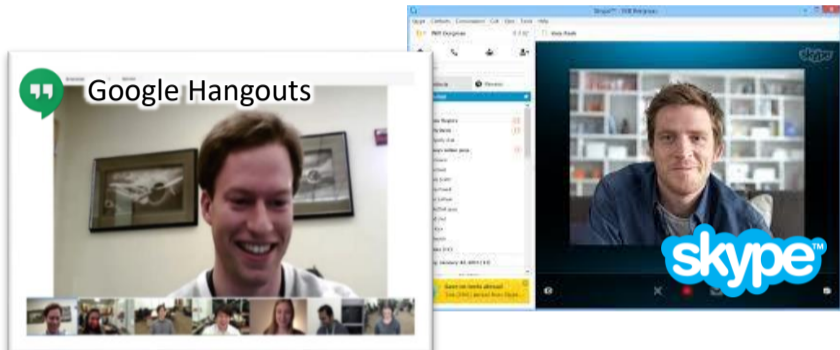


Representing Gaze Direction in Video Communication Using Eye-Shaped Display

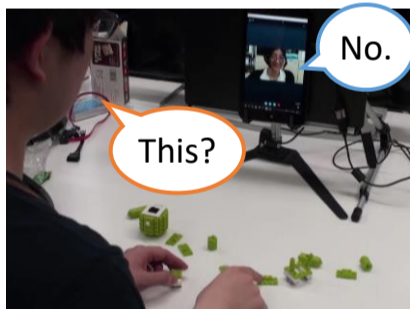
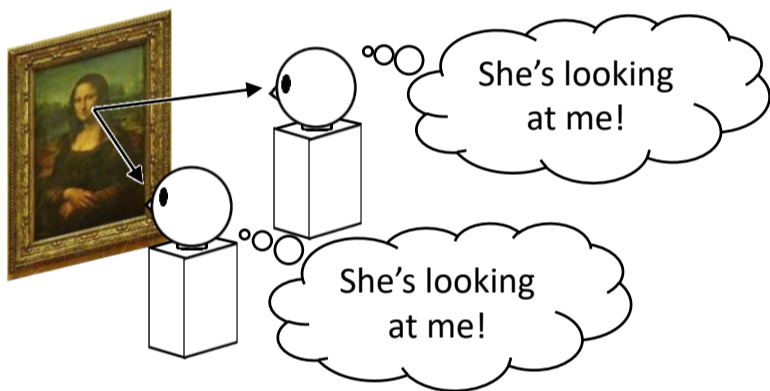
Introduction

- Video-mediated communication



- Problem: Mona Lisa effect

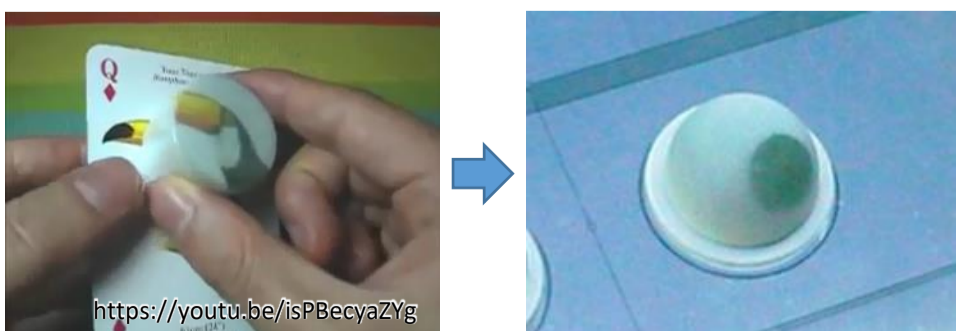
The eyes in a portrait appear to follow observers as they move



The remote participant's gaze direction cannot be represented properly on a display 😞

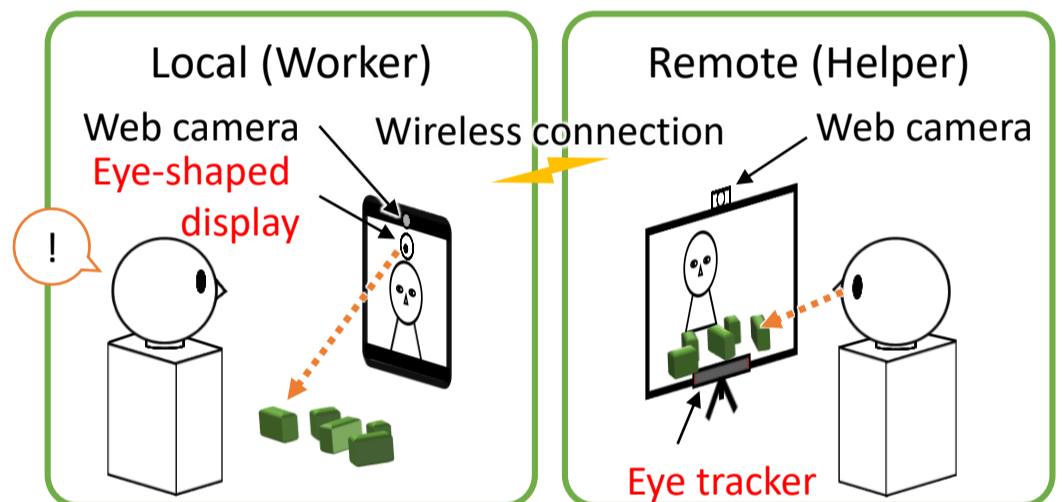
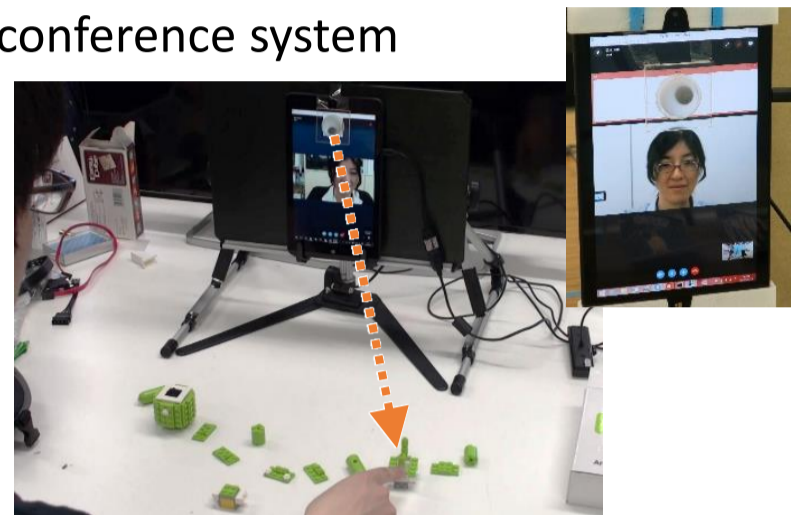
Proposed method

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



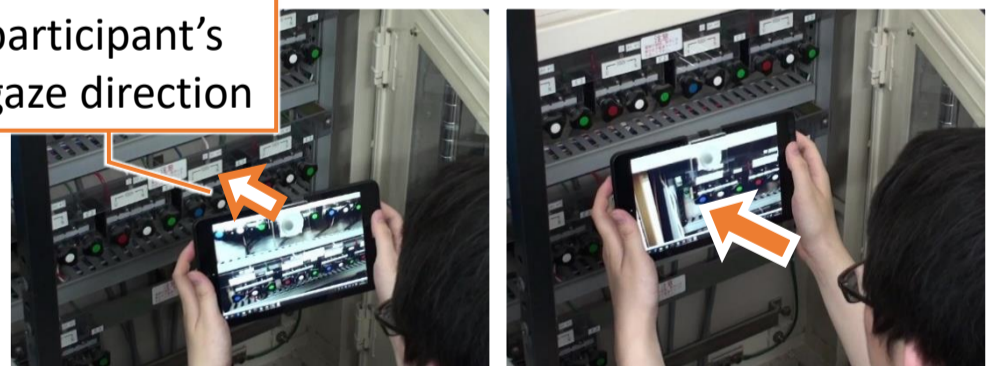
Applications

- Video conference system



- Remote instruction system

Remote participant's gaze direction



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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