

STOCKHOLM UNIVERSITY

Department of Psychology



Syllabus

Eye tracking methodology for psychological science

3.0 Credits

Code: PSETM01

Finalized by: Prefekt för Pskologiska institutionen, 2024-02-07

Valid from: Spring semester 2024 (2024-01-15)

Level within study regulation: Third cycle

Course modules

Eye tracking, 3.0 Credits

1. Entry requirements

Admitted to postgraduate education.

2. Learning outcomes

At the end of the course, the student is expected to be able to:

1. Explain the principles underlying eye tracking and pupillometry
2. Explain and apply key concepts of eye tracking analyses, including fixation filters
3. Explain how eye tracking and pupillometry can be used to address psychological research questions
4. Conduct a basic eye tracking analysis in R (or a similar language)

3. Content

Eye tracking is used in many areas of psychology and neuroscience as a means of studying attention and other cognitive processes. The technology is non-invasive and can be used for research in groups across the whole developmental span from infancy to old age.

Eye tracking studies have also shed light on clinical conditions such as autism. While eye tracking data can be relatively easy to record, the analysis involves several analytical steps which are important to understand. This course will give an introduction to eye tracking as a tool in psychological research.

Practical exercises in R form part of the course. Students who are not familiar with R are advised to familiarize themselves with the software and particularly with the *dplyr* package.

4. Mandatory exams

Participation in seminars and workshops is mandatory.

5. Forms of examination

The examination consists of written research plan for a planned eye tracking study *or* an essay on a methodological question in the eye tracking field which will be presented in written form (2-3 pages) and orally during an examination seminar.

6. Form of instruction

Instruction is given in the form of lectures, seminars, and practical workshops.