

Personality Characterization Using Eye Tracking Manveer Sidhu Pritam Singh, Mohak Poddar, Richard Huang Supervisor: Prof. Jonathan Rose; Administrator: Nicholas Burgwin

Introduction

- Knowing an individual's personality is important because it helps everyone understand why they do things or react in a certain way
- The Big Five Personality Traits (BFPTs) is a widely accepted model to measure personality dimensions. They are shown in Figure 1 below



Figure 1: The Big Five Personality Traits

- Today, online or written personality tests are the most common method to determine one's BFPTs
- A limitation of these tests is that they are easy to fake
- 13% of employers use personality tests when hiring [1]
- 40% of job applicants manipulate their answers! [2]

Project Goal and Requirements

Project Goal

• Try to determine a subject's personality by recording and analyzing their eye movements when presented with a set of pictures on a screen

Requirements

- The application must be able to accurately predict at least one BFPT
- The mean error must be within a 10% range
- Any correlations obtained from the experiment must be tested to ensure that they are statistically significant

Walkthrough of Experiment

- Ask subject to take a validated online personality quiz
- Perform the eye tracking experiment on the subject. Examples of pictures that were shown are in Figure 2 below





- Eye tracker records the x & y coordinates of the region of the screen that the subject looked at, along with the timestamp
- Our team developed a program that parses the coordinates to generate heat maps. Sample heat maps generated by the program are shown in Figure 3 below



Figure 3: Sample Heat Maps

Figure 4: AOIs of different parts of the Face

• We can then calculate the dwell times on these AOIs and see if they correlate with the results of the online personality quiz

possible AOIs are shown in Figure 4 above

Results

- Obtained valid data by running the experiment on 26 subjects
- Method 1: Univariate Linear Regression • Uses the average dwell time for any one emotion

• Found a maximum correlation of 0.48. See Table 1 and Figure 5 below Table 1. Correlation Retween Trait and Human Emotion

Trait	Fearful	Нарру	Sad	Disgusted	Surprised	Angry	Neutral	
Agreeableness	0.28	0.48	0.27	0.38	0.22	-0.01	0.31	
Openness to Exp.	0.28	0.14	0.23	0.09	0.23	0.10	0.01	
Neuroticism	0.12	-0.06	0.19	0.06	0.26	0.01	0.08	
Consc.	0.12	0.04	0.01	0.01	-0.08	-0.04	-0.19	
Extraversion	-0.02	0.11	-0.07	0.04	-0.13	-0.21	0.03	



Agreeable Openness Neurotici Conscient Extravers

The mean error using the emotion with the highest correlation for all BFPTs can be found in Table 2 above

Method 2: Multivariate Linear Regression

• Uses the average dwell time for all 7 emotions. The mean error for all BFPTs using this method can be found in Table 3 below

Table 3: Mean Error for

all BFPTs using Method 2

Data Analysis



= Eye AOI 🔜 = Nose AOI 🔜 = Mouth AOI 🔜 = Face AOI

• We can look at these heat maps to determine Areas of Interest (AOI). Different

Table 2: Mean Error for all BFPTs using Method 1

eness	10.96
s to Experience	11.11
sm	17.14
tiousness	13.95
ion	16.16

Agreeableness	9.46
Openness to Experience	10.54
Neuroticism	15.63
Conscientiousness	12.54
Extraversion	15.11

person's personality

found in Table 4 below

Fearful | Trait Agreeableness 0.28 Statistical Sig. 92%

- experiment, without compensation

Conclusion and Future Work

- to fake
- Agreeableness
- would be a good fit for the company
- affordable

Employment Tests [Online]. Accessed February 20, 2016. Available: <u>http://www.siop.org/</u> workplace/employment%20testing/usingoftests.aspx [2] R.L. Griffith et. Al (2007). Do Applicants Fake? An Examination of the Frequency of Applicant Faking Behavior [Online]. Accessed February 20, 2016. Available: <u>https://</u> www.researchgate.net/publication/ 235298803_Do_Applicants_Fake_An_examination_of_the_frequency_of_applicant_faking_be havior

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Discussion

• From Tables 2 and 3, we can see that Method 2 has a lower mean error for all the BFPTs. Therefore, our application uses Method 2 to determine a

We calculated the statistical significance of our experimental data using the Student's t-test [3]. The results for our primary trait, Agreeableness, can be

 Table 4: Correlations and their Statistical Significance

lappy	Sad	Disgusted	Surprised	Angry	Neutral
0.48	0.27	0.38	0.22	-0.01	0.31
99%	90%	97%	86%	52%	94%

Challenges

• Finding pictures that evoke different emotions. Our team had to read literature and do research in order to overcome this

• Determining the AOIs to analyze within those pictures

• Finding a large number of test subjects who would be willing to sit for the

• Can determine a person's personality using an eye tracking test that is hard

• The accuracy of this test is within a 10% range for our primary trait,

• Hiring managers can use this test to determine if a potential employee

• In the future, eye tracking technology will become more powerful and

• We hope that a project like ours will drive more research into this area with the hope of benefitting society and improving the quality of life

References

[1] Society for Industrial and Organizational Psychology. How many US Companies use