

D-LAB EYE TRACKING SEE THE INVISIBLE

If you want to analyze a person's behavior, one of the most common methods to do so is eye tracking. Calculating fixations, visualizing heat maps or understanding what people don't see by looking at a shadow map are just a few examples of what eye tracking can do for you. And because we offer a range of eye tracking solutions, it doesn't matter if you want to do your study in a lab, in the real world or even in the virtual reality. D-Lab Eye Tracking is the right solution for you.

D-Lab Eye Tracking comes in three different versions: Head Mounted, Remote or Virtual Reality. Find out how eye tracking can support you in your studies by selecting one of the three different methods above.



PRODUCT HIGHLIGHTS

- Automated analysis of glances towards Areas of Interest
- Quick and easy calibration (online and offline)
- Multi remote eye tracker support
- Synchronization mit Motion Capturing Systemen
- EN ISO 15007 conforming measurement and analysis

APPLICATION EXAMPLES

- Market research
- Ergonomics
- Vehicle research (cars, trucks, construction vehicles, utility vehicles)
- Airplane research
- Railway research
- Usability
- Behavioral research
- Perception research
- Monitoring rooms
- Design clinics
- Teaching and learning research
- Sport and biomechanics research
- Animal behavior
- Medical research
- Virtual reality & augmented reality
- Architecture/building/exhibition studies
- Production ergonomics and workplace design
- Realtime Gaze Control
- Behavior in virtual environment
- Games testing
- Testing of virtual shelves and virtual supermarkets
- Evaluation of virtual design concepts
- First test of new product ideas
- Test of early interface designs