

The background features a dark blue space filled with numerous thin, glowing blue lines that radiate outwards from the center, creating a sense of depth and movement. Overlaid on this are several concentric circles in a slightly darker blue shade. The text is centered within the innermost circle.

**Ganzin**

*See the Wonders*

**TAICHI 2025  
Workshop**

Presenter: Edan Chen

Date: 2025/07/01



- MOEA Value Creation Project @ 2016
- Spun-off from **National Taiwan University (NTU)** @ 2018 Q1

**Micro Eye Tracking Technology:**  
The most easy-to-install eye tracking solution on the market

**Ganzin**  
*See the Wonders*

Recognized by International **Awards**



Qualcomm® Innovate  
in Taiwan Challenge

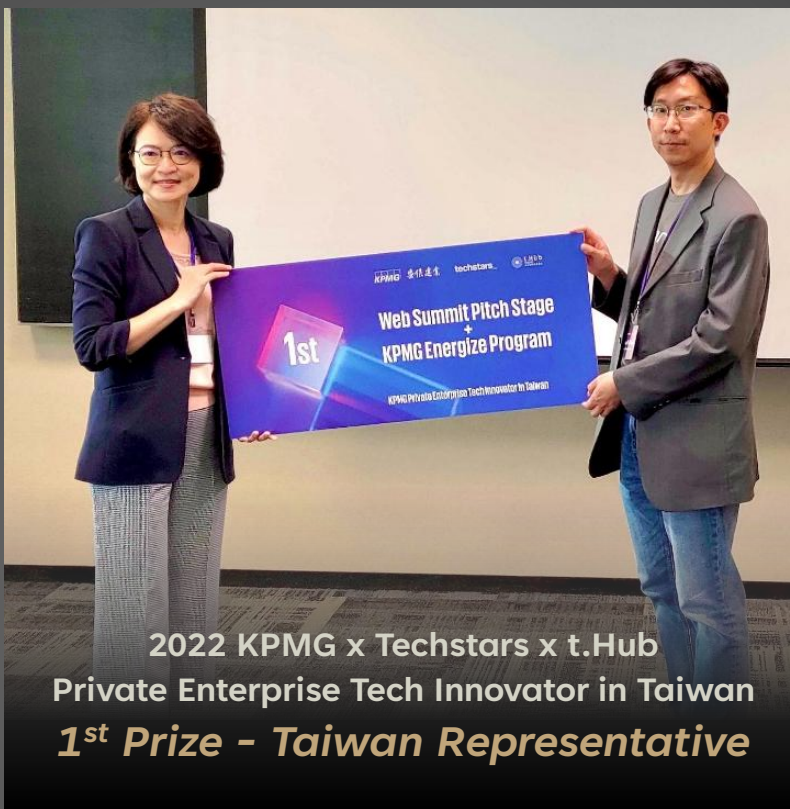


Milestones @ 2021

- Pre-A round fund-raising @ Q4
- Mass Production of our software solution with integration partners

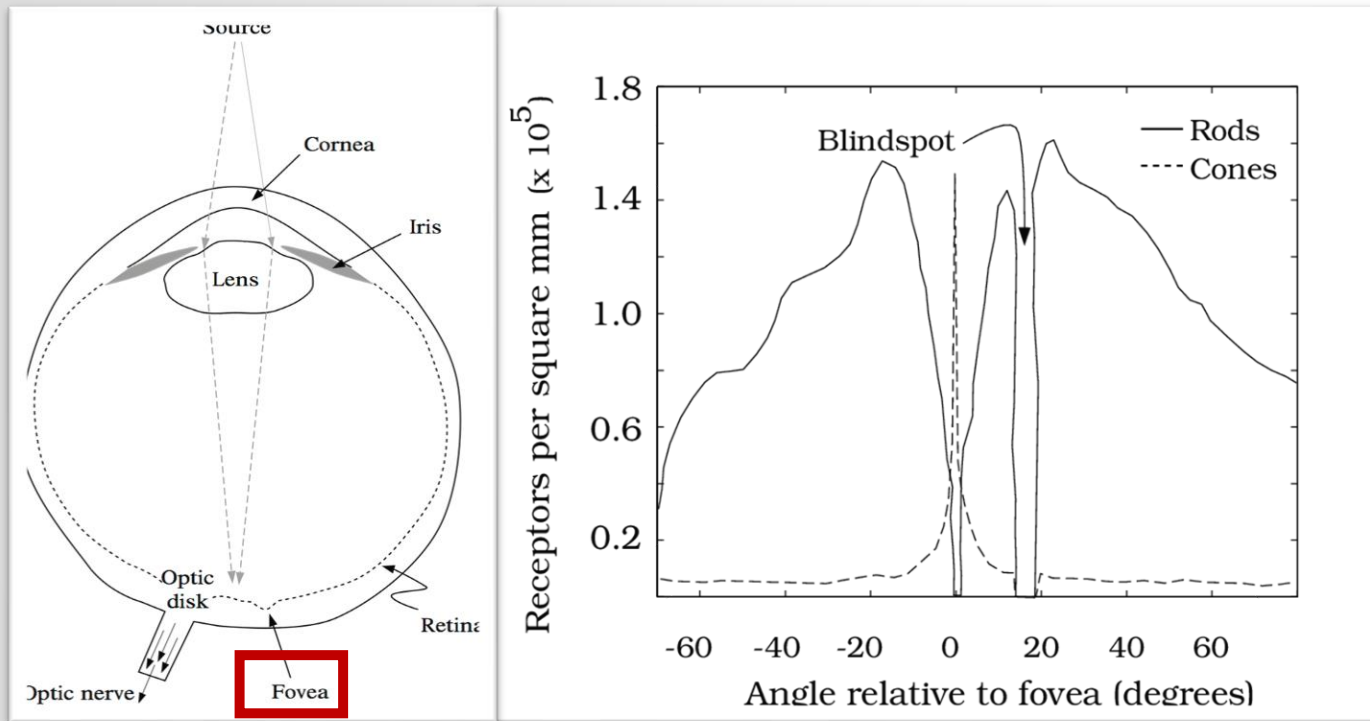


# Awards and Honors



# Eye-tracking Introduction

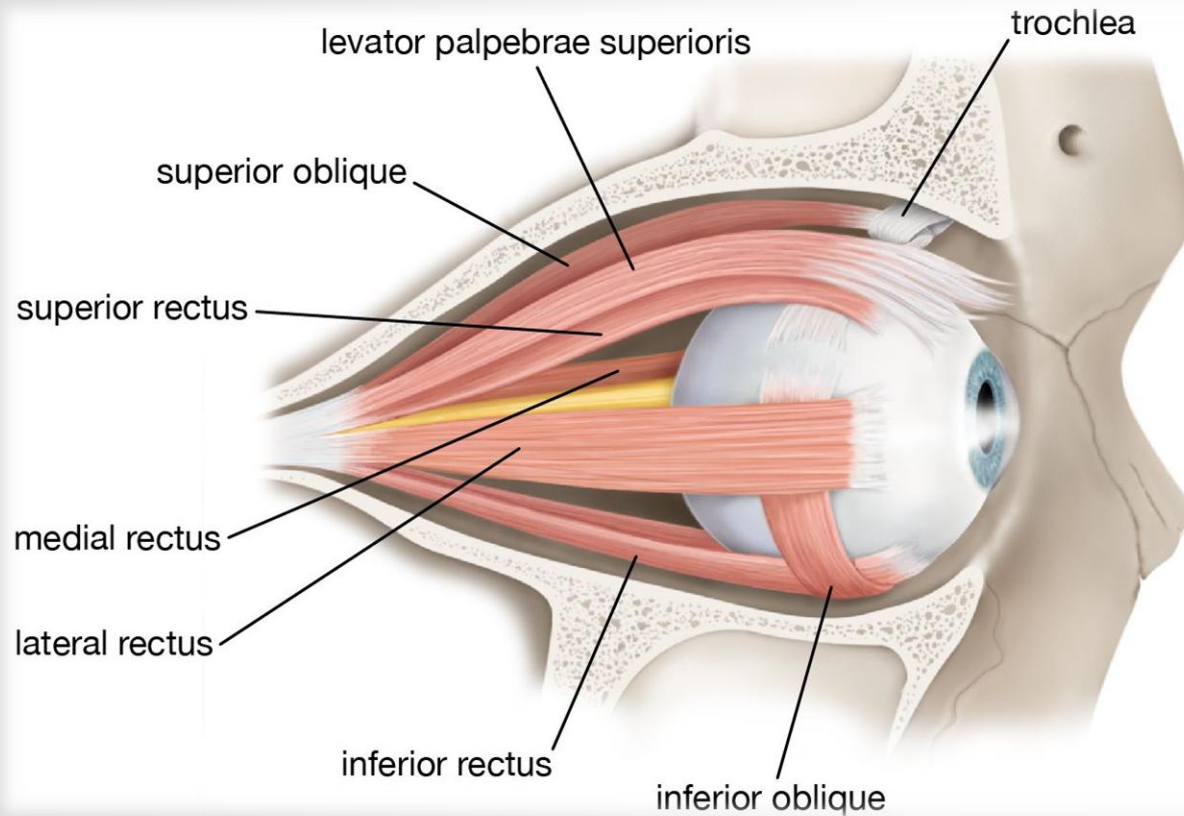
# Foveal Vision



Wandell, B. A. (1995)

- **Retinal cones** process high spatial-frequency and color-related visual stimuli
- These cones are densely concentrated in the **fovea**, which is why visual acuity is highest within roughly a **two-degree** visual angle
- In common usage, the term “**gaze**” typically refers to the information received and processed by this region

# Extraocular Muscles



Source: Britannica Inc.

- Ocular muscles and their functions
  - Vertical movements
    - Superior Rectus
    - Inferior Rectus
  - Horizontal movements
    - Medial Rectus
    - Lateral Rectus
  - Torsional movements
    - Superior Oblique
    - Inferior Oblique
- Eyelid opening and closing
  - Levator Palpebrae Superioris

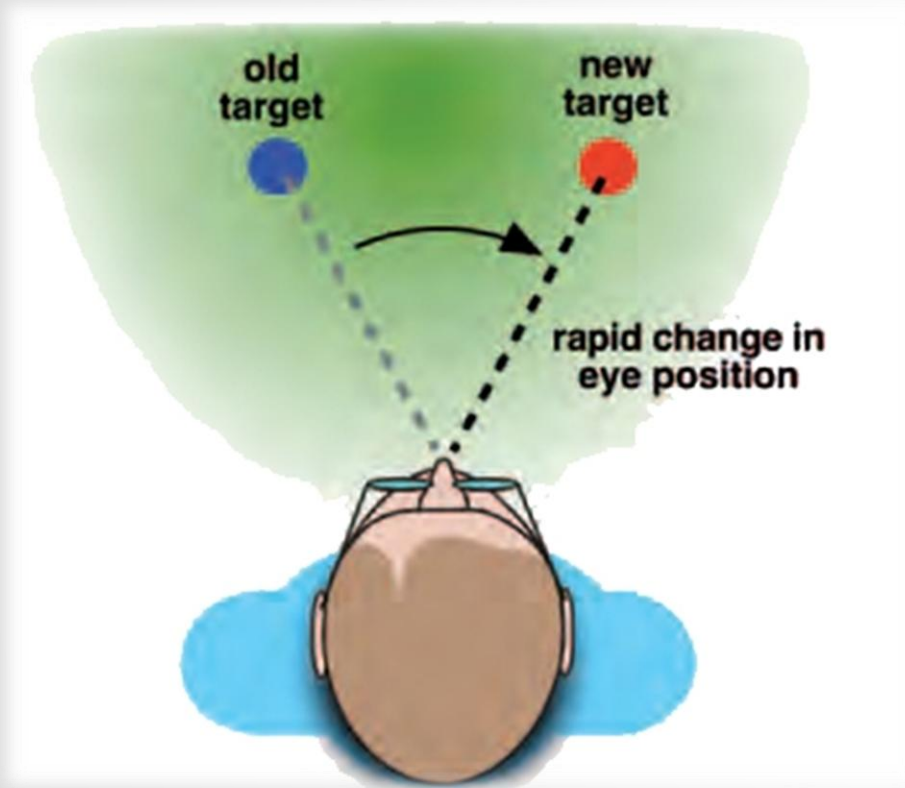


# Fixation



- To process specific visual information, the gaze remains on a **particular location for a period of time**
  - keeping that information within the **foveal region** where visual acuity is highest
- Fixation **duration** and **count**
  - The depth of visual processing
  - Indicators of how much **attentional resource** is allocated to a given location.
- Fixation duration can be as brief as a **few tens of ms** or as long as **1000 ms** or more, but it typically clusters around **200–300 ms** (Holmqvist et al., 2011)
- Fixation comprises three types of smaller eye-movement events: drift, tremor, microsaccades

# Saccade

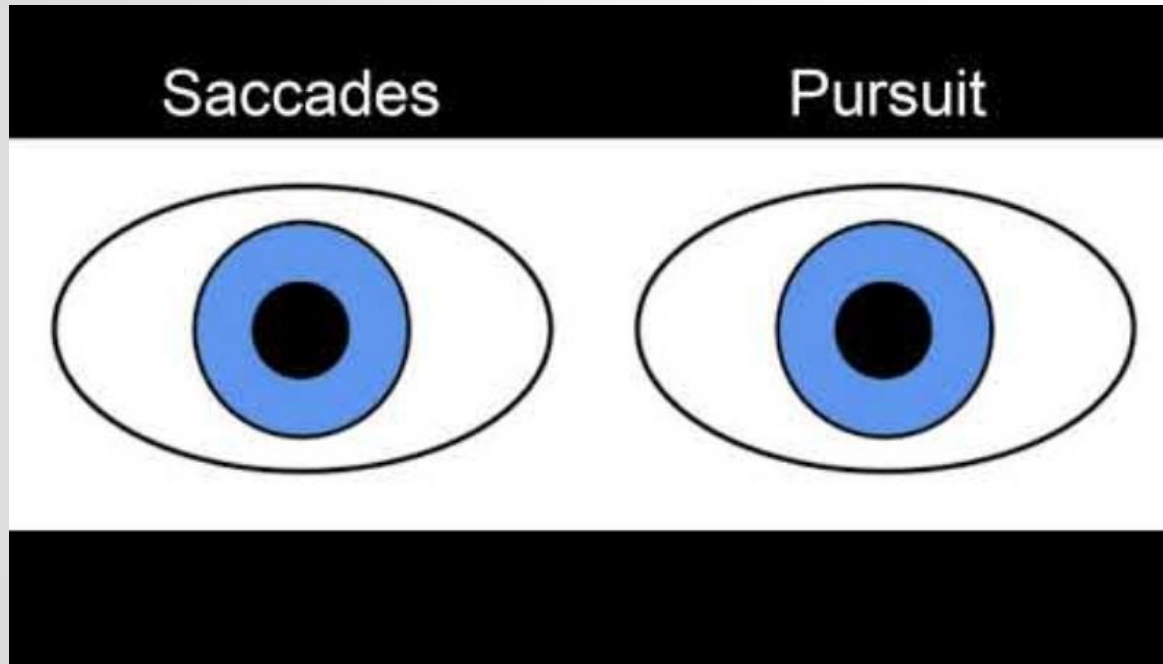


Source: <https://www.nasafordocitors.co.za/>

- Saccades are rapid eye movements that shift the gaze between **different fixations**
- The **fastest** and most common type of eye movement
- Saccadic peak velocity ranges from approximately **30°/s** up to over **800°/s** (Zigmond et al., 1999)
- Typical saccade amplitudes fall between **4°** and **20°**, and saccade durations usually range from **30-80 ms**
- Saccade latency—the time required to select the next fixation target and initiate the movement—is typically at least **80 ms**
- Saccadic Suppression Effect
  - During saccades, visual perception is suppressed, rendering the incoming visual information blurred

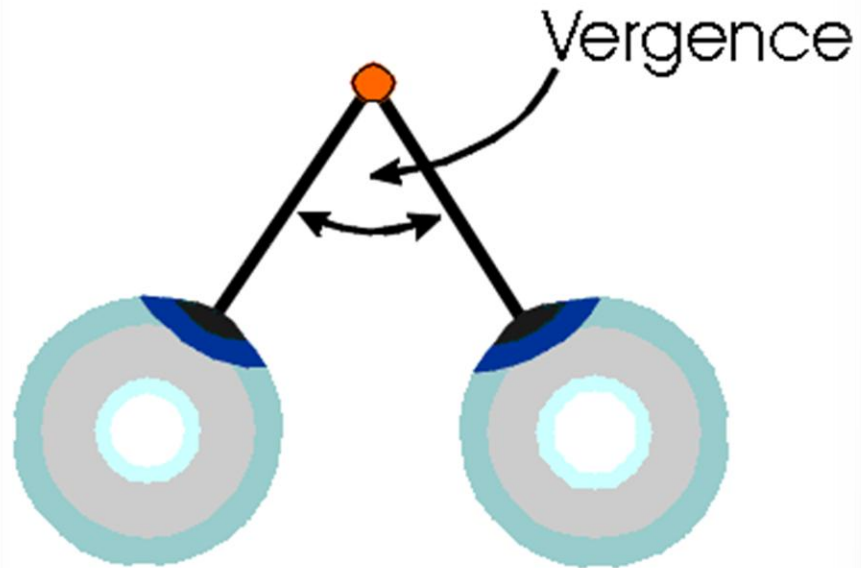


# Smooth Pursuit



- Occur when tracking a **slow-moving** object.
- Pursuit velocities typically range from **10-30°/s**, though individual variability is high; peak velocities can exceed **100°/s** (Zaccara et al., 1991).
- If the target's speed exceeds about 30°/s, observers commonly employ catch-up **saccades** to re-align their gaze with the object (Land & Tatler, 2012).
- Pursuit latency is approximately **100–150 ms** (Bowers et al., 1983).

# Vergence



- Vergence movements occur when tracking **changes in the depth** of a moving object (Giesel et al., 2019)
  - Convergence (far-to-near): both eyes rotate nasally, toward the nose
  - Divergence (near-to-far): both eyes rotate temporally, away from the nose
- With the exception of vergence, all other eye movements involve both eyes **moving in the same direction**

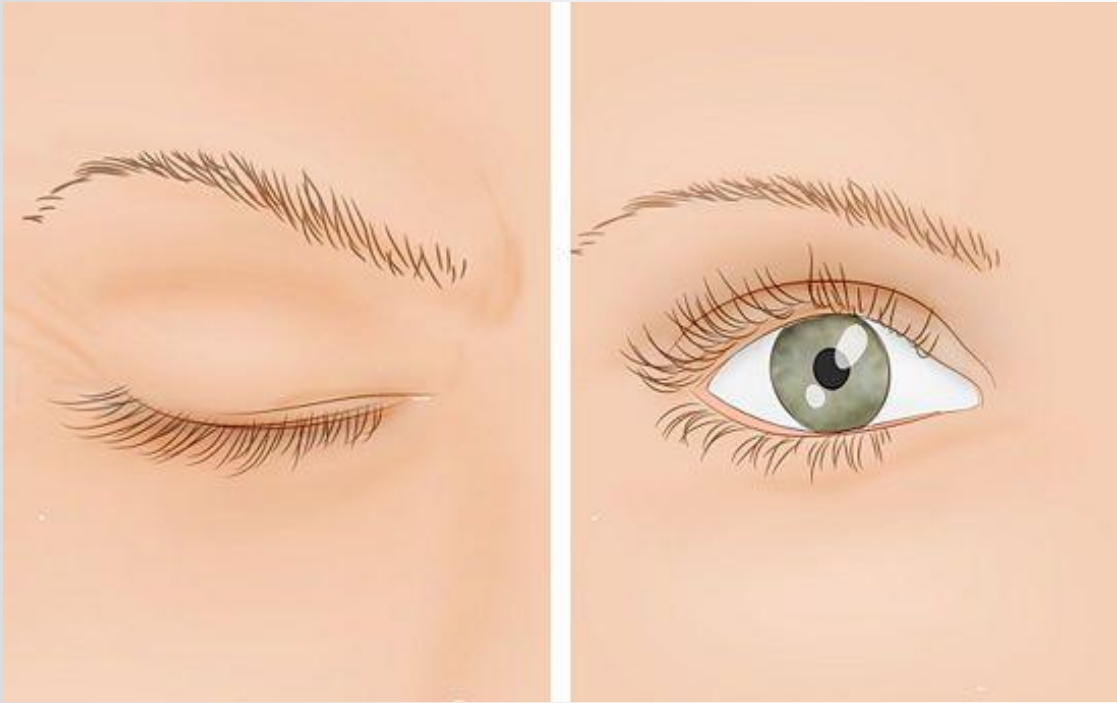


# Vestibular Ocular Reflex, VOR



- When the head turns while maintaining fixation on a specific point, the eyes move involuntarily in the opposite direction to **keep the target stably centered** on the retina
- This is a rapid, unconscious reflex
- Eye-movement velocity matches head-movement velocity (Land & Tatler, 2012)

# Blink



Source: [20x20.com](https://www.20x20.com)

- Although not an eye movement per se, **blink rate** is a frequently used behavioral metric.
- It correlates with **dopaminergic** activity (Karson, 1983).
- It is generally linked **to external attention** and **fatigue** levels (Maffei & Angrilli, 2018):
  - $\uparrow$  Attention  $\rightarrow$   $\downarrow$  Blink rate
  - $\uparrow$  Fatigue  $\rightarrow$   $\uparrow$  Blink duration and rate
- Since **dopamine** activity is positively associated with **creativity** (Ashby, Isen, & Turken, 1999), blink rate may also serve as an indicator of **problem-solving ability** (Chermahini & Hommel, 2010).



# Pupillometry



Source: Neuroscience News

- Regulated by the **autonomic nervous system**, pupil size serves as a physiological index of **arousal**
- Higher **emotional** arousal is associated with larger pupil diameter (Wang et al., 2017).
- Greater **cognitive effort** likewise produces increased pupil dilation (van der Wel & van Steenbergen, 2018).
- Pupil size is strongly affected by **ambient luminance** (constricting in bright light and dilating in darkness)
  - stimulus brightness must be controlled when investigating cognitive or emotional influences on pupil responses

# Summary of Eye-tracking Events

- Fixations and saccades are eye-movement events that are highly associated with cognition and learning (Chen et al., 2010).

Event name	Function / Related Cognitive Processing
Fixation	Visual attention
Saccade	Attentional shift
Smooth Pursuit	Object tracking
Vergence	Depth perception
Vestibular ocular reflex	Compensation for head movements
Blink	Fatigue and attentional state
Pupillometry	Cognitive effort and emotional arousal



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