Representing Gaze Direction in Video Communication Using Eye-Shaped Display

**Introduction**

- Video-mediated communication

**Problem: Mona Lisa effect**
The eyes in a portrait appear to follow observers as they move

- She's looking at me!
- She's looking at me!

- This?
- No.

The remote participant’s gaze direction cannot be represented properly on a display.

**Proposed method**

- Eye-shaped display
  - Simple add-on to a video communication system
  - Made of ulexite (TV-rock)
  - Mimics the shape of a human eye ball

**Applications**

- Video conference system

**Remote instruction system**

**Future work**

- Assess accuracy of perceiving a remote participant’s gaze direction
- Investigate the effect of our eye-shaped display on actual video communications

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https://youtu.be/isPBecyaZYg