GazePointAR

A Context-Aware Multimodal Voice Assistant for Pronoun Disambiguation in Wearable Augmented Reality

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How much is **this**?


How much is **this**?

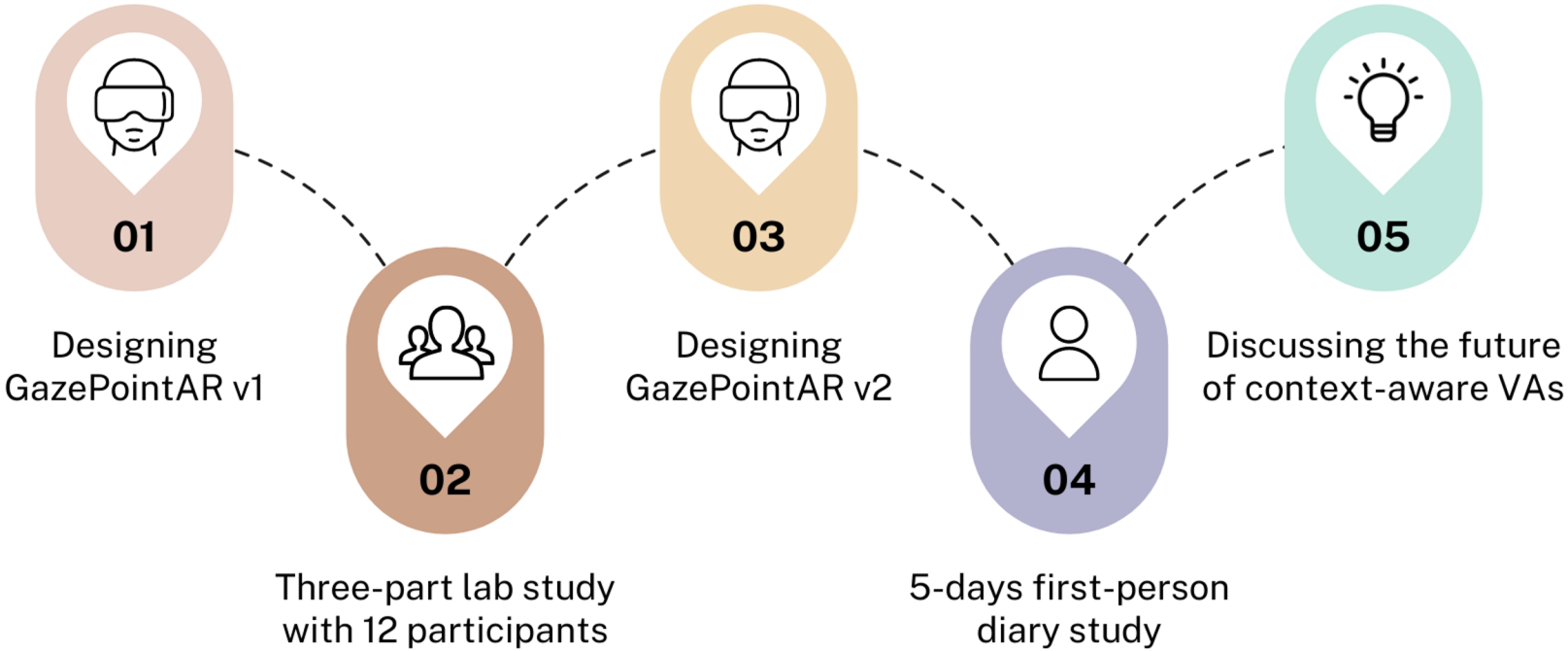

How much is **this**?

But voice assistants don’t understand “**this**”


What is *this*?
packaged item with text that says orion pocachip original saeng gamja


What is *this*?
packaged item with text that says orion pocachip original saeng gamja
Eye Gaze
Pointing

GazePointAR Timeline

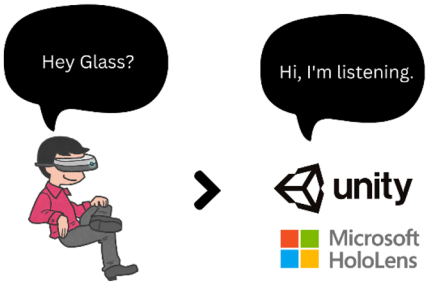


GazePointAR Timeline

Designing
GazePointAR v1

GazePointAR v1

GazePointAR v1



GazePointAR v1

Image Capture: 2.27s ± 0.16

GazePointAR v1

Image Capture: 2.27s ± 0.16

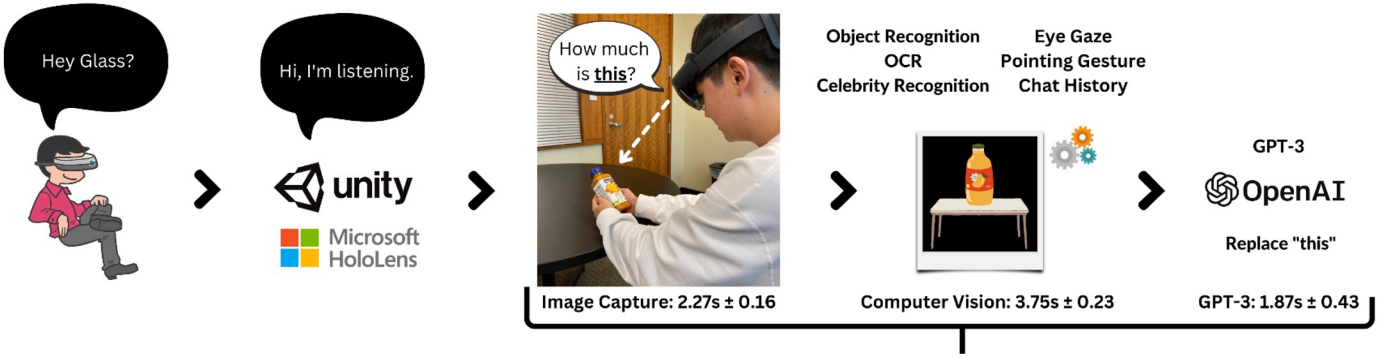
Object Recognition
OCR
Celebrity Recognition

Eye Gaze
Pointing Gesture
Chat History

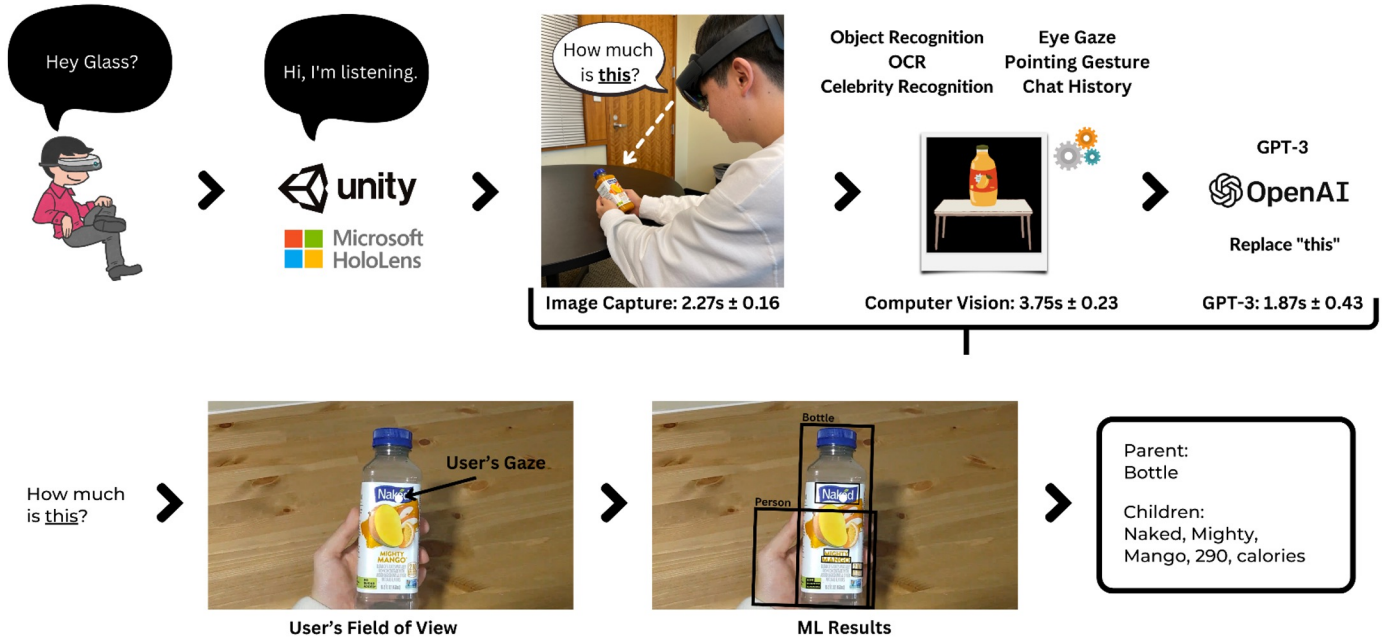
Computer Vision: 3.75s ± 0.23

GazePointAR v1

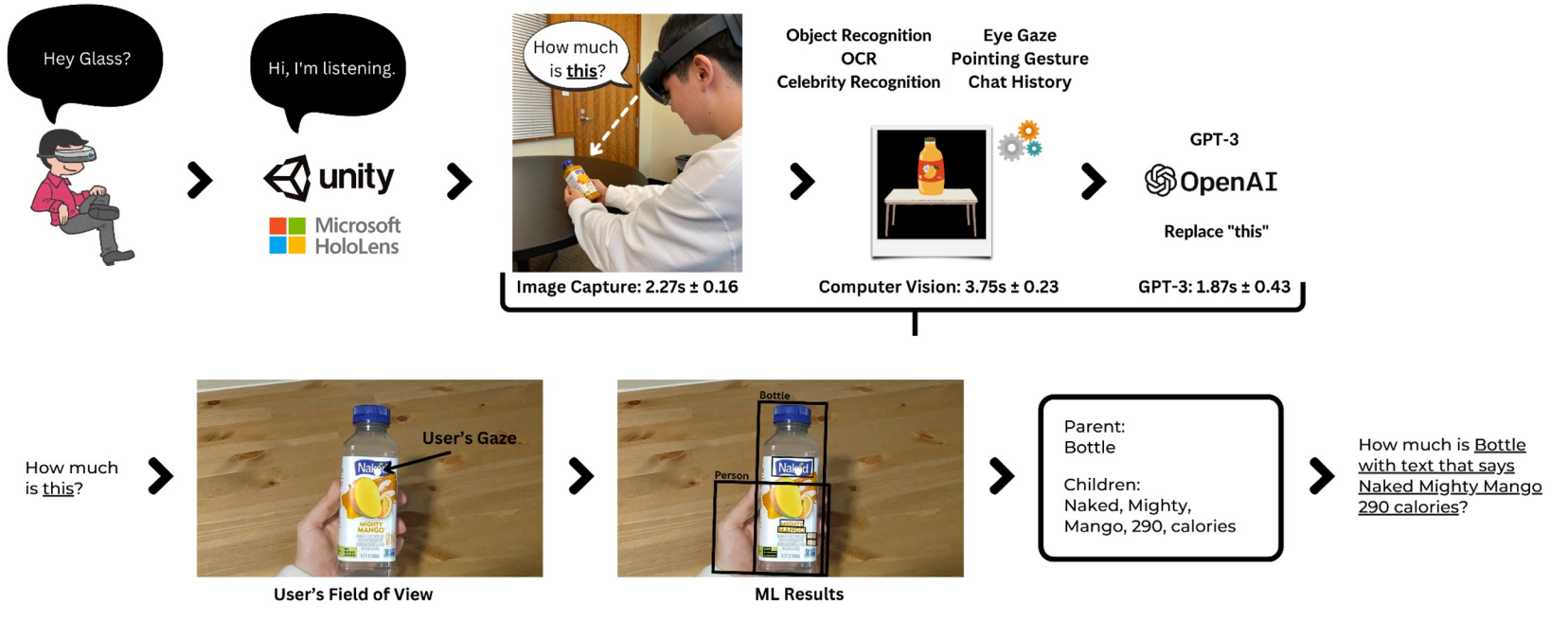
GazePointAR v1



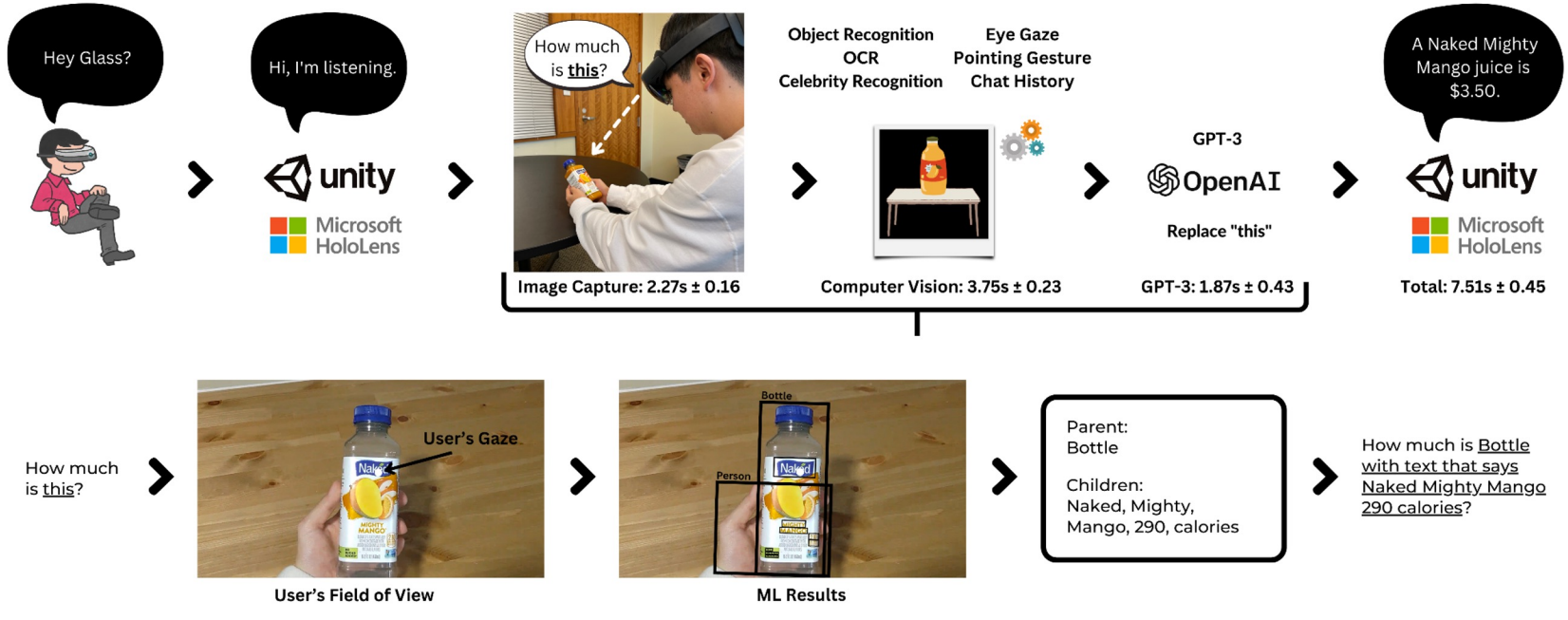
GazePointAR v1



GazePointAR v1

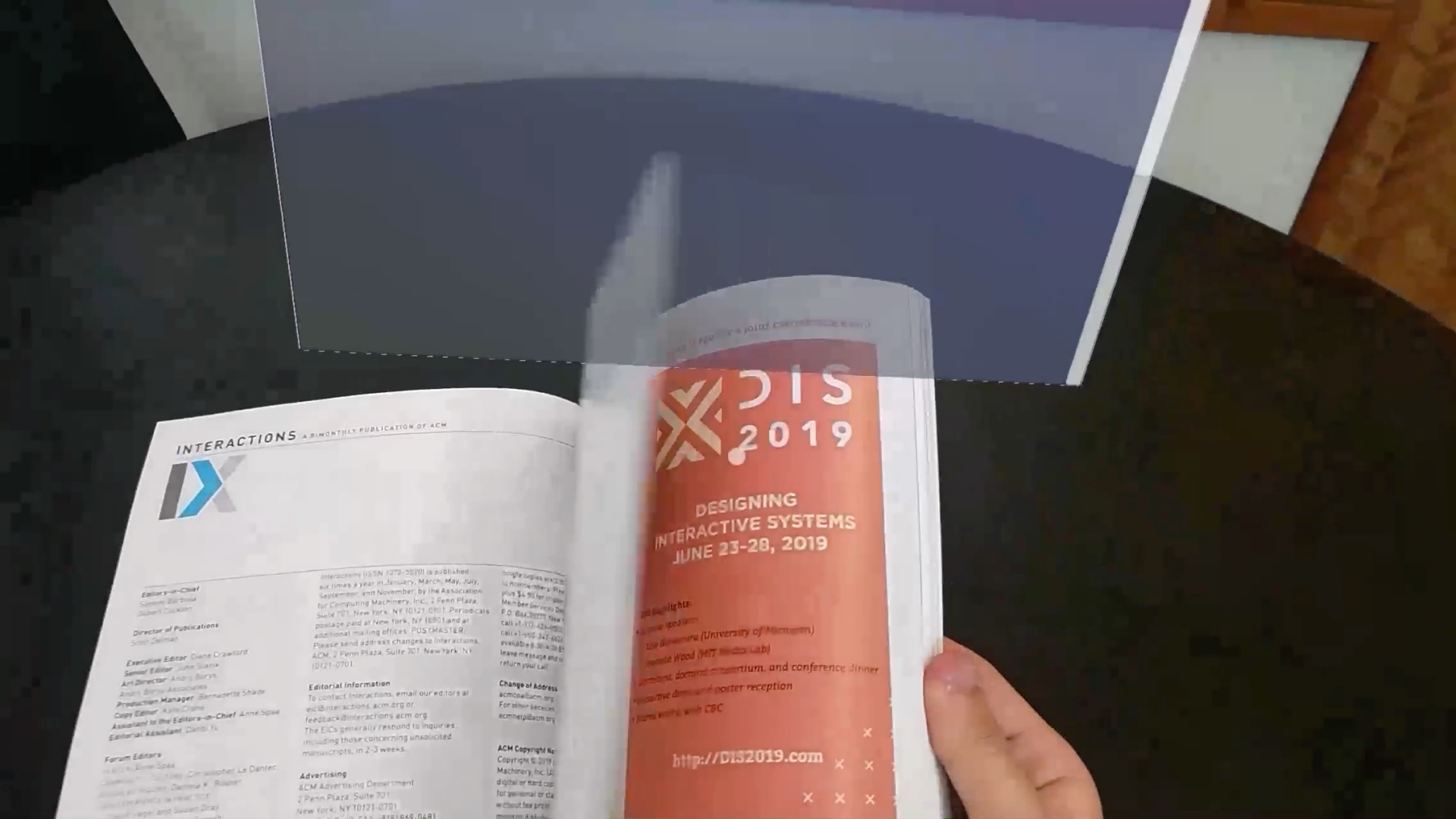


GazePointAR v1




7 3


Voice Assistant Question and Answer
LANDFILL
RECYCLING
COMPOST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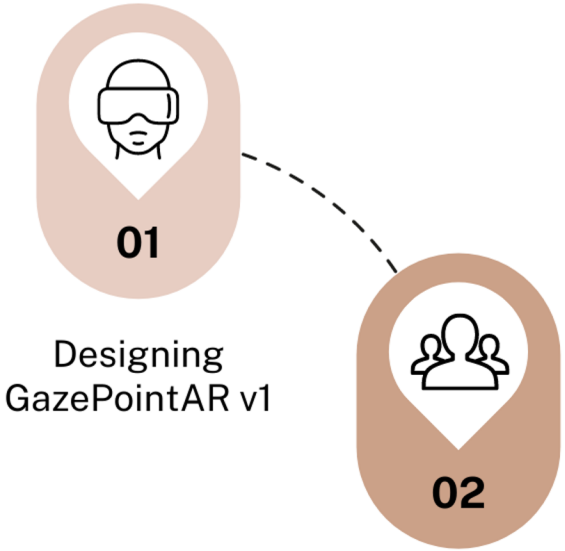
GazePointAR Timeline



Part 1 - Comparing VAs

In Part 1, participants used Google VA, Google Lens, and GazePointAR to find a recipe that uses a specific pasta sauce.

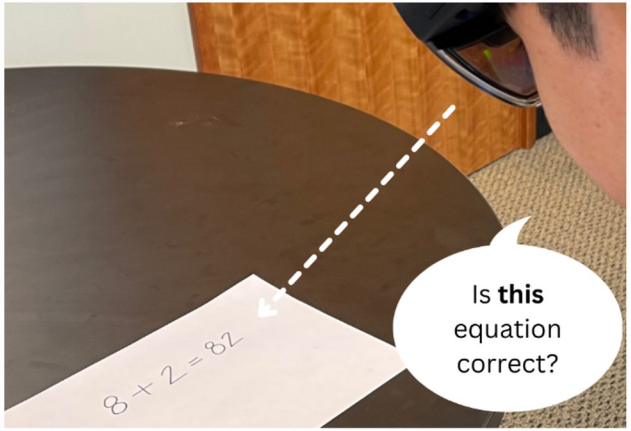
Google VA

Google Lens

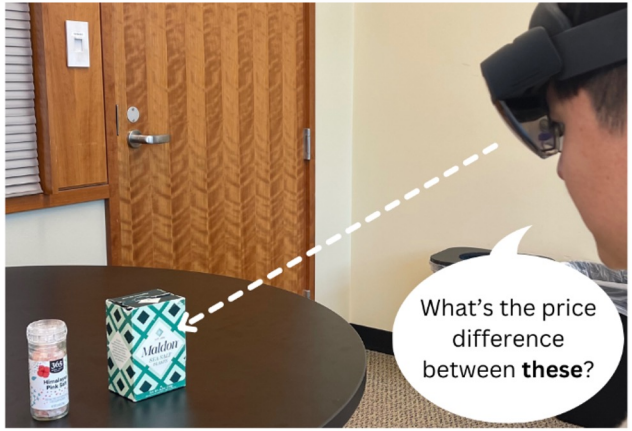
GazePointAR

Part 2 - Ambiguous Queries with GazePointAR

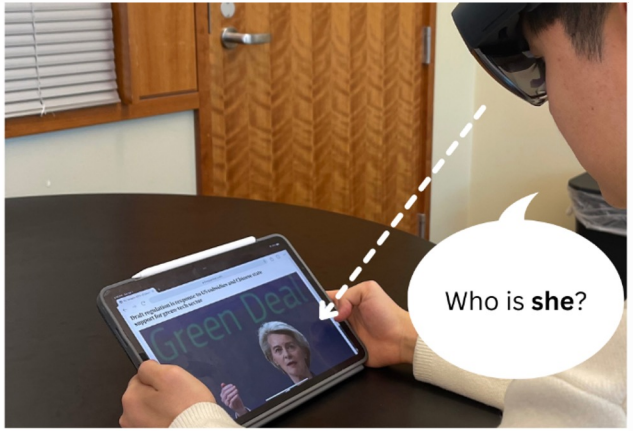
In Part 2, participants interacted with GazePointAR to complete three additional query tasks: math, price comparison, and celebrity search.



Math Task



Price Comparison Task

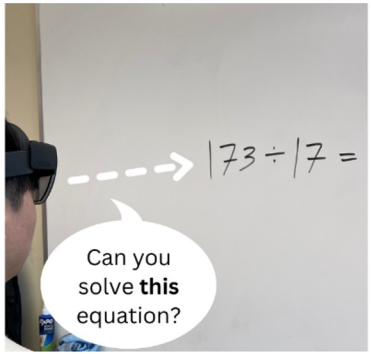


Celebrity Task

Part 3 - Design Probe & Co-Design

In Part 3, participants first watched five design probe videos, then brainstormed and tried their own context-sensitive queries.

Cooking



Math

Language Translation

Recycling

Accessibility

Key Findings

- GazePointAR is simple, fast, natural, and human-like.
- Participants preferred to speak pronouns, but not always.
- Pronouns are often for difficult-to-pronounce, long, or unknown object names.
- Gaze-only is preferred to keep interactions hands-free.

Answerable Queries

A: A Sprite can goes into recycling.

A: 명동순두부 sells sundubu jjigae...

A: There are people around trees...

Unanswerable Queries

A: I didn't understand your question.

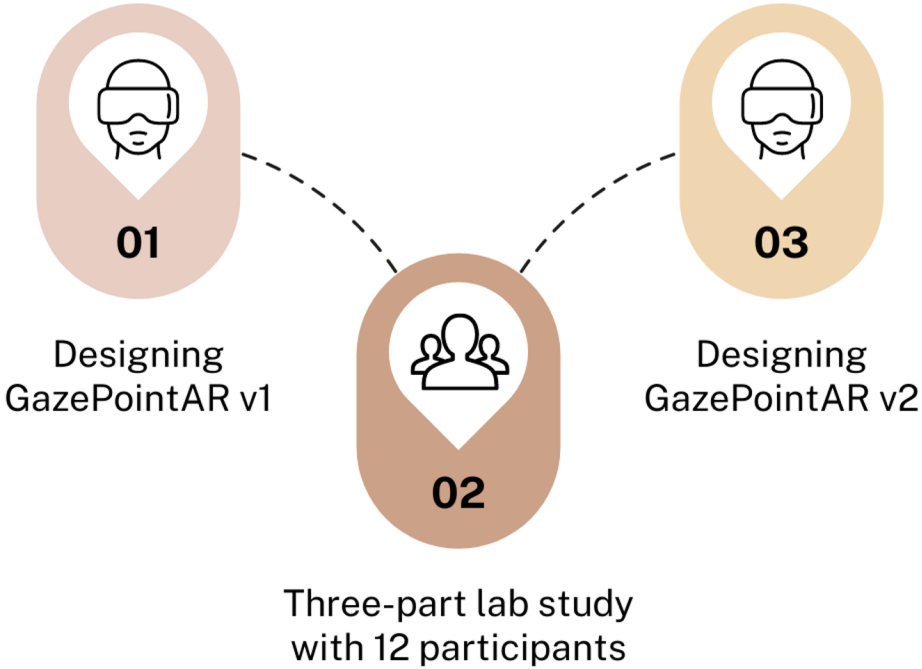
A: This is a tree...

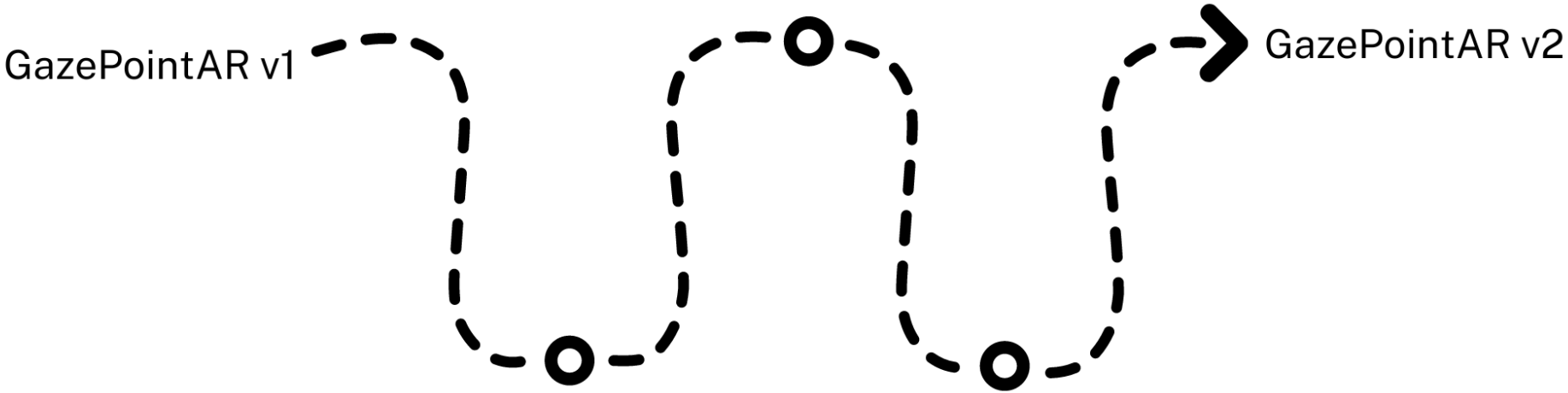
A: That depends on the car...

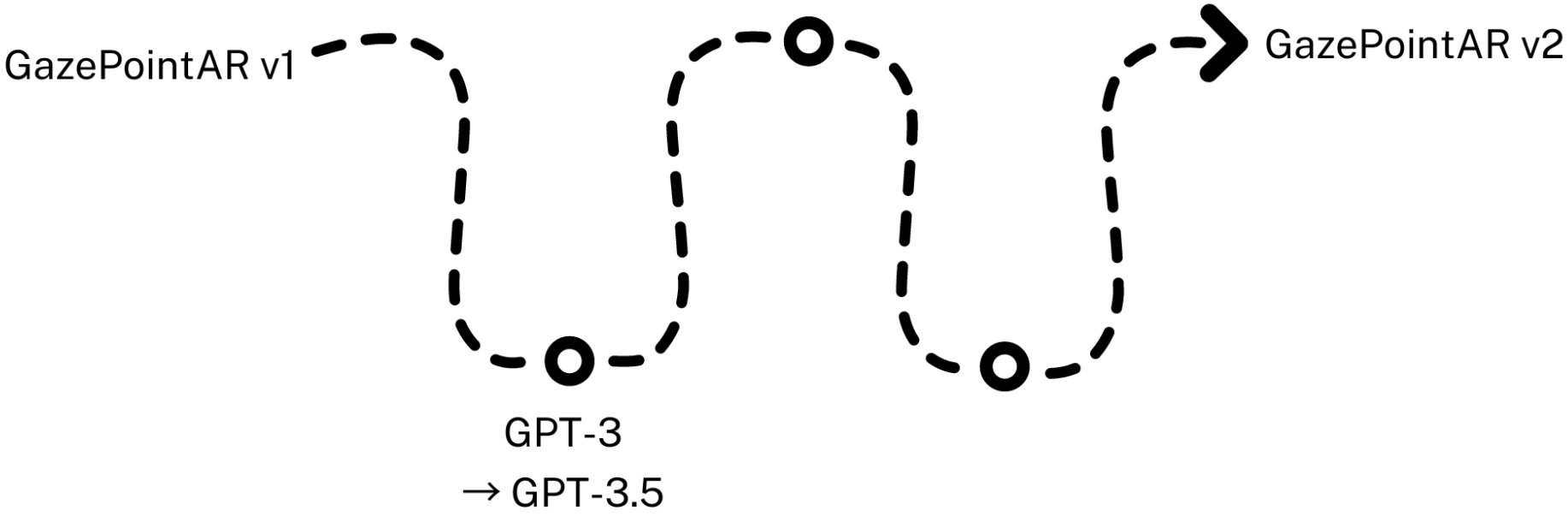
Key Limitations

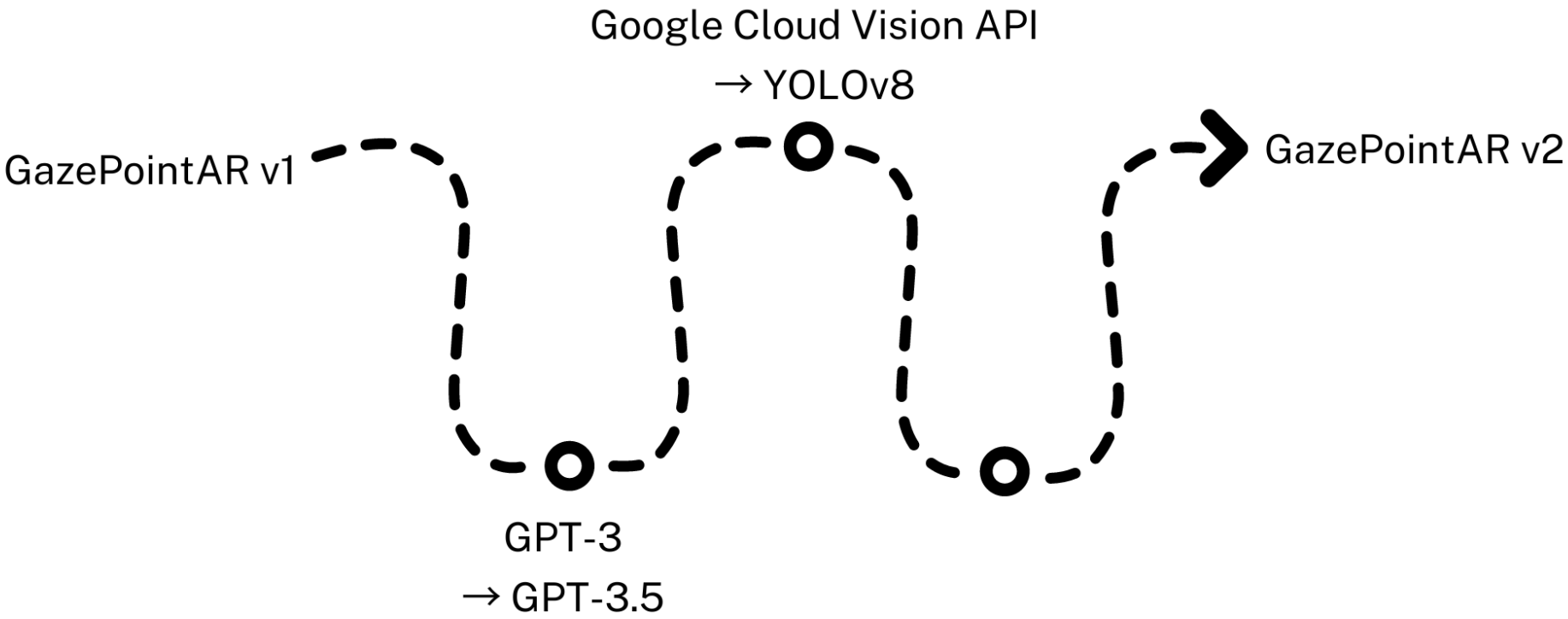
- Support multiple pronouns (e.g., “Which is healthier, **this** or **that**?”).
- Support queries with no pronoun (e.g., “What would be good for dinner?”).
- Provide explanations to its answers.
- Reduce having to dwell.

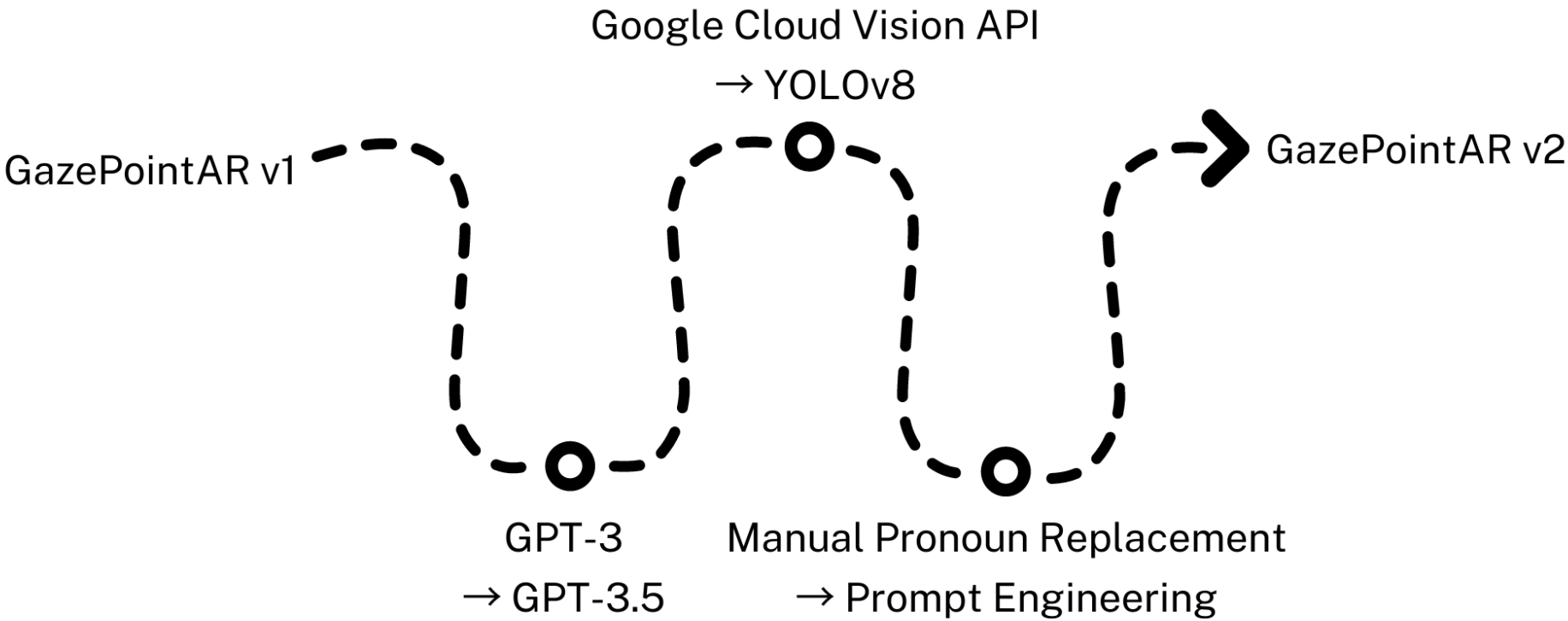
GazePointAR Timeline




GazePointAR v1
GazePointAR v2


GazePointAR v1
GazePointAR v2
GPT-3
→ GPT-3.5


Google Cloud Vision API
→ YOLOv8
GazePointAR v1
GazePointAR v2
GPT-3
→ GPT-3.5


Google Cloud Vision API
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GazePointAR v1
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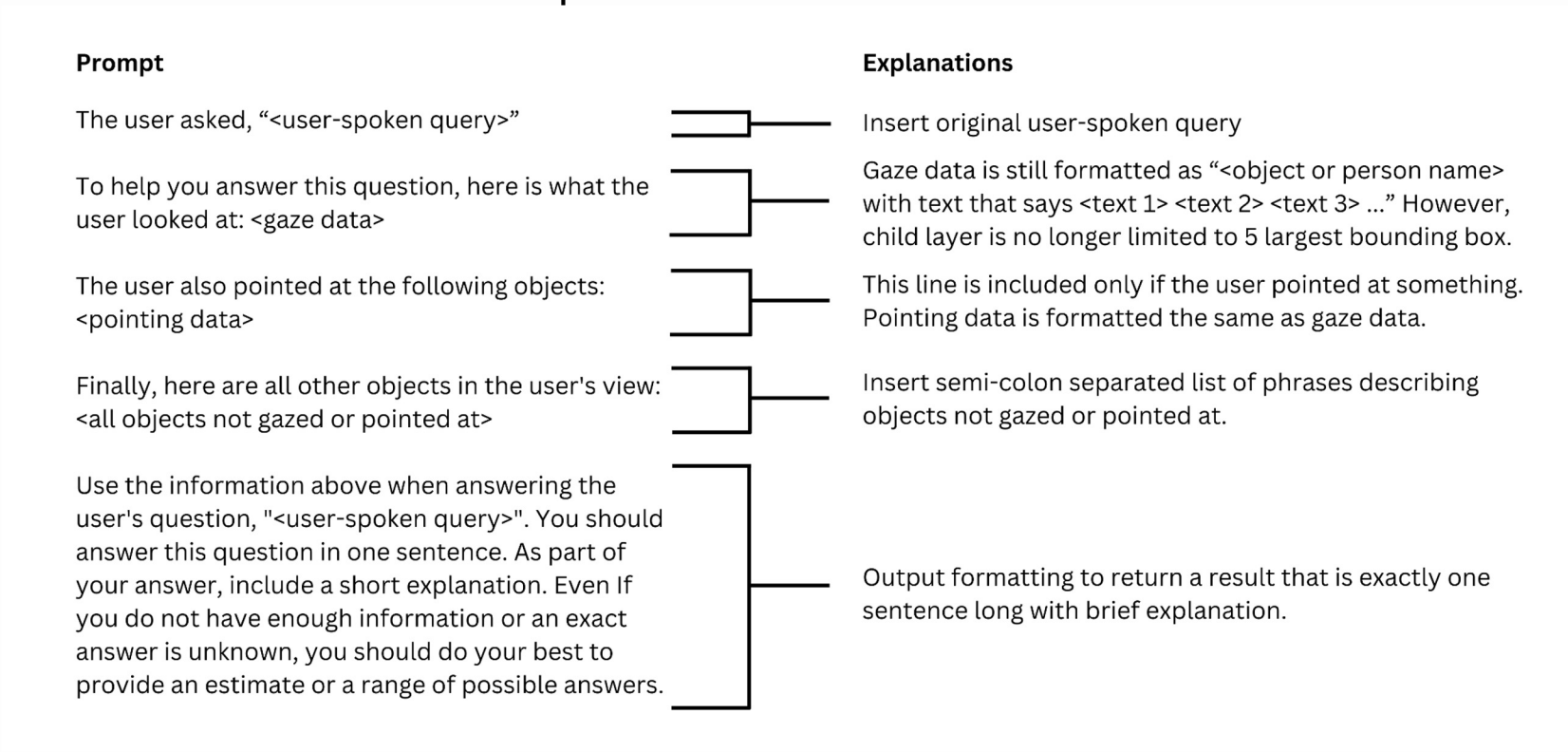
GPT-3
→ GPT-3.5
Manual Pronoun Replacement
→ Prompt Engineering

GazePointAR v2's Prompt Method



GazePointAR v2's Prompt Method

Prompt

The user asked, "<user-spoken query>"

Explanations

Insert original user-spoken query

GazePointAR v2's Prompt Method

Prompt	Explanations
The user asked, "<user-spoken query>"	Insert original user-spoken query
To help you answer this question, here is what the user looked at: <gaze data>	Gaze data is still formatted as "<object or person name> with text that says <text 1> <text 2> <text 3> ..." However, child layer is no longer limited to 5 largest bounding box.

GazePointAR v2's Prompt Method

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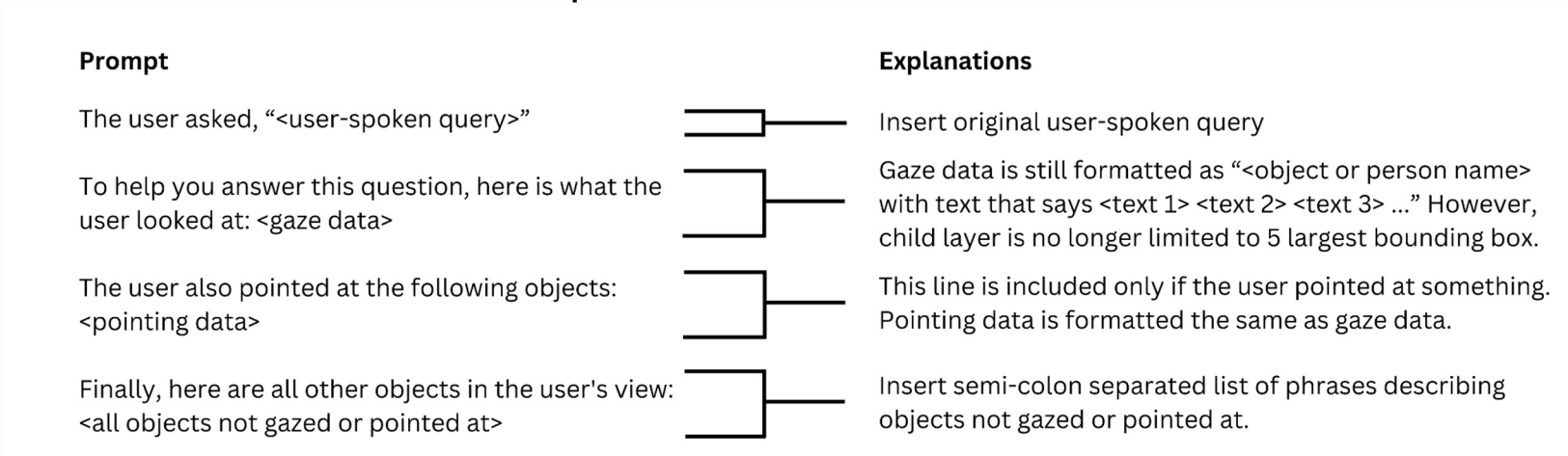
The user asked, "<user-spoken query>"	Insert original user-spoken query
To help you answer this question, here is what the user looked at: <gaze data>	Gaze data is still formatted as "<object or person name> with text that says <text 1> <text 2> <text 3> ..." However, child layer is no longer limited to 5 largest bounding box.
The user also pointed at the following objects: <pointing data>	This line is included only if the user pointed at something. Pointing data is formatted the same as gaze data.

GazePointAR v2's Prompt Method



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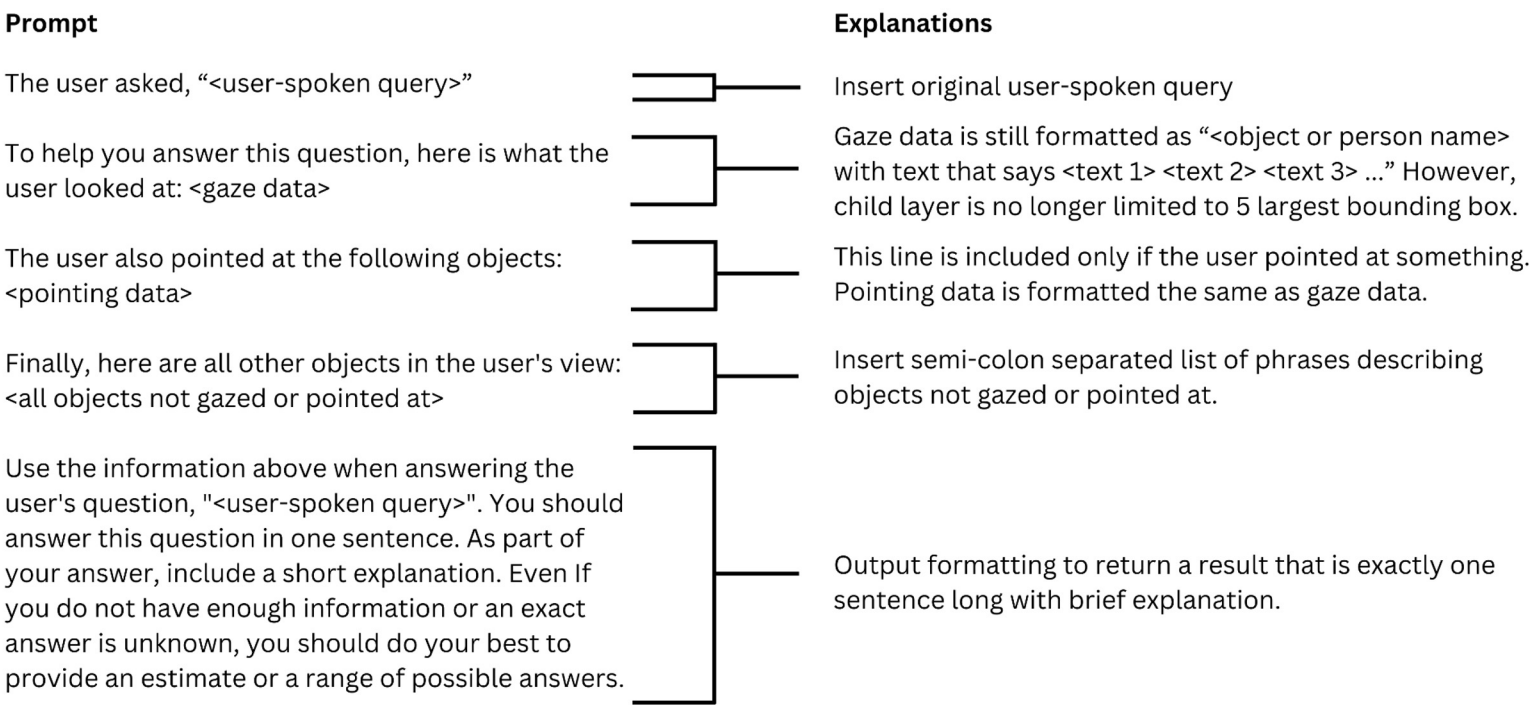
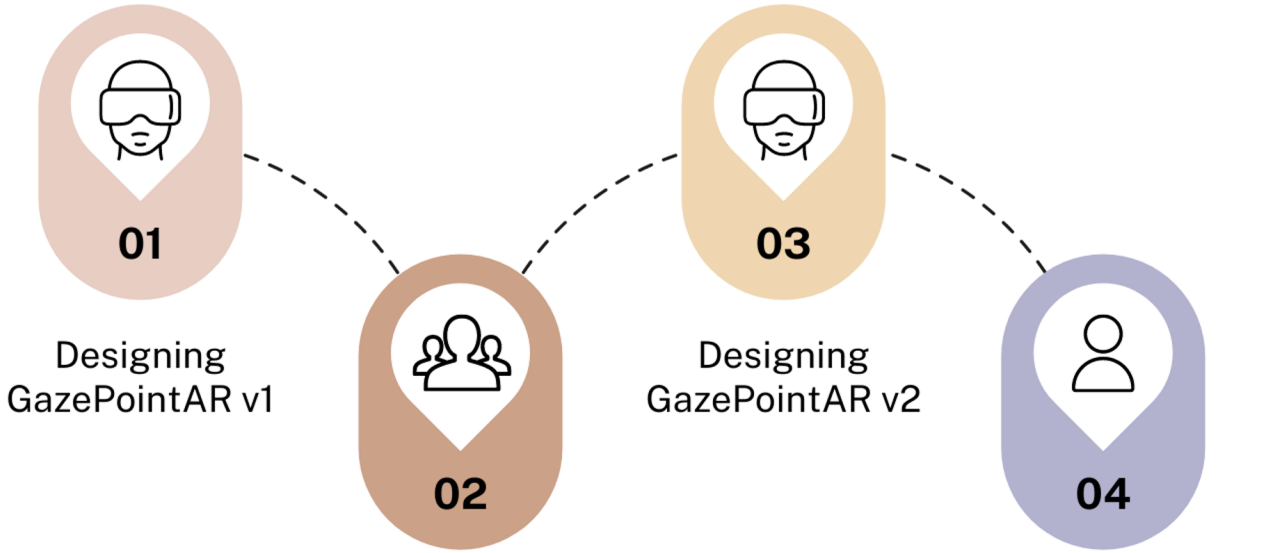


GazePointAR Timeline

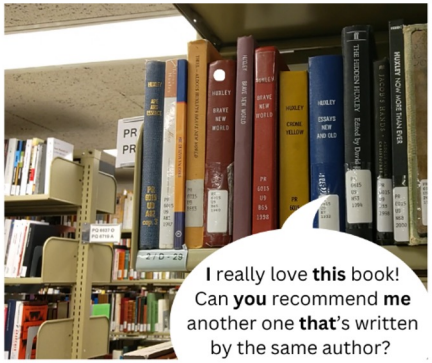


Study 2 - First-Person Diary Study

With GazePointAR v2, the first author used GazePointAR in their day-to-day activities for **five** days, recording their observations.

A: ...you may consider brand like Hugo Boss, Brooks Brothers, or J.Crew, which offer quality men's cloth at relatively lower costs.

A: Based on your gaze, you are interested in the cappuccino, so I would recommend you to try the cappuccino.



A: ...The Brave New World Revisited by Aldous Huxley, as it is written by the same author and is often considered a companion piece.

A: ...consider making stuffed zucchini boats, as they are a delicious and healthy way to use both zucchini and peppers.

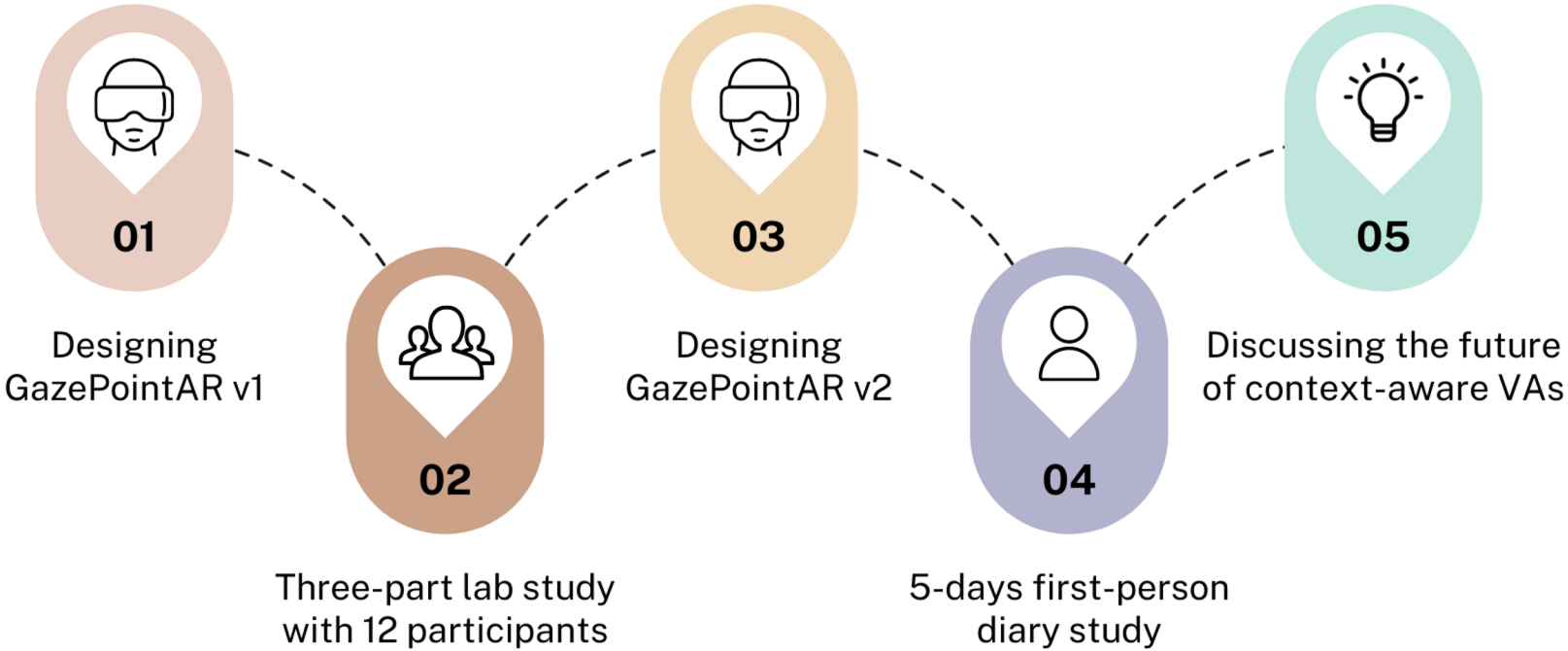

ARMI
STICE
HOT OR ICED DRINKS
MILKS
FLAVORS
Hey glass?

huh

Study 2 Findings

- GazePointAR is natural and companion-like.
- GazePointAR still has several limitations:
  - Referents in the past require gaze history (e.g., “Where did I leave my keys?”).
  - Multiple referents require gaze shift (e.g., “Which is the healthier, **this** or **that**?”) .
  - Pointing is impractical in public.
  - Extended dwelling causes eye fatigue.

GazePointAR Timeline



So, What's Next?

- GazePointAR is simple, natural, and human-like to speak to.
- Future context-aware VAs should leverage longitudinal natural eye gaze input.
- Future research should further study LLM-driven query disambiguation.

“I want to say queries with and without pronouns, because whichever comes to mind first, that’s the one I want to say. GazePointAR should adapt to me and my natural eye gaze” [P12].

Thanks for listening!

Let's Connect!

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