

Supplemental Material for: Been There, Seen That: Visualization of Movement and 3D Eye Tracking Data from Real-World Environments

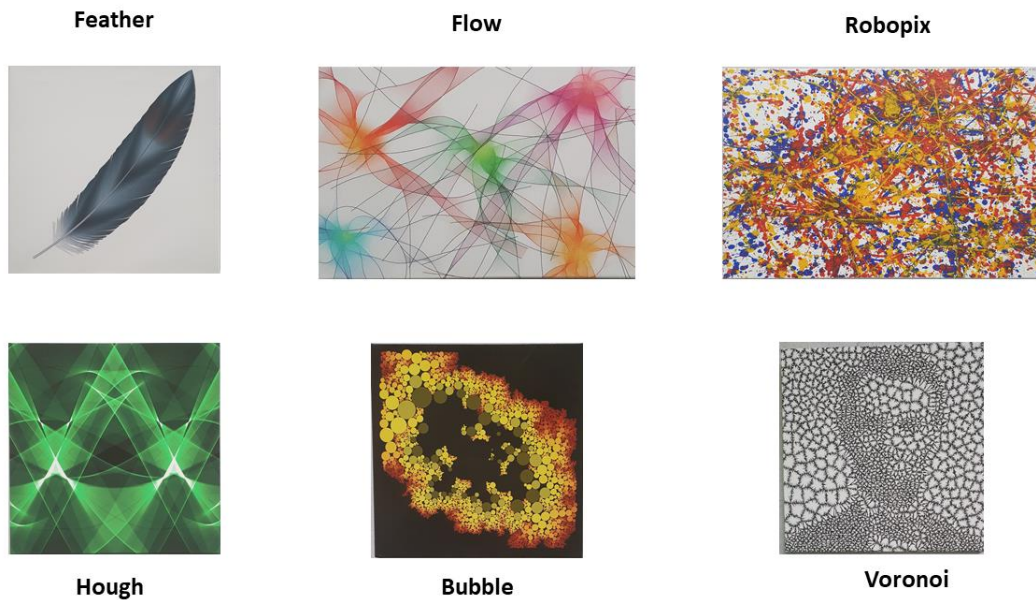


Figure 1: The gallery consists of six different images of printed digital and painted artwork.

1. Data Acquisition

We showcase our approach for the scenario of investigating an art gallery. For this purpose, we conducted an example study in the basement of our institute where we display a collection of printed digital artworks (see Figure 1).

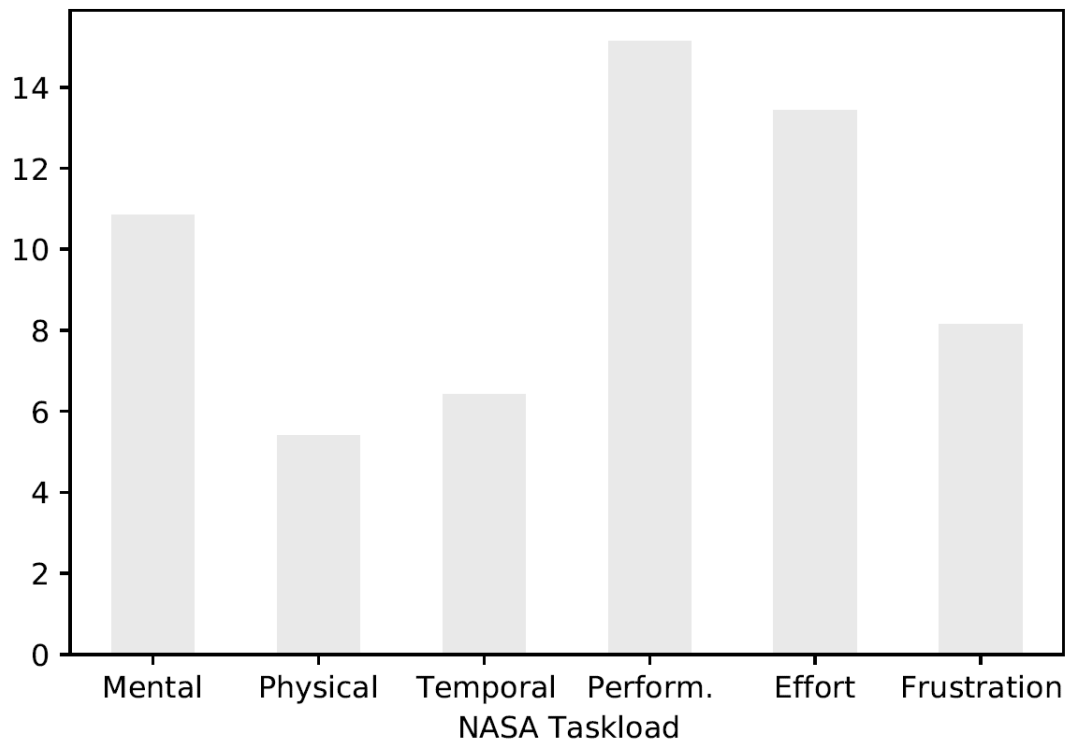
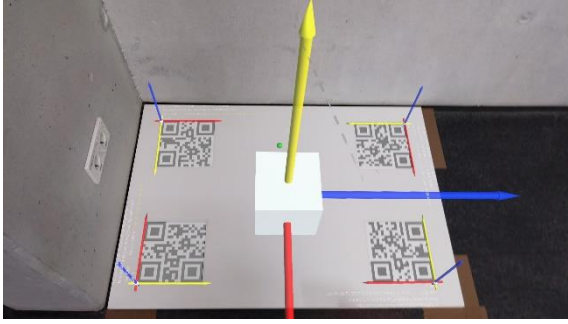


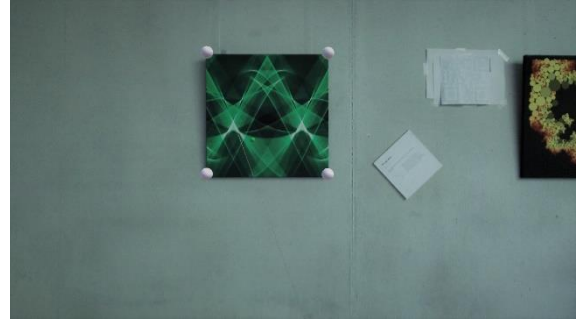
Figure 2: Mean values of the NASA TLX for all participants.

2. NASA TLX for Think-Aloud Experiment

The results of the NASA TLX showed that the participants felt quite confident, regarding their performance. On a scale from 1-20, the participants rated their performance on average at 15.14. Another prominent scale was the effort they put into solving the task, here the average lies at 13.43. The mental demand and frustration received a neutral rating, while the physical and temporal demands were rated as rather low (see Figure 2).



(a) QR code with the spatial anchor in the center



(b) QR code with the spatial anchor in the center

Figure 3: Calibration procedure for spatial anchors. (a) First, a marker-based detection for the position and orientation of the anchor is performed. (b) The positioning is validated by four control spheres at the corners of one of the images.