

Tobii test of PEEP, Processing Easy Eye Tracker Plugin by Ralf Biedert

Plugin for Processing, an open source programming language.

Tested in August 2010 by Måns Östberg

PEEP is a plugin for Processing, an open source programming language and environment for people who want to create images, animations, and interactions. It is based on the idea of an electric sketch book.

PEEP was developed as a part of the Text 2.0 project, which is maintained by Ralf Biedert.

Test details

Test performed 2010-08-05 on version 1.2, released in July 2010. The test was performed on the following equipment:

- Eyetracker: Tobii T60 XL, firmware 1.2.21 (should work on all Tobii eye trackers)
- 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: Tested with SDK 2.4.11 installed.

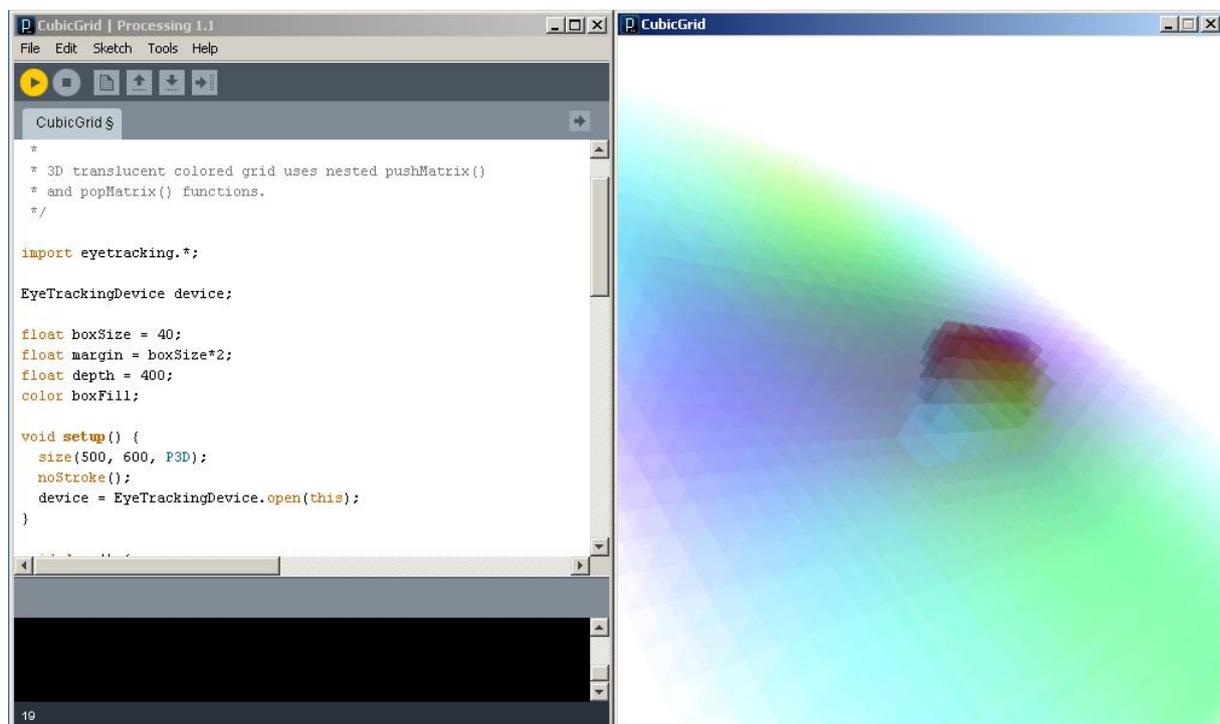
Test results

The plugin works.

Overview

About processing, from www.processing.org: *“Processing is an open source programming language and environment for people who want to create images, animations, and interactions. Initially developed to serve as a software sketchbook and to teach fundamentals of computer programming within a visual context, Processing also has evolved into a tool for generating finished professional work. Today, tens of thousands of students, artists, designers, researchers, and hobbyists who use Processing for learning, prototyping, and production.”*

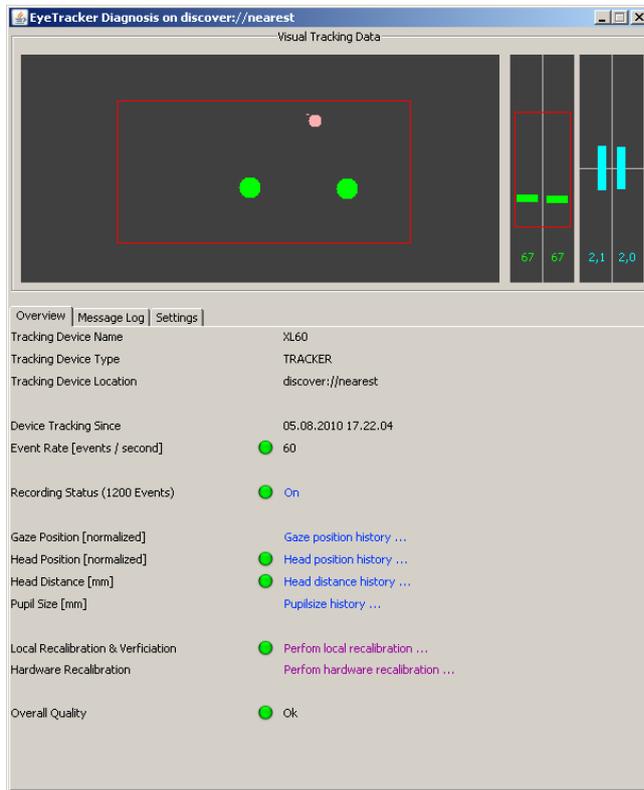
The plugin allows you to use eye tracking data to interact with sketches in Processing. Picture 1 below shows one of the demo sketches using the plugin, available at <http://peep.text20.net> To the left you see the Processing programming interface, and to the right you see a grid of cubes, with the cubes the user is looking at being highlighted.



Picture 1

Get going

PEEP is part of the Text 2.0 framework. The download includes PEEP, a tracking server, diagnosis tools and the framework. To run PEEP you first need to run the tracking server which connects to the eye tracker. You can also run the tracking server in simulation mode. The tracking server is set up by editing the file *config.properties*. The diagnosis tool shows you if the connections is working and allows you to calibrate the eye tracker, see Picture 2 below.



Picture 2