DIKABLIS EYE-TRACKING IN SENSICS HMDs

In collaboration with Sensics, Inc., we integrated our Dikablis eye tracking technology into Sensics head mounted displays (HMDs). This combination offers a great solution to track and analyze gaze behavior in VR environments.

We offer both monocular and binocular eye tracking solutions with cable, mobile and wireless variants. It works with the xSight, zSight and dSight HMDs from Sensics.

HIGHLIGHTS

- **Seamless integration of Dikablis cameras in Sensics HMDs** – Our Dikablis eye tracking system integrated in Sensics HMD can be ordered off the shelf. You will get a tested and high quality solution without the hassle to do the integration yourself.

- **Works without distraction** – Our Dikablis eye tracking cameras are seamlessly installed in Sensics HMDs. The user cannot see the cameras while in use.

- **Possible to retrofit** – Our Dikablis eye tracking technology can be integrated into your existing HMD. Therefore you can upgrade your VR lab with high-class eye tracking at any time.
- **Comprehensive behavioral analysis in VR** – With Dikablis completely integrated into Sensics HMDs, customers are now able to measure and analyze gaze behavior in a virtual world. It is possible to automatically calculate glance metrics such as when, how, and for how long a user looks at virtual objects. All these measures can be visualized in heat maps or saccades.

- **Real time interaction with objects in VR** – With this coherent integration, it is possible to trigger actions in the virtual environment with gaze data. The exact gaze coordinates are streamed to the virtual environment via TCP/IP, allowing the user to interact with the virtual world by using their eyes.

**FACTS**

- Tracking frequency of the eye camera(s): 50 Hz – monocular or binocular
- Weight of the eye tracking equipment in the HMD: 25g
- Accuracy:
  - Pupil tracking: 0,05°
  - Gaze direction: 0,1° - 0,5°
- Recording of the virtual scene: Full HD DVI Grabber

**APPLICATION AREAS**

- Virtual shopping studies
- Virtual shelf studies
- Analysis of product and package design in 3D VR
- Virtual building audits
- Analysis of virtual prototypes
- Design studies of virtual car prototypes
- Assess production ergonomics in virtual factories
- Virtual design
- Usability testing
- Analysis of virtual control centers
- Testing of dashboard designs (cars, trains, planes)
- Behavioral research in virtual reality
- Military applications
- Many other scientific studies