OGAMA allows recording and analyzing of eye- and mouse-tracking data from slideshow eye tracking experiments in parallel. OGAMA is freeware, written in C#.NET and released as an open source project. Its main features include database-driven pre-processing and filtering of gaze and mouse data, the creation of attention maps, areas of interest definition, saliency calculation (Itti&Koch 2001), levenshtein distance calculation and replay. Data output is provided that can directly be used with different statistical software packages.

OGAMA has been developed by Adrian Voßkühler at the Freie Universität Berlin in Germany.

Tobii test of OGAMA by Adrian Voßkühler
OpenGazeAndMouseAnalyzer: An open source software designed to analyze eye and mouse movements in slideshow study designs

Tested in July 2010 by Måns Östberg
Test details
Test performed in September 2010 on OGAMA version 3.4, released on 2010-09-04. The test was performed on the following equipment:

- Eyetracker: Tobii T60 XL, firmware 1.2.21
- Computer: FujitsuSiemens laptop LIFEBOOK BS034 (2 GB ram, 2 GHz Intel Core2 T7200 CPU at 2 GHz)
- Operating system: Windows XP service pack 3
- SDK: Tobii SDK needed. Tested with version 2.4.11.

Test Results
OGAMA works well.

Overview
OGAMA is far developed and have lots of features. OGAMA allows simultaneous recording of eye and mouse data, and analyze of this data with a set of analysation modules. For a description of all the modules please see the Description section on www.ogama.net. On www.ogama.net you will also find the OGAMA introduction paper and several videos showcasing the program.

Picture 1 below shows a replay of a recording session, the blue line showing the movements of the mouse cursor, and the green line showing the eye movements.

Get going
To get the program up and running should not pose any problems. The homepage contains documentation, and the help menu in the installed program contains instruction for how to get going with a Tobii eye tracker.