

ATTACHMENT - STRUCTURE (*provisional*)

Session 1: What does it mean to conduct online user experiments?

- Presentations in designing, conducting, and analyzing online user experiments e.g., using webcam eye tracking, mouse-tracking, classical questionnaires, and qualitative approaches.
 - Keynote (*TBA*)
 - Work in progress papers, early results
 - Research agenda papers (gaps, challenges)

Session 2: Webcam eye tracking -methodology & applications:

- Demos of existing solutions ("show your tools")
 - The online eye tracking system you have used in your work
 - The best questionnaire software
 - Magical interview analyzing approach
 - Your approach to analyzing the data
- Open discussion/unconference on e.g.,
 - Algorithms for eye tracking and gaze estimation
 - Semi-/un-/self-supervised learning, meta-learning, domain adaptation, attention mechanisms, generative models, and other related machine learning methods for gaze estimation and prediction
 - Tackling the gaze estimation accuracy issue, especially for complex visual stimuli; maps
 - Metrics to be considered for webcam eye tracking
 - Calibration-free eye tracking
 - Issues related to the uncertainty of gaze data
 - Exploring future directions and emerging trends in using these technologies for digital cartography research and practice.
- "After workshop drinks" (optional)