

COGAIN Camp 2007 Exhibition

Tuesday 4th September 2007 De Montfort University

Commercially available products

- | | | |
|----|--------------------|---|
| 1. | Company
Contact | Tobii Technology (COGAIN)
Roger Henriksson |
| 2. | Company
Contact | Smartbox
Nick Ward |
| 3. | Company
Contact | Alea Technologies
Wolfgang Lehmann, Lars Hildebrandt |
| 4. | Company
Contact | SensoMotoric Instruments
Juan Zou |
| 5. | Company
Contact | Eye Response Technologies
Logan McKinley, Tim Mulholland
In cooperation with
Quality Enabling Device Ltd,
Nadine Farris, Andy Yardley |
| 6. | Company
Contact | Interactive Minds Dresden
Markus Joos |
| 7. | Company
Contact | Metrovision (COGAIN)
Jacques Charlier, Sebastien Vermander |
| 8. | Company
Contact | Magic Key
Luis Figueiredo |

COGAIN research prototypes

1. Prototype
 Partner
 Contact Domotic house
 Politecnico di Torino
 Fulvio Corno

2. Prototype
 Partner
 Contact I4Control
 Technical University of Prague
 Olga Stepankova

3. Prototype

 Partner
 Contact iChess (in MyTobii)
 Experiments in using eye tracker as an input device for
 first person shooter games.
 University of Tampere
 Oleg Spakov, Poika Isokoski

4. Prototype
 Partner
 Contact GazeTalk
 IT University of Copenhagen
 John Paulin Hansen

5. Prototype/product
 Partner
 Contact Quick Glance 3 and Tobii with a special user Sarah Yeo
 ACE
 Mick Donegan, Lorna Gill

6. Prototype
 Partner
 Contact Gaze-based interaction with online virtual communities
 De Montfort University
 Richard Bates, Howell Istance

7. Prototype
 Partner
 Contact COGAIN music
 DART
 Mats Lundälv

Winners of the COGAIN Student Competition

1. Prototype
 Organisation
 Contact eyeBook
 University of Kaiserslautern
 Ralf Biedert

2. Prototype
 Organisation
 Contact Strong Eyes (action game)
 IT University of Copenhagen
 Jakob Schantz

3. Prototype
 Organisation
 Contact Road to Santiago (adventure game)
 Universidad Pública de Navarra
 Javier Hernández Sanchiz

4. Prototype
 Organisation
 Developers
 Contact EyeArt
 Technical University of Dresden
 André Meyer and Markus Dittmar
 Visit Markus Joos, Interactive Minds Dresden