

### Auteurs

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### Partners



### Technologies



## HYBRID VR INTERFACE

VRTEG – VR / EYE-TRACKING / EEG

- Combining **HTC Vive Pro Eye** with **Tobii eye-tracker** and **g.tec electroencephalogram (EEG)**
- Evaluating the **efficiency of VR interfaces** and applications in real-life use-cases

## DEVELOPED PROTOTYPES

### MEDICAL APPLICATION

VISUAL DYSLEXIA THERAPY  
PROTOTYPE & PUBLISHED ARTICLE

- Dyslexia** is a reading disorder that affects around 10% of the population. **Digital Therapeutics** offer new forms of therapy.
- Dys&Dragons, a prototype gamified app using **Visual Exercises**, **Ecological Exercises** and **Reading Exercises** in VR.
- Published article: Saunier, Lea, et al. "Visual Rehabilitation for Learning Disorders in Virtual Reality: Visual Rehabilitation for Learning Disorder in VR." *Proceedings of the 27th International Conference on 3D Web Technology*. 2022.



Ecological Exercise

### INDUSTRIAL APPLICATION

EARTHWORK TELEOPERATION  
ON-GOING DEVELOPMENT

- Earthwork requires highly qualified personnel for machine control in classic supervision.
- Automation and Robotics** plays a huge part in **Industry 4.0** and with the right interface can tackle the previously mentioned problem.
- Working with **Heracles Robotics** we are developing a **VR interface for natural remote control** using eye-tracking interactions, connecting **Unity Simulation** and **ROS Robotic Control**.



ROS Controlled Machine

Unity Simulated Digital Twin

## FUTURE WORKS

EEG TESTING FOR EFFICIENCY EVALUATION

- Combining **active VR and eye-tracking interactions** with **passive eye-tracking and EEG analysis** for interface evaluation,
- Using both **user feedback** and **EEG analysis** – cognitive load, stress, brainwave topography – to evaluate and improve the interface.

