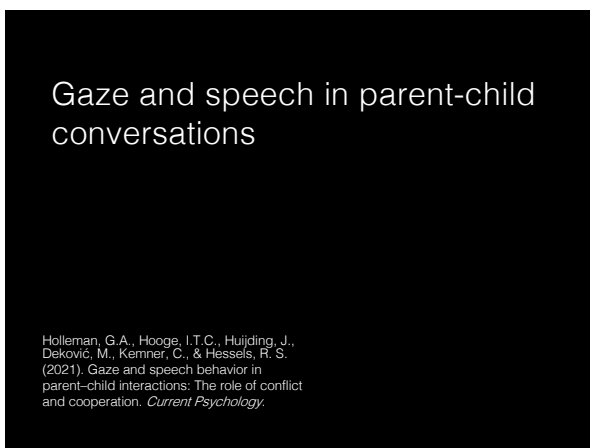




1



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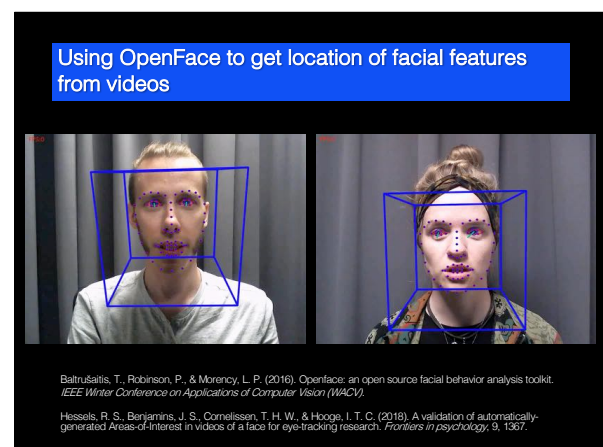
3



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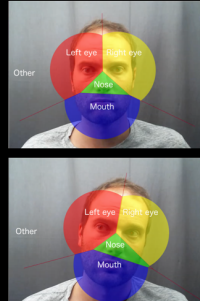


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6

### From facial landmarks to areas of interest (AOIs)

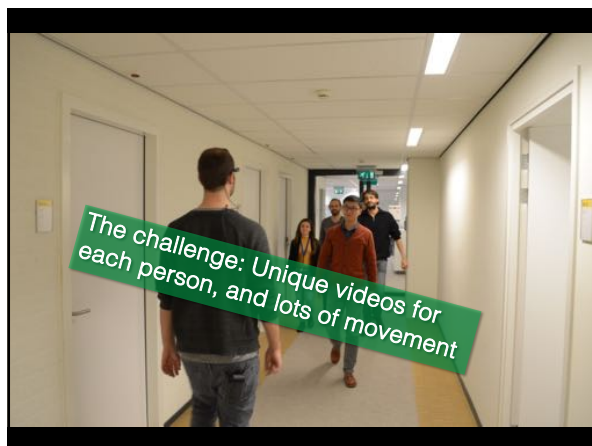


Hessels et al. (2019). Gaze allocation in face-to-face communication is affected primarily by task structure and social context, not stimulus-driven factors. *Cognition*, 184, 28-43.

7

### Social encounters during locomotion

8



9

### Scripted encounters during locomotion



10

### How to construct AOIs?



Cao et al. (2018). OpenPose: realtime multi-person 2D pose estimation using Part Affinity Fields. *arXiv preprint, arXiv:1812.08008*.

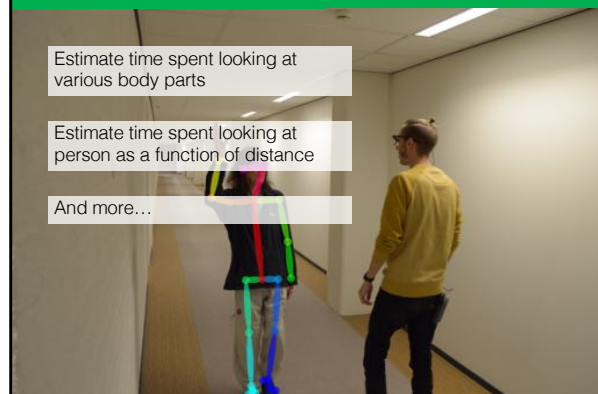
11

### What did we do with OpenPose keypoints?

Estimate time spent looking at various body parts

Estimate time spent looking at person as a function of distance

And more...



12

More details in:

Journal of Vision (2020) 20(10):5, 1–25

**Looking behavior and potential human interactions during locomotion**

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13

**Gaze behavior in the context of human interaction**

We investigate gaze allocation in various contexts of human interaction

We use dedicated dual eye-tracking setups or wearable eye trackers

We leverage computer vision techniques to help automatically analyze aspects of the interaction

**We are interested in techniques that help us improve research on human interaction!**

14

**Any questions?**

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15