

**IEEE VR 2019**  
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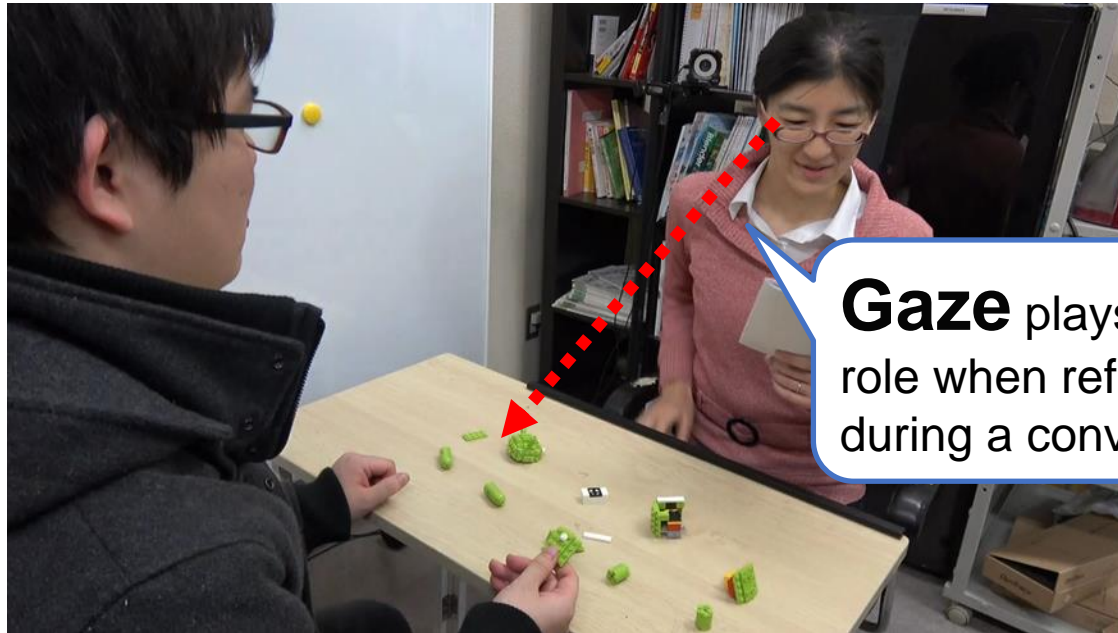
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Abigail Alsop, Frank Tucker, Brian Morgan (University of Lorem ipsum)

Robert Reid (Lorem ipsum Electric Industry Co., Ltd.)

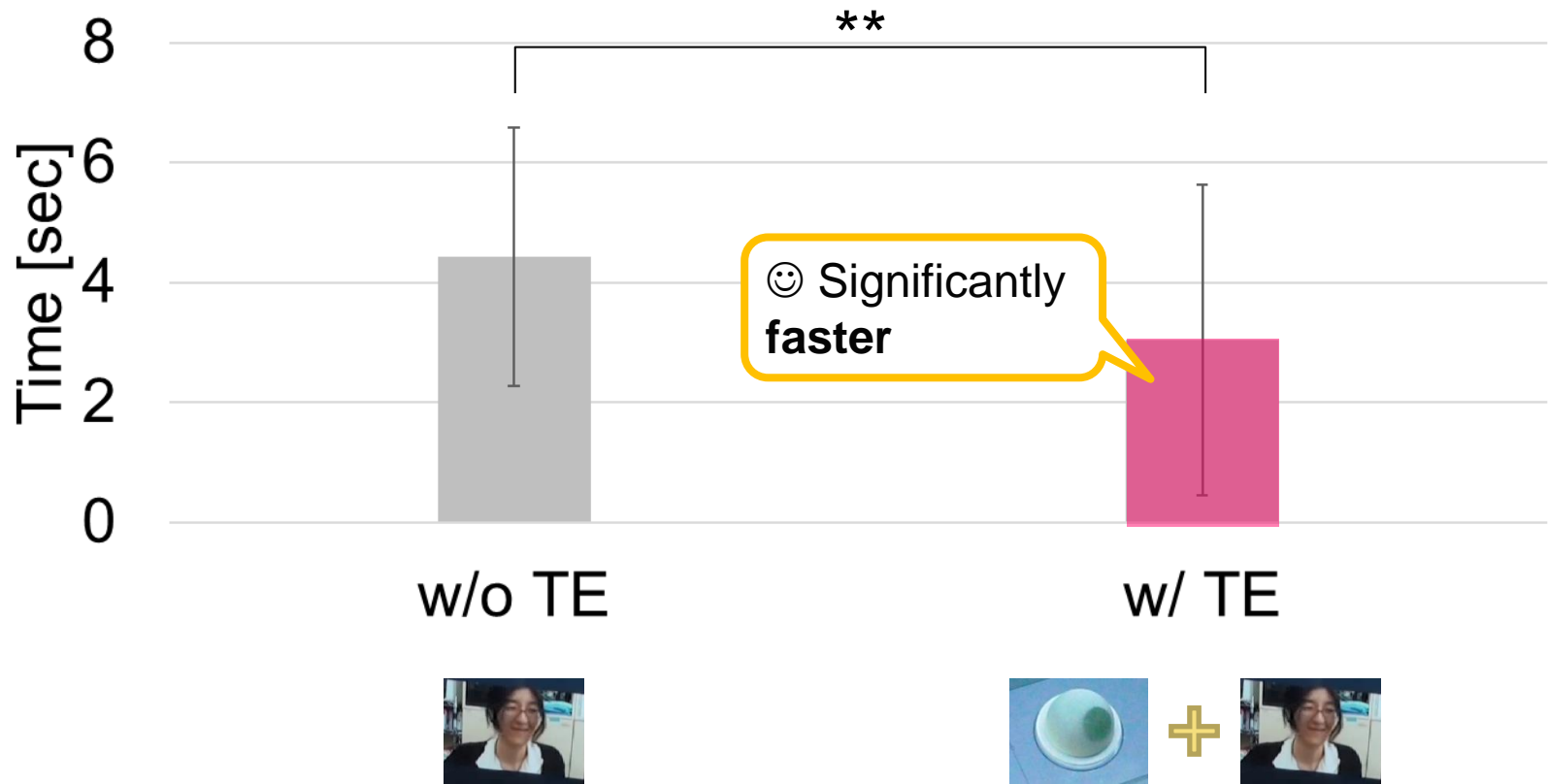
# Collaborative physical tasks

*“two or more individuals work together to perform actions on concrete objects in the three-dimensional world.”* [Kraut et al., 2003]



**Gaze** plays a significant role when referring to objects during a conversation

# Result (Gaze Leading Time)



# Conclusion & future work

- Purpose: To support gaze cue in remote collaborative physical tasks using a mobile terminal.
- ThirdEye was effective in **leading the participants' gaze faster to target objects**
- Future:
  - Investigate the effects of ThirdEye in a more naturalistic live conversation
  - Discuss about a combination of ThirdEye and gestural cues

