



Project or Master's thesis – Modeling social gaze in virtual reality

About:

Collect human gaze data using a virtual reality environment. Use this gaze data to create a model of social gaze behavior which can be used in a machine learning context to infer and produce social gaze.

Task:

- Create a virtual reality environment for a social setting
- Record human gaze data with an eye-tracking enabled HTC Vive
- Train a model for inferring and producing social gaze

Requirements:

- Programming experience (C++, Java or Python)
- Basic machine learning experience
- *Optional:* Experience with eye-tracking devices
- *Optional:* Experience creating environments in Unity

Ansprechpartner:

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