

**These Smart Glasses Track Exactly What You're Looking At**  
**Blog Re-Write for U.K. Eyewear Firm**  
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Developments in high-tech eyewear take the consumer market by storm. Prototypes introduced in 2013 are quickly upgrading for 2014. One of these items is the Tobii Glasses 2.

While primarily a research product more than a consumer item, the Tobii Glasses 2 introduces amazing eye-tracking technology. The question is simple: If wearable displays can track your location and communication, why can they not also track eye movement?

While tracking eye movement is not a consideration in the consumer market at this time, it introduces fascinating prospects for research regarding human interactions with various environmental elements.

### **The Tobii Glasses 2**

Tobii has been developing smart eye tracking for some time, including a device specifically for PC's. The Tobii Glasses 2 is its latest upgrade in eyewear that is available for release in late 2014. The SDK version arrives in October 2014 and researchers and manufacturers will be able to implement the software into their current platforms at that time.

Each eyepiece has its own camera for maximum tracking. There is also no peripheral block which widens the eye-tracking area. They are even easy to wear; at a light 1.6 ounces it is unlikely that an operator will feel much discomfort.

Tracking data saves to an SD card or it can transmit wirelessly into a real-time information system.

### **Applications for the Tobii Glasses 2**

There is more interest in how our eyes interact with our technology. For example, researchers examine how a person uses technology while watching television and holding a tablet. Eye-tracking technology can record those results by following which device the eyes view at which time.

Studies of social situations can also benefit. The Tobii Glasses 2 tracks what part of a person's face one views in various personal interactions. It can also show whether the subject actually makes eye contact or looks everywhere else. Tracking distraction becomes easier with the larger peripheral view.

While it has not been exploited yet, the Tobii Glasses 2 may also have potential for augmented-reality video games. Tracking the eyes helps the game produce a customized interactive experience.

At this point, the Tobii Glass 2 is more a research tool than a consumer product. It has the ability to revolutionize research regarding technology, eye usage, and even personal interaction.

However, it has the potential to become a force with consumer applications, especially video games. This will be a fascinating development to watch.