E-Prime® Extensions for Tobii Pro combines the power of E-Prime with easy to use Tobii Pro eye trackers. The E-Prime Extensions for Tobii Pro includes the script necessary to integrate E-Prime with Tobii Pro eye tracking technology. E-Studio’s graphical design interface allows users to drag and drop eye tracking functionality into existing E-Prime experiments or to easily create new E-Prime eye tracking experiments.

Customized To Fit Your Needs

- Usability analysis
- Psychological studies
- Visual perception research
- Human factors research
- Advertising studies
- Reading and dyslexia studies
- Infant and children studies
- Low vision studies
- Flight and driving simulators
- Eye based computer interaction
Superior quality you can expect from E-Prime and Tobii Pro

Add eye gaze and eye movement capabilities to your existing E-Prime experiments. Create new paradigms with E-Studio’s graphical design interface, now updated to include all the code necessary to interact with the Tobii Pro Eye Tracking technologies. Combine the full power of E-Prime’s scripting and interface components with Tobii’s easy to use eye trackers.

E-Prime Features Include

- Millisecond precision for stimulus presentation and inter-stimulus timing.
- Comprehensive: Accommodates simple to complex experiments from design to analysis.
- Graphical design interface illustrating experiment structure at a glance.
- Full scripting language affording tremendous flexibility and power to the system.
- Supports a wide range of devices including sound, display, mouse, PST, keyboard, and ports.
- Present text, images, movies and sound.
- Basic support for interfacing with external devices (e.g., EEG, MRI, Eye Tracking).
- Create AOI’s using Button sub-objects.

Extending Research Possibilities

- Train subjects to fixate and control eye movements
- Give feedback on vigilance or attentive behaviors
- Combine eye gaze data with E-Prime condition data for powerful analysis
- Create interactive or passive eye tracking paradigms
- Create paradigms which change based on subject eye gaze data, AOI hit tests, fixation, and user interaction
- Allows for the use of Tobii Pro Eye Tracker as a straightforward input device for E-Prime
- Supports multiple AOI’s. Regions are defined dynamically as stimuli are drawn to the screen
- Supports dynamic definitions of fixation and dwell time
- Enable your current paradigms to use eye tracking to corroborate subject compliance, fixation, and cognitive strategies
- Enable your paradigm to show feedback for training purposes
- Start and stop trials contingent on eye gaze, fixation, or eye movement criterion
- Tobii Pro Eye Tracker support added directly to the E-Studio experiment design environment
- Code library to allow additional run time processing of data
- Calibrate inside or outside of E-Prime
- Three types of calibration inside of E-Prime (regular, manual, infant)
- Import stimulus images generated by your paradigm, to use with other eye tracking analysis software (including Tobii Pro Studio)
- Allows the overlay of eye gaze data with your E-Prime stimuli
- Stop and start eye tracker to collect data selectively
- Include validity data for eye tracking quality, to allow the filtering of data
- Filter subject data based on eye gaze, fixation, and eye movement criterion
- Three modes of timing synchronization (none, local, and server)

Includes

- Library of sample paradigms: used for learning and paradigm adaptation.
- Support: E-Prime support and Tobii Pro hardware support.

Requirements

- E-Prime 3.0
- Tobii Pro eye tracker (e.g., TX300, X3-120, X2-60)