With Precision Eye Tracking, Ovation VR is Better Armed to Combat Speech Anxiety

Learn how VIVE Pro Eye expanded features and analytics for the powerful public speaking simulator.

Background

Glossophobia—the fear of public speaking—is one of the world's most common fears. An estimated **75% of all people***** suffer from speech anxiety. Public speaking challenges are difficult to overcome. Despite the fact we all will address a large audience at some point in our lives, opportunities to practice are, at best, infrequent and intimidating. Traditional preparation tactics, such as third-person recording, speaking in front of a mirror, and practicing in front of family and friends, are rarely effective and fail to give a true impression of speaking to a crowd.

Ovation uses VR to combat this common phobia. With their virtual simulation software, they provide users with a wealth of opportunities to practice public speaking in real-world scenarios with a variety of random, unpredictable variables. Furthermore, their software includes visual guidance, disruptive audiences, realistic venues, and in-depth analysis to help users overcome obstacles to an effective speech.

Ovation was among the first organizations to integrate the VIVE Pro Eye into their software. Learn how **precision eye tracking technology** expanded their already impressive simulation feature set.

Analytics

During a practice speech, Ovation captures dozens of data points for further analysis. Examples include what filler words were spoken, hand movements, and how user attention was distributed. VIVE Pro Eye's eye tracking enables **the capture of deeper data points** including, but not limited to:

- Time spent looking at audience members vs. everywhere else

- Time spent looking at speech tools (e.g. presentation slides, notecards, teleprompters)

- Speed of eye movement

- Blink rate

With these advanced analytics, users in Ovation can now **identify nervous, non-verbal, and even subconscious habits** in post-speech review.

Gaze Guidance

In order to encourage users to look around the room while speaking, Ovation places a red sphere over an audience member's head. When the user looks at it, it turns green and fades away. The red sphere then appears again in a new location after a period of time and the process repeats.

A common issue occurred where users looked at audience members with their eyes, but not their head, which prevented the sphere from turning green. In response, Ovation was forced to add a large area of forgiveness around the sphere to trigger the color change. This area of forgiveness caused the color change well before the user even looked at the audience member, limiting the potential of this useful feature.

With VIVE Pro Eye's eye tracking, Ovation is able to **remove the area of forgiveness entirely** and force users **to look directly into an audience member's eyes** before guidance is activated.

Audience Reactions

Before eye tracking, Ovation's AI systems would tell an audience member to play a Reaction Animation (nod their head, smile, blink, etc.) when the user looked towards them. Unfortunately, without the ability to see exactly where the user was looking, Reaction Animations would often play on the wrong audience member, leading to an inaccurate and off-kilter speech practice environment. And unlike the above, this problem couldn't be remedied with a large area of forgiveness.

VIVE Pro Eye enables Ovation to **fine-tune their AI's reaction system** to play Reaction Animations only on the specific person the user is focusing on, creating a more realistic experience.

Heatmapping

While practicing a speech in Ovation, every location where a user looks is captured on a frame-by-frame basis. In the following image, you can see a large expanse of green followed by a small concentration of red between two people in the simulated room. In the headset, this user was actually looking at the woman at the head of the table directly with their eyes—the software only

captured where the headset was pointed, leading to an inaccurate reading. VIVE Pro Eye's eye tracking **accurately measures where the eyes are looking**—not just where the head is turned—turning data points that are good enough into wholly quantifiable metrics.

Navigation & Input

Similar to most productivity and enterprise VR applications, Ovation's user interface largely consists of floating menus and interactive elements controlled with handheld motion controllers. This can be difficult for a number of reasons:

- Users may be unfamiliar with VR

- Small, difficult-to-click UI elements

- Inadvertent controller movement when hitting triggers

VIVE Pro Eye's eye tracking creates **a more intuitive user experience** by monitoring the user's point of focus. How does this help? What users look at is often a good approximation of their intent. Knowing their intent, Ovation can **assist with pointing, zooming, and clicking in an adaptive interface,** making a complex technology all the more accessible.

Final Thoughts

Ovation is at the forefront of communication training, solving an unaddressed need in the professional and education space with cutting-edge technology. Precision eye tracking made their great product even better by providing users with deeper analytics, fully realized features, and a more detailed immersive environment. Even better: VIVE Pro Eye **easily integrated** with their existing software, allowing users to take advantage of its benefits faster. Tell us: What can precision eye tracking do for you?

To learn more about Ovation, please visit: **www.ovationvr.com**

*From the eighth edition of Cheryl Hamilton & Tony Kroll's Communicating for Results, a Guide for Business and the Professions.

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