



- 1. Consult the Data & Code cheatsheet: uu.nl/rdm-cheatsheets
2. Use the Eye Tracking cheatsheet for further guidance to publish your eye tracking data & code.
3. Familiarise yourself with reporting guidelines in the field of eye tracking. A preferred reading is: Minimal Reporting Guideline for Research Involving Eye Tracking (2023 edition), DOI: 10.3758/s13428-023-02187-1.

Findability

- Describe at least the following points in your metadata and README:
- Specify the research domain, subdomain or tasks (e.g. visual world paradigm, driving simulation, searching behaviour)
- Stimuli used
- Eye tracking hardware & software
- Data processing software
- Calibration procedure
Use a repository that is specific to your field of research, since there is no data repository specific for eye tracking data.



Use a general repository: tools.uu.nl/repository-decision-tool/, if cannot find a field specific repository.

Privacy

- Implement Privacy by Design & by Default.
Ensure that you adhere to the informed consent signed by participants in your study. Ensure that only the eye tracking data gets published, e.g. the X and Y coordinates.
Check if your eye tracking data includes identifiable health or demographic data:



SUPPORT



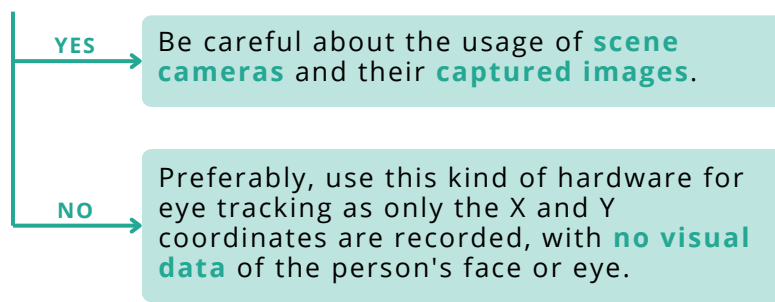
Privacy can be challenging and context-dependent. Having any doubts? Reach out to RDM SUPPORT for help or consult the Data Privacy Handbook.

- Do not use tools that are in breach of privacy concerns, e.g. free online eye tracking webcam tools.

Interoperability

HARDWARE

- Are you using a scene camera that captures sensitive images? For instance, if the camera is directed at another person, it risks their privacy.



Recent developments involve online webcams, albeit with low resolution and in uncontrolled environments. However, usage of online eye tracking software that stores webcam images is strongly discouraged.

SOFTWARE

Eye tracking hardware largely comes with fixed software. The software can be differentiated between:



- Acquisition software: Responsible for capturing and processing data from eye-tracking devices, such as eye movements and gaze coordinates (usually not open).
Presentation software: Used to display stimuli to participants during eye-tracking experiments, such as images or videos (can be open).

- Opt for open-source alternatives such as Octave, Python and R. Distance yourself from proprietary programming languages such as MATLAB where possible.



Free and Open-Source Eye Tracking Toolboxes that can be ran on such software are for example:
- Psychophysics toolbox (Octave)
- PsychoPy (Python)
- Pygaze (Python)
- eyetrackingR (R)

- If possible, configure your data in a format that is preferably open and commonly used.



It is recommended to use the ASC File format and to include calibration/validation data.



Let's work on this together!

Visit uu.nl/rdm for guides, workshops, and walk-in hours. Or contact our experts at info.rdm@uu.nl.

