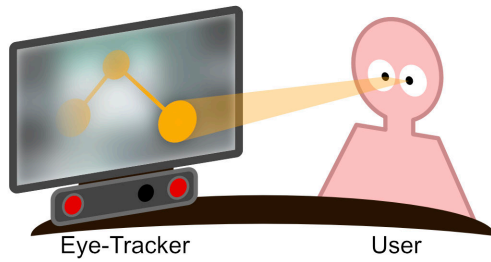


## What is Eye-Tracking?



The eye-tracker illuminates the eyes of the user with infrared light and a camera records the eye movements. A calibration provides an estimation of fixations of the user on the screen. We use the fixations for interaction with virtual buttons in the graphical interface of GazeTheWeb.

## Does GazeTheWeb work?

GazeTheWeb has been evaluated as part of the MAMEM project at three clinical cohorts in Athens, Thessaloniki and Tel Aviv, in two trial phases.

At the first trial phase in February 2017, 18 participants with motor impairment successfully performed dictated tasks in the World Wide Web.

The second phase has taken place in spring 2018, where 30 participants with motor impairment operated GazeTheWeb for one month at their homes on their own behalf.

The system allowed the participants to browse the World Wide Web, perform communication, access entertainment and retrieve information.



Brain-Computer interface is optional

Centre for Research & Technology Hellas - Information Technologies Institute  
Photograph: Tasos Papazoglou - Chalikia

## People behind GazeTheWeb



**Raphael Menges**  
Development and Research  
[raphaelmenges@uni-koblenz.de](mailto:raphaelmenges@uni-koblenz.de)



**Chandan Kumar**  
Research  
[kumar@uni-koblenz.de](mailto:kumar@uni-koblenz.de)



**Daniel Müller**  
Development  
[muellerd@uni-koblenz.de](mailto:muellerd@uni-koblenz.de)



**Korok Sengupta**  
Evaluation  
[koroksengupta@uni-koblenz.de](mailto:koroksengupta@uni-koblenz.de)



**Steffen Staab**  
Supervisor  
[staab@uni-koblenz.de](mailto:staab@uni-koblenz.de)

Developed at:



This work is part of project MAMEM that has received funding from the European Union's Horizon 2020 research and innovation program under grant agreement number: 644780.

How can people with motor impairment interact with the *World Wide Web*?

Neuro-Muscular Diseases Amyotrophic Lateral Sclerosis  
Neuro-Muscular Disease  
Parkinson's Disease  
Multiple Sclerosis  
Spina



# GazeTheWeb

Explore the Web with your eyes!



Winner of the Web for All  
Accessibility Challenge



Honourable Mention for  
Technical Approach



Scored Third for  
Digital Impact



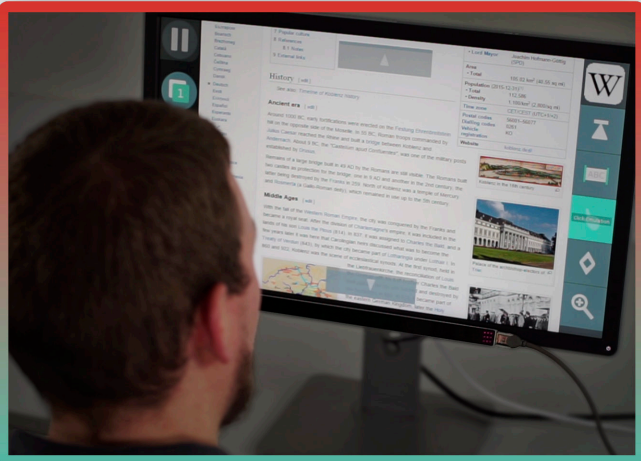
[www.gazetheweb.com](http://www.gazetheweb.com)

# Human

1

## Feedback for User

- Visual content of the Web page
- Interaction is adapted for gaze-control through Web page context
- Audio feedback at interaction



## Eye-Tracking System

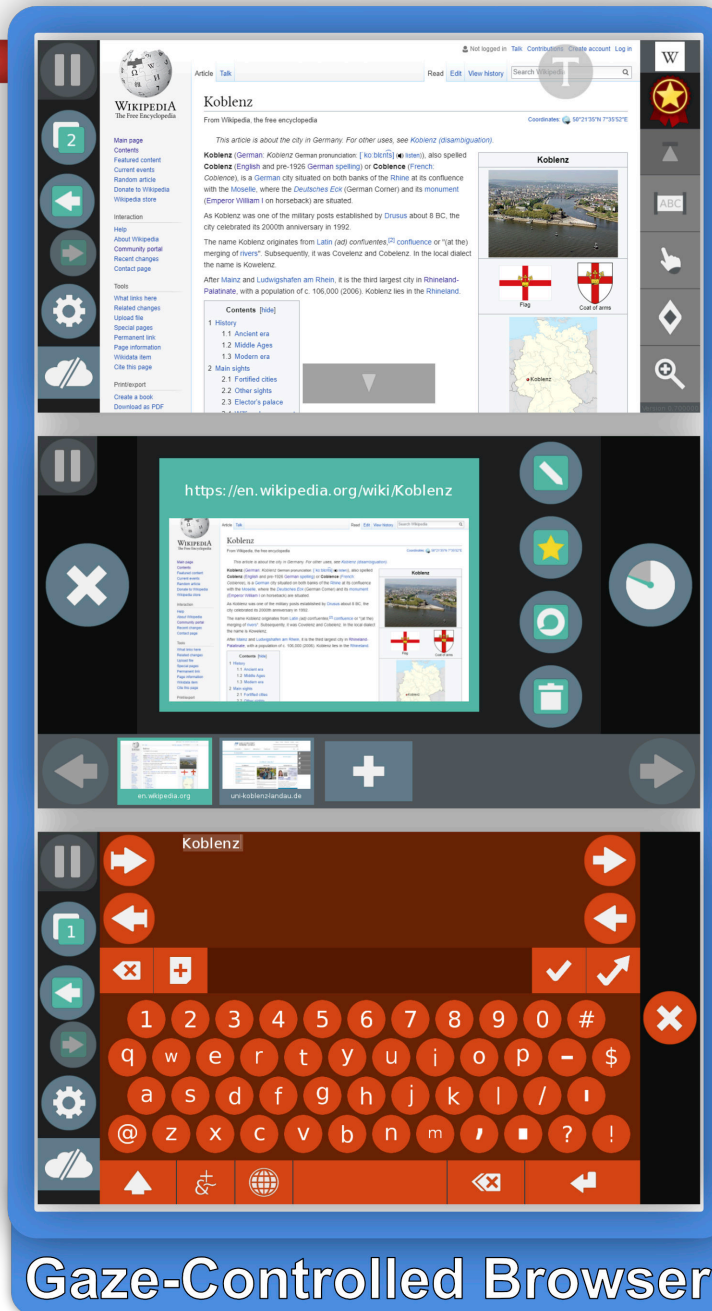
### Sensor Input by User

- Camera-based eye-tracking device provides gaze of user on screen
- Further input modalities can be added (EEG, voice, touch,...)

2

# GazeTheWeb

Explore the Web with your eyes!



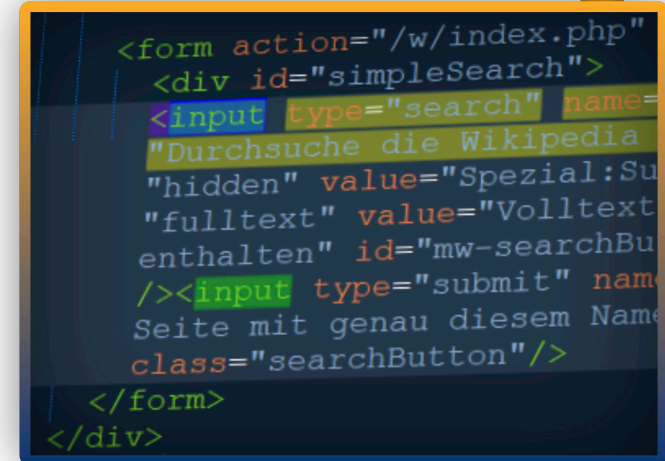
## Gaze-Controlled Browser

# Web

4

## Context of Web Page

- Identification of interactive Web page elements (input, video,...)
- Extraction of further Web page information (page height, scrolling,...)



## Web Engine

### Commands for Web Page

- User activates virtual buttons in graphical interface through gaze fixation exceeding a dwell time
- Browsing commands are forwarded to the Web Engine

3