

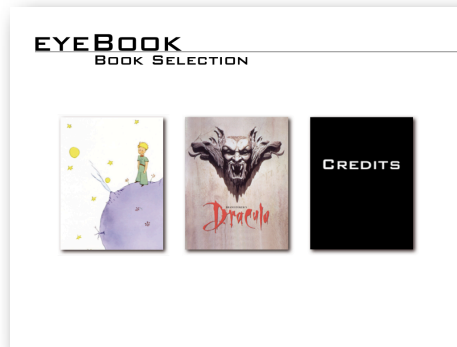
eyeReader

A New Reading Experience – from Ralf Biedert

The eyeReader connects classical books with interactive aspects in a novel way. Sounds, images and other types of ambient events can be triggered appropriately according to the currently read position.

The eyeReader ...

- is interactive, but without the need of explicit control. By a mere reading detection the system recognizes the current point of attention and enables to create an atmosphere full of sentiments, for example by using sounds of wind and water, emotional music or background themes
- enhances reading excitement. Stories become even more colorful and vivid, enriched by the multimedia effects
- is art. Already available texts can easily be adapted for the eyeReader. It allows artists to interpret stories in their own fashion like musicians interpret songs according to their personal imagination.



- is disabled-friendly. The user needs only her eyes for both reading and control. No manual interaction is required after the application has been started.
- has potential. In addition to entertainment purposes we see applications in edutainment, language learning, and numerous sectors where real time reading detection enhances existing, and allows for new, functionalities while simultaneously increasing the joy of use.

And finally: The eyeReader won the first prize at the „COGAIN Student Competition: Creative Gaze“, an event organized by the EU Network of Excellence Communication by Gaze Interaction (COGAIN).



Winner of the COGAIN Student Competition: Creative Gaze

