Your Eyes Tell about Your Behaviors During VR Locomotion

Background:

VR locomotion is one of the most important design features of VR applications and is widely studied, especially due to the increasing popularity of VR in entertainment and education. However, users' subconscious behaviors during VR locomotion, which offers important insights for evaluating and improving locomotion methods, have rarely been studied. The goal of this project is to answer this research question by studying users' eye movements during VR locomotion in scenarios related to our daily lives.

What you'll gain:
+ Skills for basic Unity application design
+ Experience for user study design with VR headset
+ Skills for eye-tracking data analysis

What you'll gain:
+ Basic Unity knowledge
+ Python, C#
+ Machine learning
+ Static analysis

Contact Person

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Focus Areas

. Human behavior in VR
. Eye movements detection
. Explainable AI for human behavior
. Educational VR