



TEXAS A&M UNIVERSITY

An Eye-Tracking Investigation of Voluntary Multitasking

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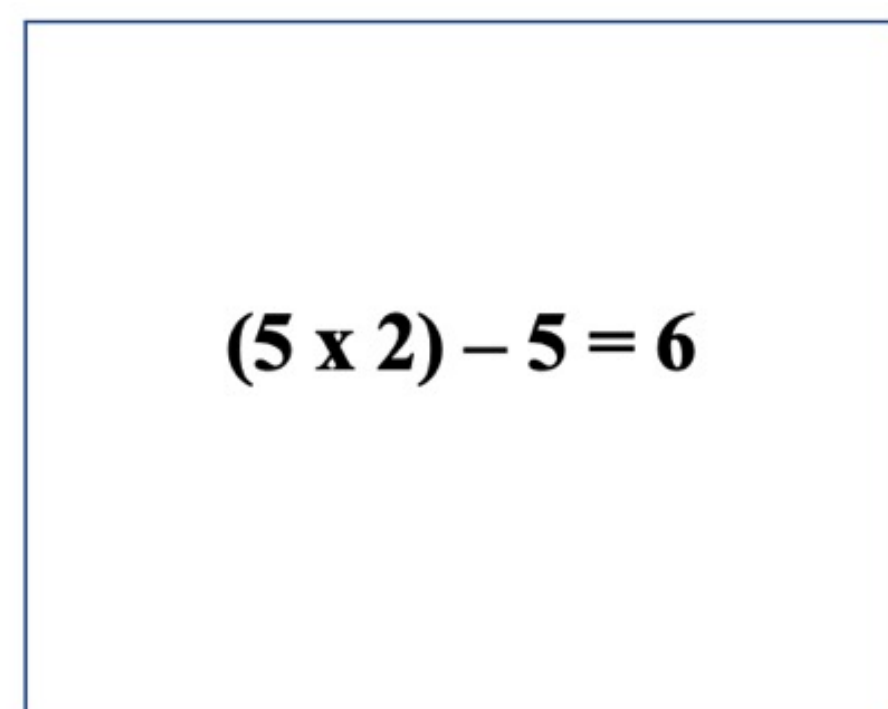
Introduction

- Frequent media multitasking was initially linked to decreased executive functioning, but findings are now mixed.
- Unlike most lab-based multitasking paradigms, real-world multitasking allows people to choose if/when to multitask.
- We recently developed a version of a multitasking paradigm where participants have voluntary control of when to switch.
- Eye tracking was used to obtain continuous measures of task engagement and decision-making processes to gain additional insights into multitasking choices.
- Linear mixed models were used to examine 'dwell time' on Areas of Interest (AOI) for the math problem and the popup.

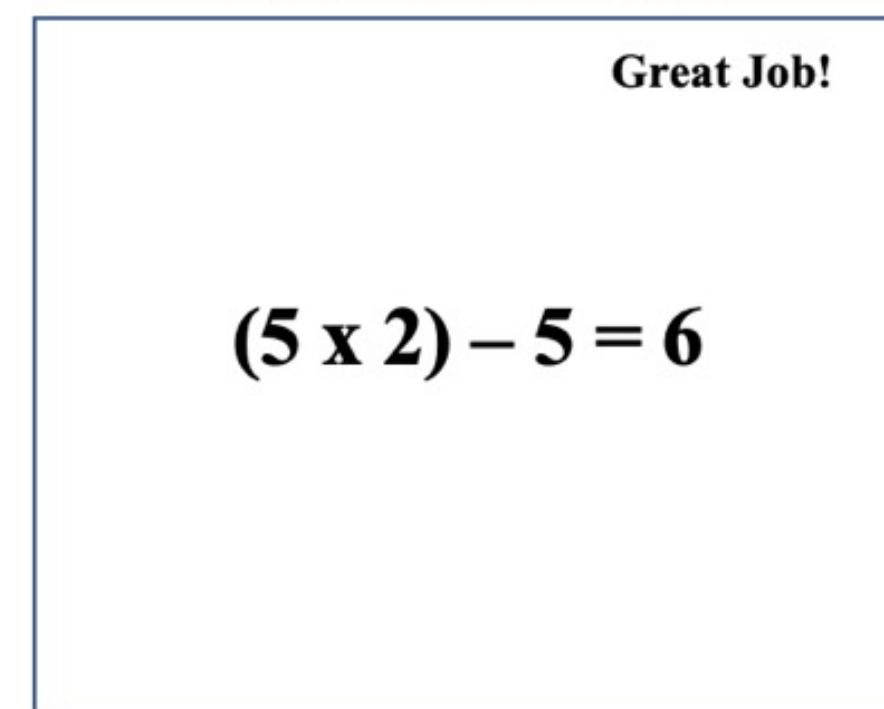
Methods

- 91 participants
- **Primary task:** math verification, 3 points for correct
- **Distractor popup:** during the primary task a popup with an encouraging message appeared on 1/3 of trials
- **Switch popup:** during the primary task a popup signaling an available secondary task appeared on 1/3 of trials.
- The popup showed points available for secondary task, ranging from 10-25 points.
- The secondary task was a word-stem completion task.
- Tobii Fusion Pro (120 Hz) was used to collect eye position and pupil dilation.

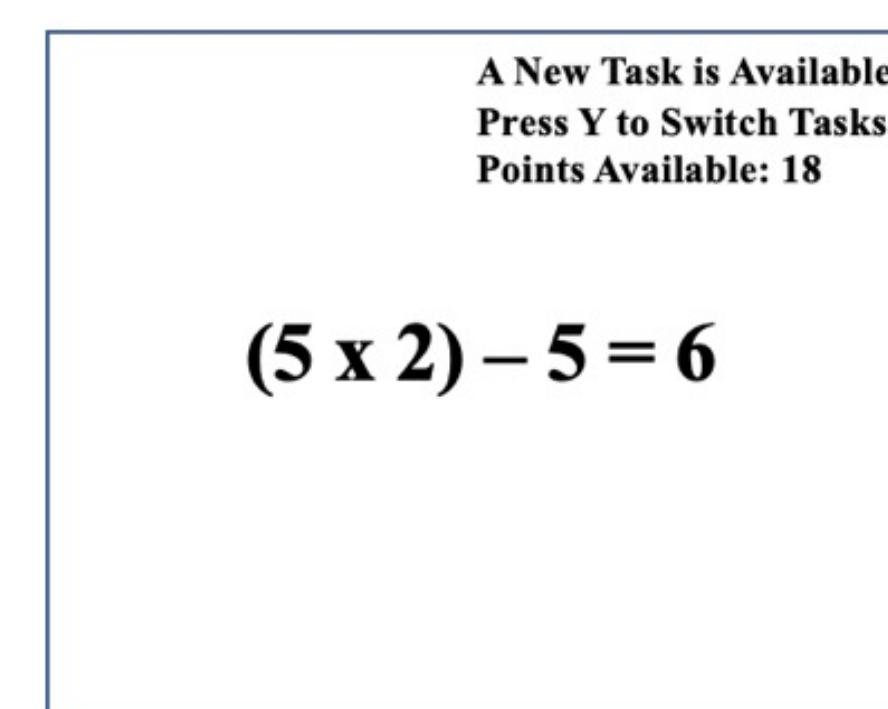
On 1 out of 3 Trials...



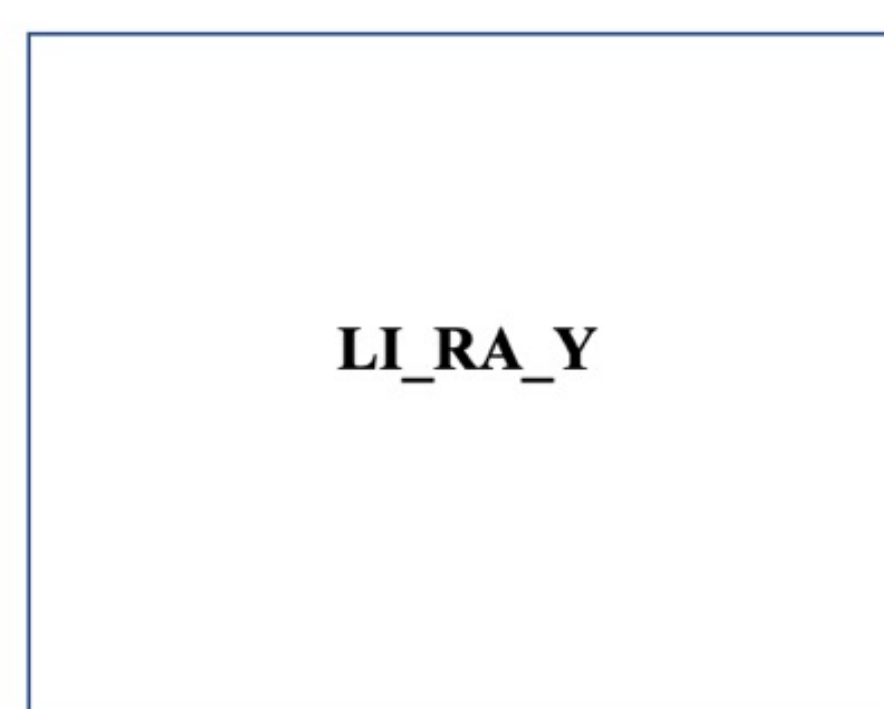
- Respond "C" for Correct or "I" for incorrect
- Task stays on screen for 5 seconds.



- Prompt appears 500ms after primary task stimulus and remains onscreen for 1500ms
- No response to distractor message available



If they decide to switch...



- Respond with missing letters via key press.
- Task stays on screen for 5 seconds.

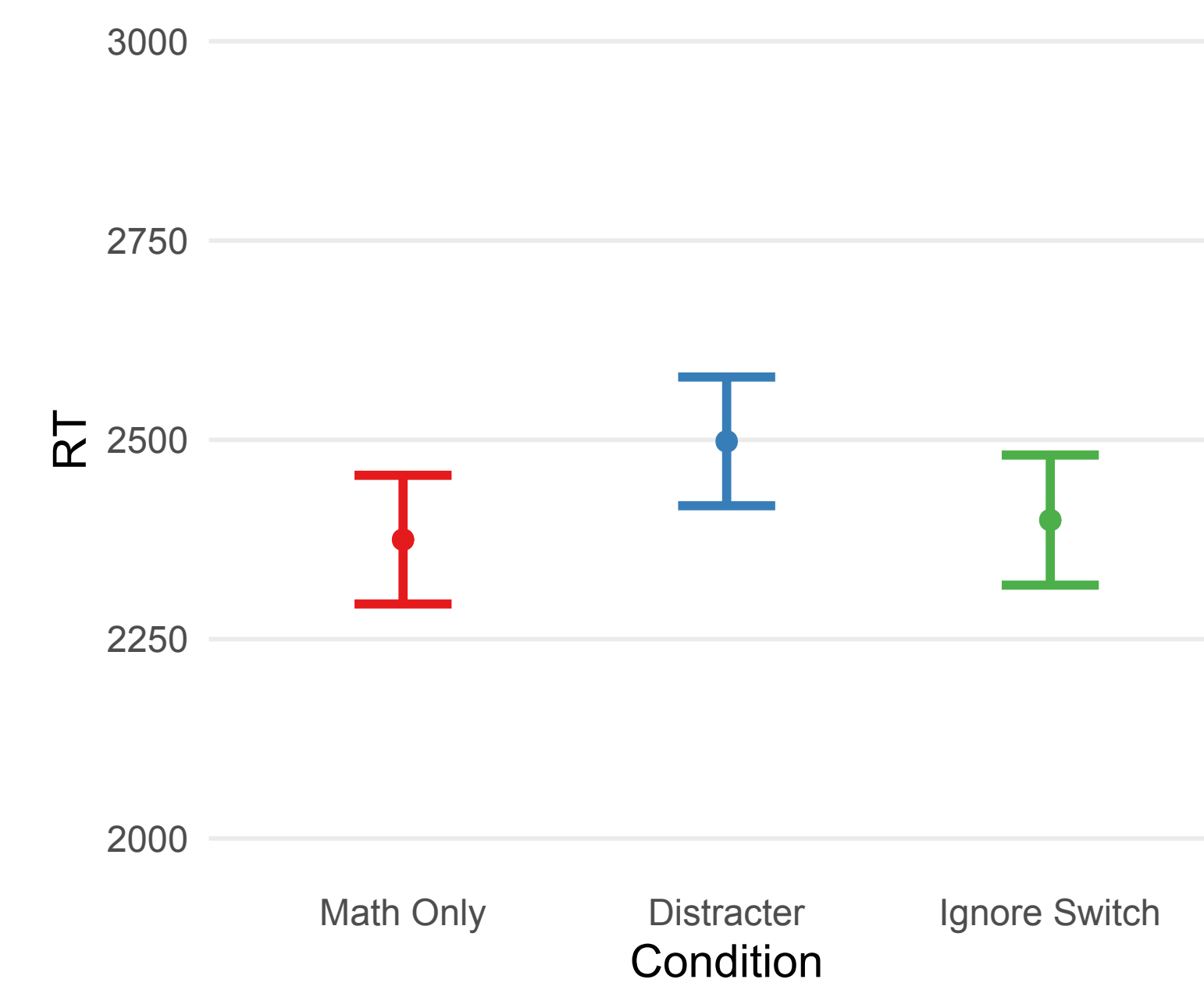
Background and Results

Switch Rate



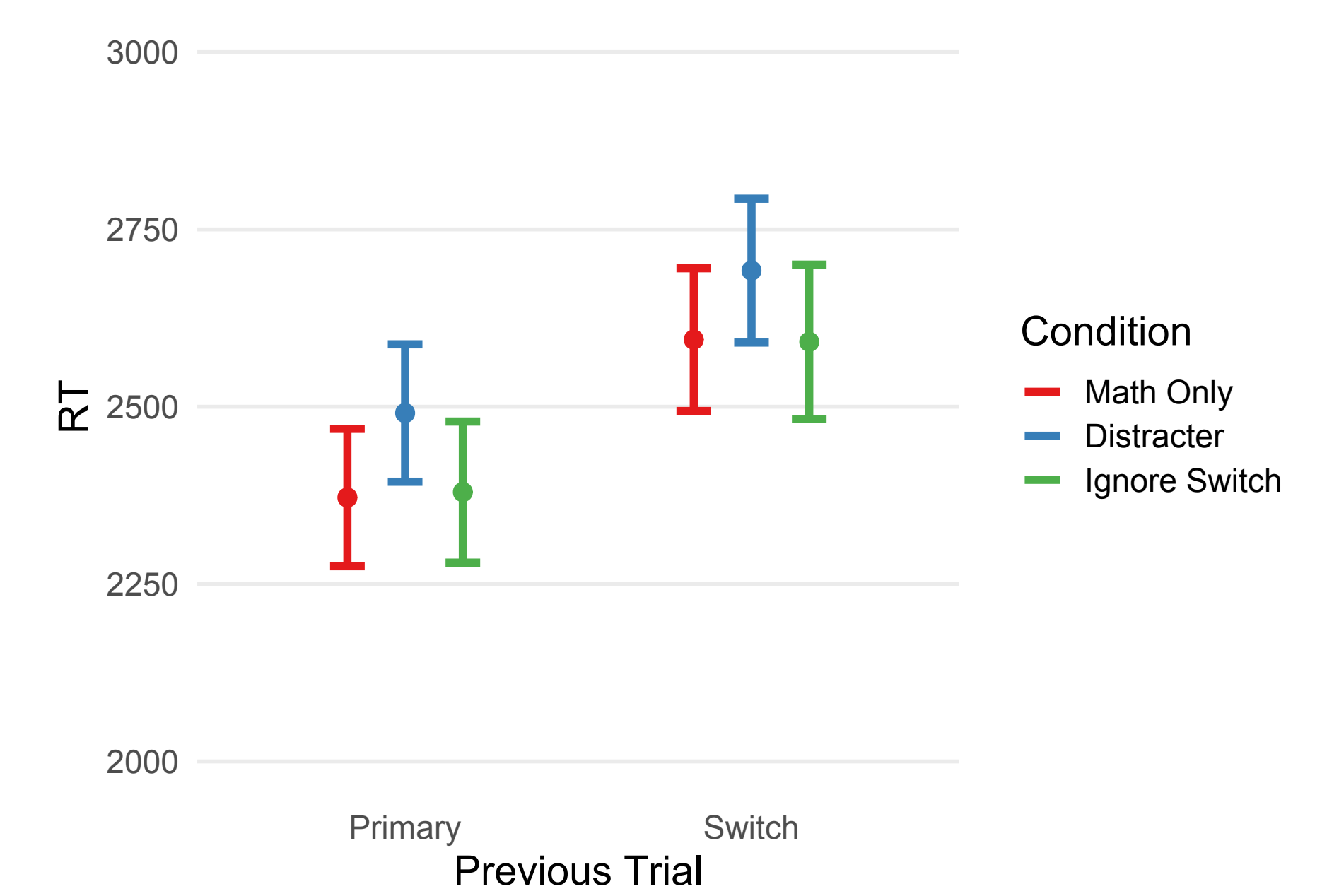
- Speed of switching was predicted by the number of points. This relationship had opposite relationships for incorrect and correct word problems.

Reaction Time by Condition



- Irrelevant distracters were more disruptive to task performance than popups that were ignored.

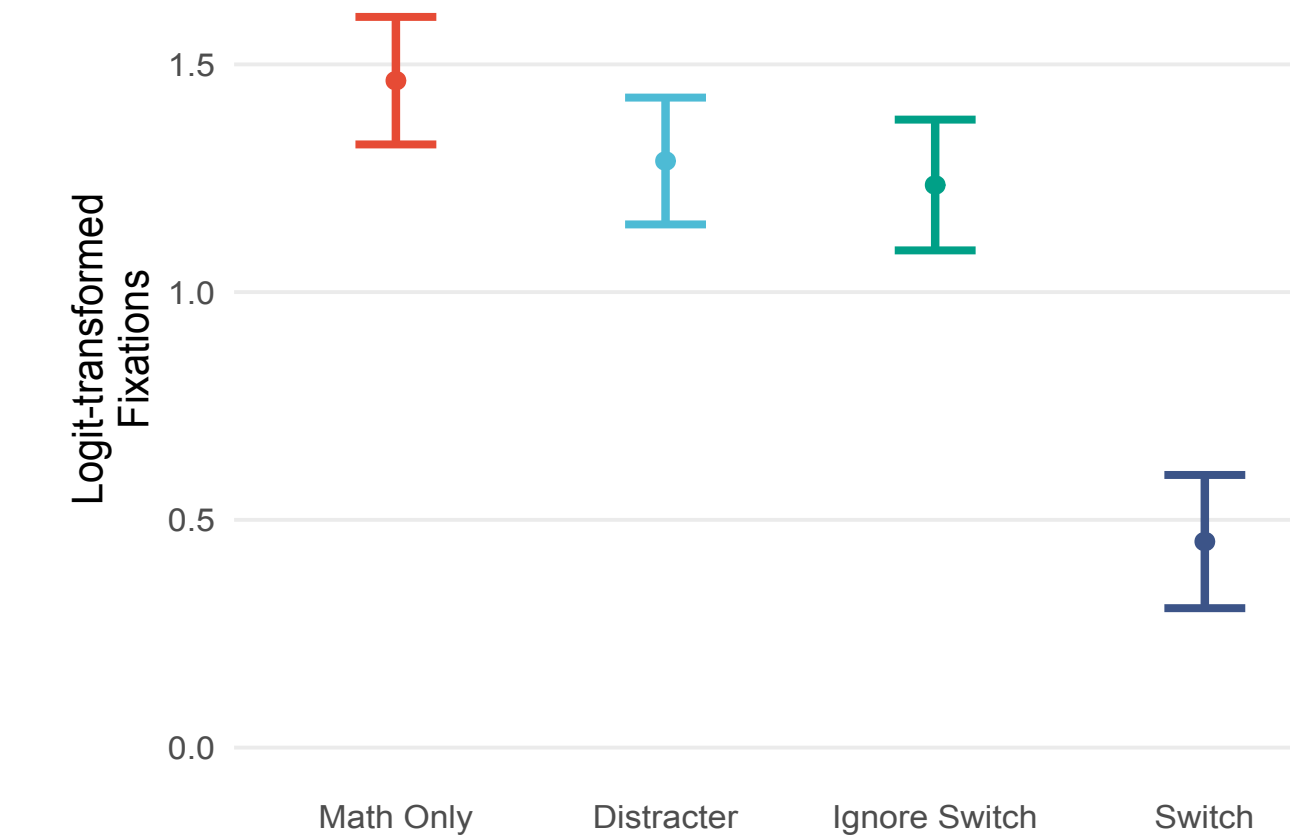
Switch Cost



- Participants were slowed after doing a word problem on the previous trial.
- This represents the well-known 'switch cost'

Fixations

Proportion of Fixations at Math Problem AOI



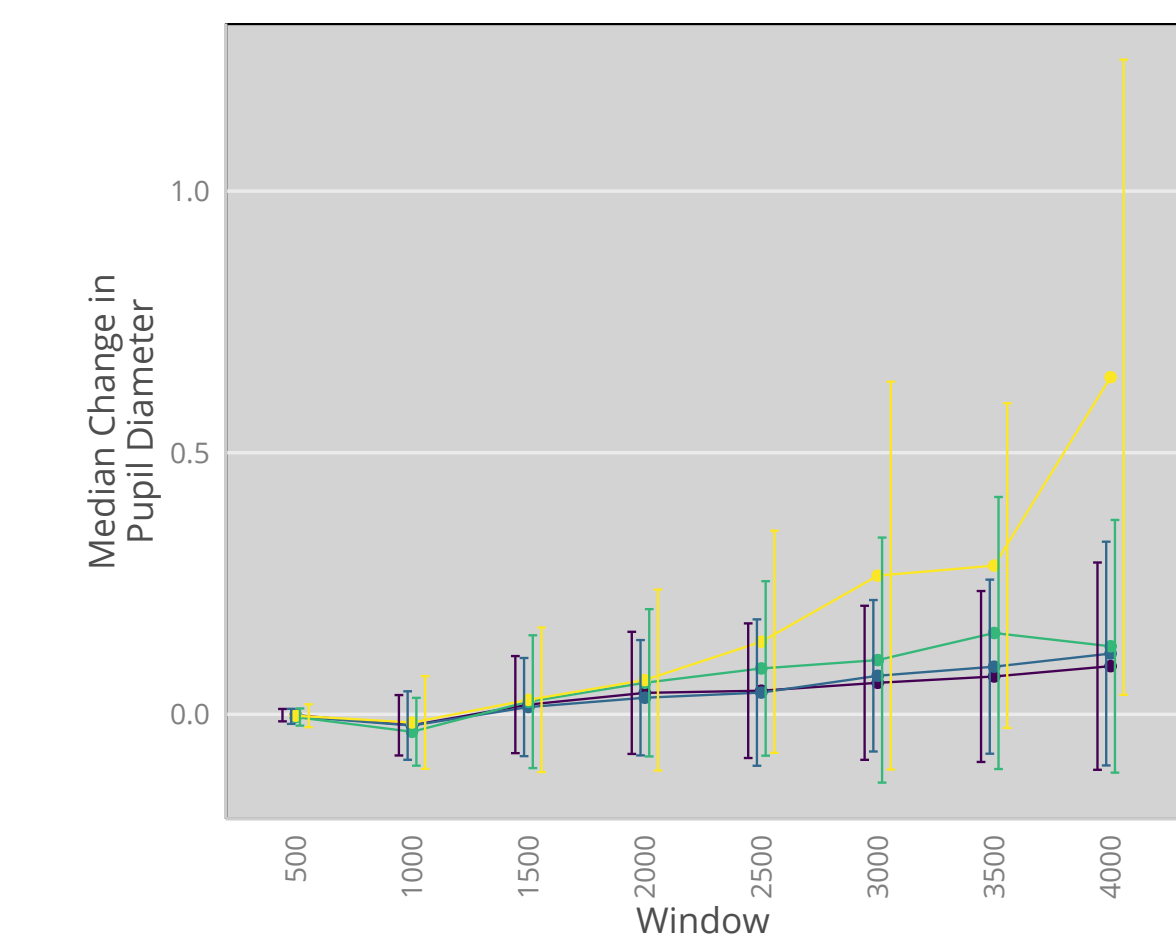
- There are more fixations on math problem during the math only trials than all the others (distracter, ignore, and switch).

Proportion of Fixations at Popup AOI

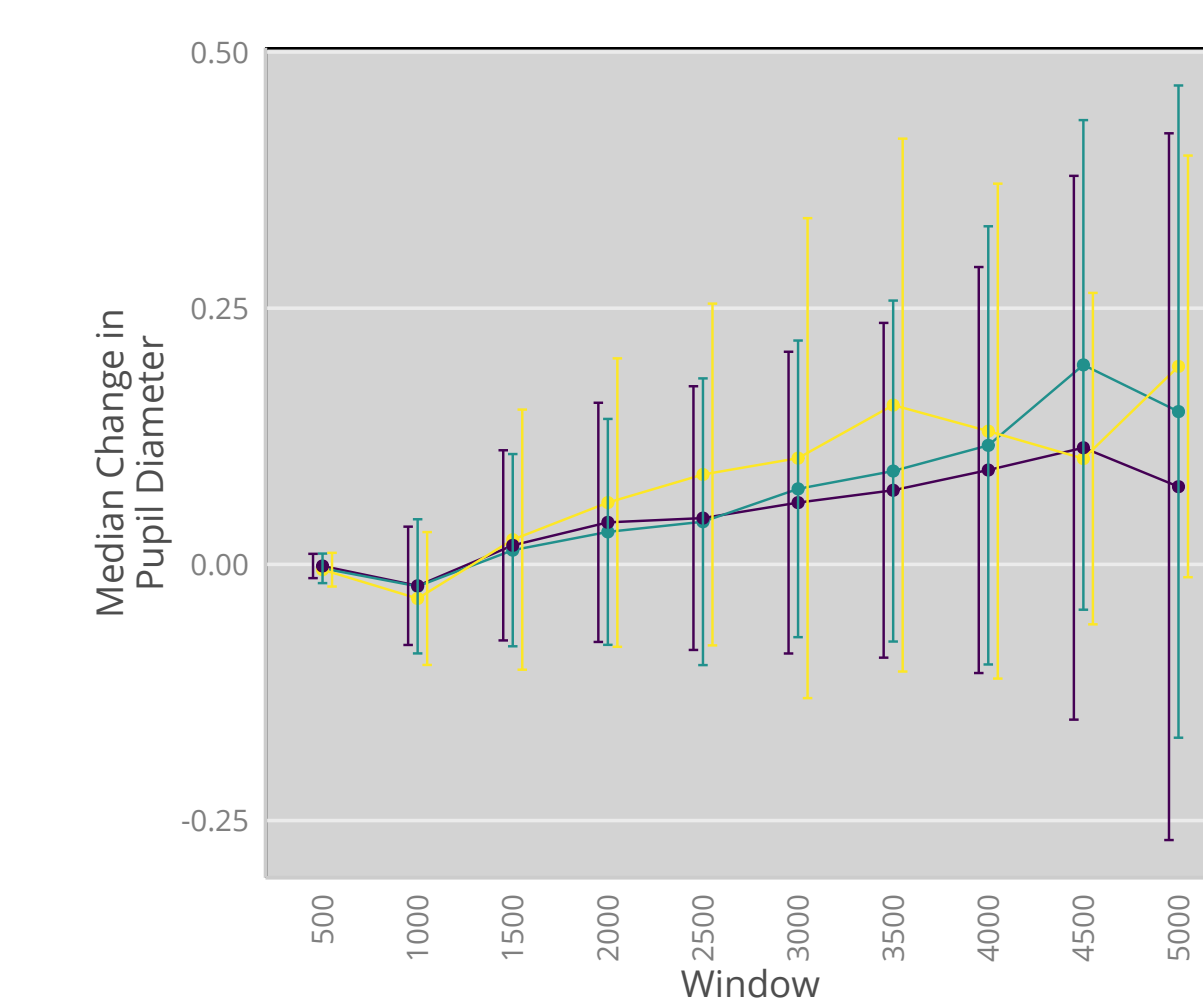


- More fixations on the popup were made during switch trials than ignored popups or the distracter messages.

Pupillometry



- The greatest change in pupil dilation was observed after the participant switches tasks (2500-4000 ms)



- Dropping switch trials, ignore trials showed greater dilation than math only and distracter trials between 2500-3500 ms.

Discussion

- Eye-tracking in combination with voluntary multitasking allows us to observe continuous measurements of engagement and attention.
- Preliminary results show reaction time distraction effects.
- Preliminary results show no effect of condition on primary task dwell time and no effect on the association between dwell time and reaction time.
- There is a difference in how often participants switched, but further data is needed to allow for individual difference comparisons
- Next steps: Examining how reward responsiveness affects reaction time and points.

More Information

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