrolled in an entry-level graphic design course (*N* = 29).
  - Subjects were solicited through face-to-face recruitment during a scheduled class period.
  - 100% response rate for the population
- Limitations
  - The results may be transferrable but should not be generalized.

## **Data Collection & Analysis**

- Prior to the eye-tracking exercise, participants were asked to complete a brief questionnaire to help the researchers gain more insight on the population.
- To begin the eye-tracking exercise, the machine was calibrated to each participant.
- Participants viewed eight advertisements for five seconds each.
- Eye-tracking data was recorded and analyzed through statistical data, heat maps and gaze plots.













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#### **Areas of Interest**



contact info

2.03 %





## Findings – Heat Maps





## Conclusions

- Participants took an average of 0.66 seconds to view the first fixated element.
- Participants used an additional 3.15 seconds to reach the last fixated element.
- Participants first fixated area of interest (AOI) was the dominant image.
- Participants final fixated AOI was the contact information on the advertisement.
- The data also shows the advertisements containing more color had a higher level of fixations and a more defined gaze pattern.



#### **Recommendations for Industry and Education**

- Future graphic designers should be mindful when including a dominant element in their designs, such as a large image or graphic.
- Current designers should have an understanding of consumer eye behavior to best market their product or service to college-aged students.
- Educators should examine the eye-tracking data and consider the results when developing graphic design-related curriculum.



## **Recommendations for Future Research**

- Future research should examine if trained graphic designers look at designs differently than the average consumer.
- This study should be replicated with a larger, more diverse population.



#### References

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