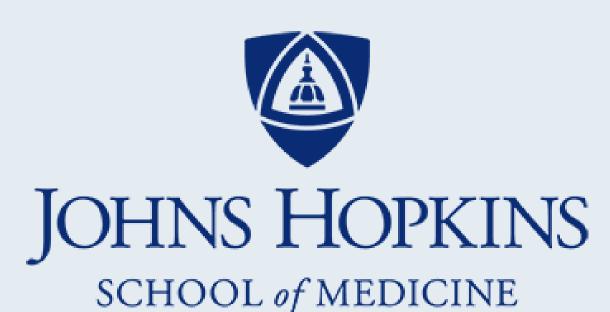


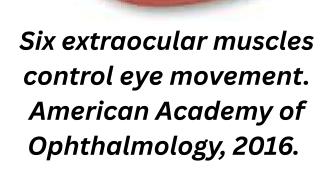
A Real-Time Camera-Based Eye-Tracking System for Nystagmus Identification and Motion Correction

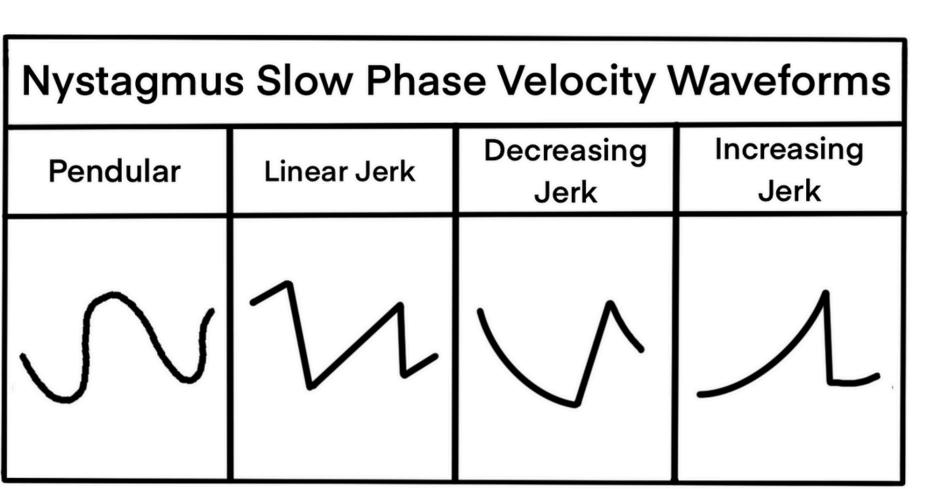




Team: Archis Shankaran, Dennis Ngo, Simren Shah, Kenzi Griffith, Immanuel Etoh, Evan Batten, Travis Tran, Esha Venkat Clinical Mentors: Kemar Green (JHMI), Edward Kuwera (JHMI), Michael Repka (JHMI) Faculty Mentor: Michelle Zwernemann (JHU BME) | TA: Jay Tailor

Project Overview





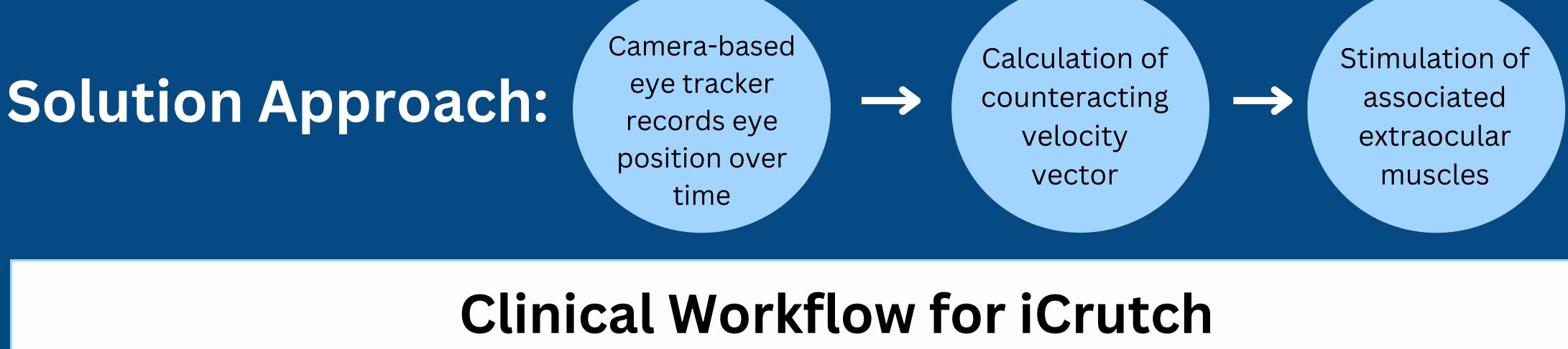


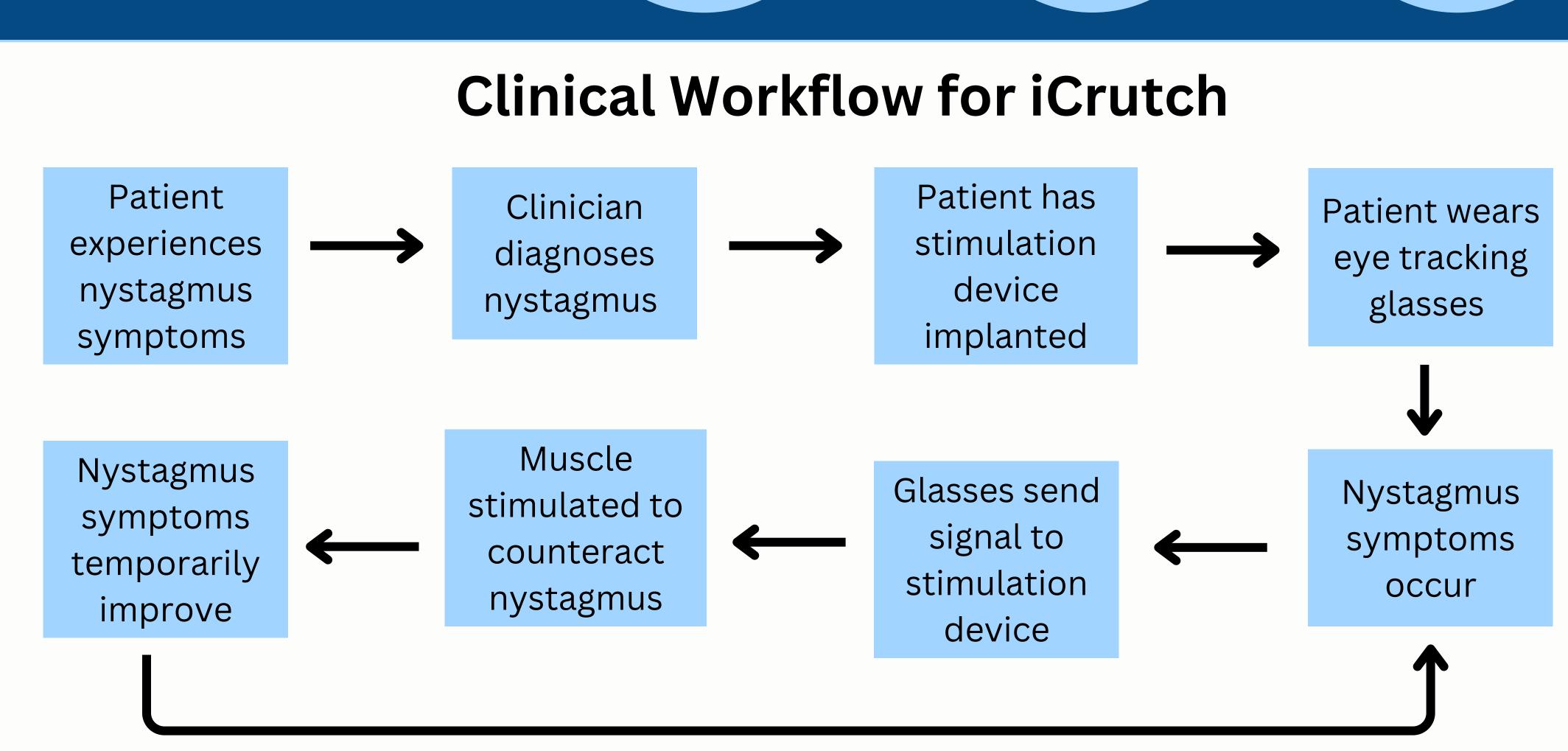
Demonstration of different types of nystagmus.

- Acquired nystagmus causes repetitive, involuntary eye movements that impairs visual stability and quality of life
- Nystagmus affects 1 in 1000 people; acquired nystagmus accounts for 17% of pediatric and 40% of adult cases^{1,2}
- Current treatments such as medications and surgery are ineffective, non-specific, and unable to adapt to progressive symptom changes³
- We propose a real-time eye-tracking system that detects and classifies nystagmus and computes a corrective motion vector
- The system distinguishes pathological oscillations from voluntary gaze shifts
- A computational model predicts necessary corrective movements to extraocular muscles to stabilize gaze

Need Statement

Patients suffering from acquired nystagmus need a long-lasting treatment that adapts to worsening symptoms over time in order to reduce progressive visual instability.

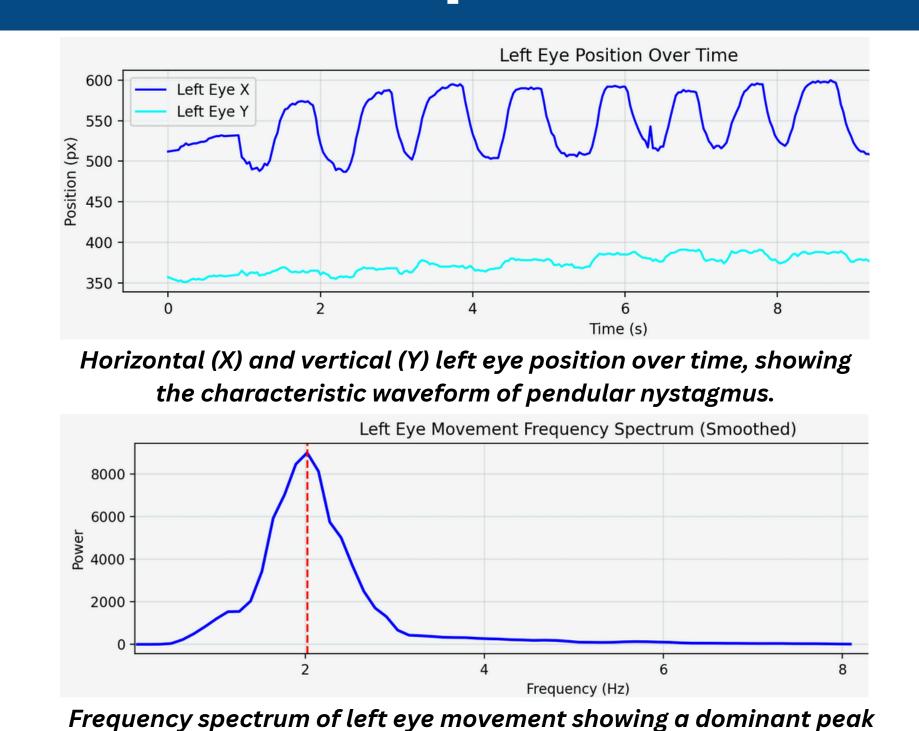




Solution Output

Live Feed PENDULAR NYSTAGMUS

Velocities of anti-vectors for right and left eye movement are calculated and displayed. Anti-vectors are shown with yellow arrows. The associated counteracting extraocular muscles are highlighted in red.



at 2 Hz, indicating presence of nystagmus oscillatory patterns.



Demonstration of the solution on real patient videos.

User Needs

- Must identify the presence of nystagmus and the extraocular muscles involved in real-time with minimal latency
- Must continuously track eye movement velocity for slow phase motion correction
- Must adapt to patient-to-patient differences and 3 various lighting conditions