Gaze behavior in a comparative visual search task

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From recent studies it is known that the capacity of visual working memory is small. This has been shown by research on a phenomenon called change blindness [1]. Also results of the block copying task [2] show that subjects performed additional eye movements to minimize memory demand. From this it follows that there is a trade-off between the use of working memory and eye movements based on their cost to optimize the visual performance. With this assumption increased costs for eye movements should lead to an increase of memory use.

To investigate this, we used a comparative visual search paradigm with stimulus size as independent variable. Widespread stimuli should induce larger gaze shifts and therefore higher costs with regard to eye movements. We performed experiments in a virtual reality environment and presented the visual stimulus on a curved, tilted, conical screen with a field of view of 150° in horizontal and 70° in vertical direction. The subjects sat in front of the projection screen (distance: 1.6m) with a head mounted, infrared light based eye tracker. Furthermore we measured head movements (Fig. to the left).

For the comparative visual search task we presented two shelves, filled with colored objects. The subjects had to compare both shelves to find differences between the object constellations. To induce larger gaze movements, we used four different shelf distances in randomized order (30°, 60°, 90° and 120°).

We found a significant decrease in fixation number with an increasing shelf distance (from 3.13±0.36 to 2.1±0.26 fixations/sec) and a significant reduction of gaze shifts between the two shelves (from 17.1±6.1 to 10.3±4.1). Furthermore the fixation duration was significantly increased.

This results indicate the use of working memory if larger and thereby costlier gaze shifts are necessary.