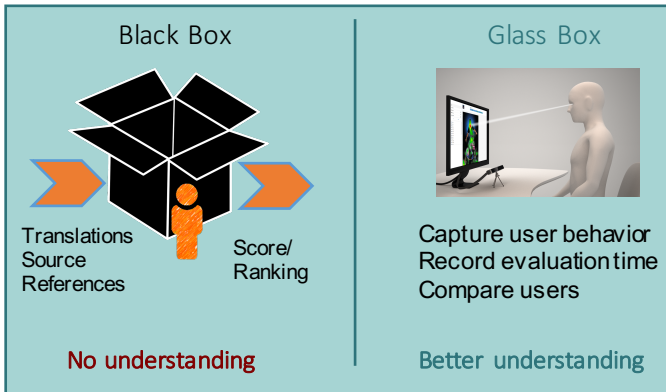


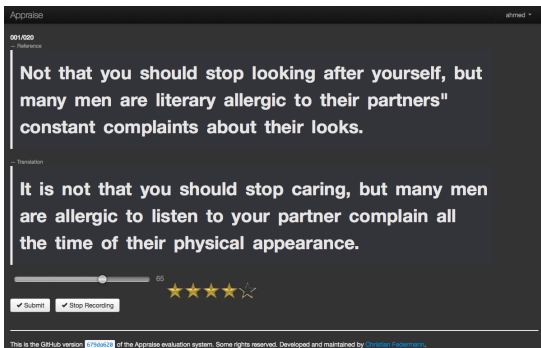
Background

Evaluating MT is **hard!**
Human evaluation is the most **reliable** method
Evaluations are highly **subjective**
Evaluation process is **not well understood**



Eye-mind theory: "people cognitively process objects that are in front of their eyes" (Just and Carpenter, 1980)

User Interface



iAppraise Data

<i>pscore</i>	Gazing precision, the number of hits for a sample of words selected
<i>hscore</i>	Task human score
<i>score</i>	Score given by the user
<i>scaling</i>	The ratio of the (vertical) size of one physical pixel on the current display to the size of one device independent pixels(dips)
<i>region</i>	Active region where the gaze landed
<i>isViewed</i>	Status of the region if it is being taracked or not.
<i>zoom</i>	Window zooming leve.
<i>scrollx</i>	Number of horizontal pixels the current document has been scrolled from the upper left corner of the window
<i>scrolly</i>	Number of vertical pixels the current document has been scrolled from the upper left corner of the window
<i>clientWidth</i>	Window width
<i>divOHeight</i>	Window height
<i>innerHeight</i>	The inner height of the browser window
<i>gazex</i>	Actual coordinate x of the gaze
<i>gazey</i>	Actual coordinate y of the gaze
<i>outerHeight</i>	The outer height of the browser window
<i>data</i>	JSON EyeTribe message3

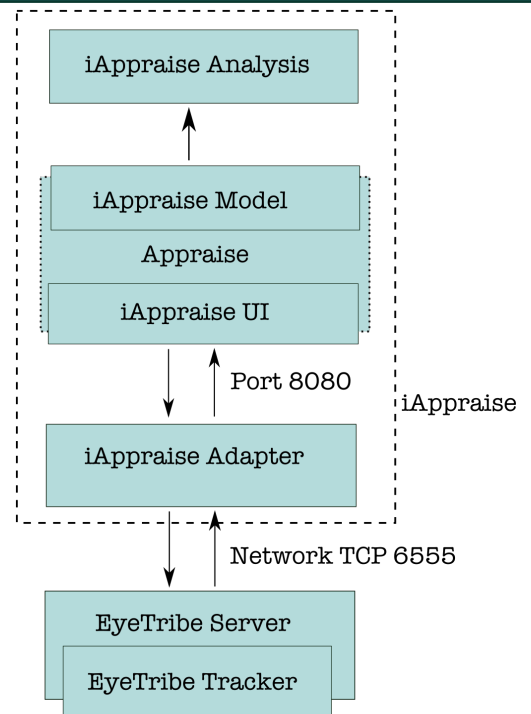
iAppraise

Brings **low cost eyetracking** to Appraise (Federmann, 2012)

Features:

- ✓ Works with **low cost eye tracker** eyeTribe
- ✓ Brings **simplified user interface ready** for **eyetracking**
- ✓ Allows you to **visualize** user's gaze behavior via **replay**
- ✓ Includes visualization and analysis tools (**iAppraise Analysis**)
- ✓ Easily extended to tasks beyond MT Eval
- ✓ Open source!

Architecture



Availability

Clone now: →→→→
Open source code

Requirements

eyeTribe tracker
iAppraise



<https://github.com/Qatar-Computing-Research-Institute/iAppraise>