Visual Attention and Housing Choice

An Eye-Tracking Study

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Agenda

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- 2. Background
- 3. Methodology
- 4. Results
- 5. Discussion

- **6. Practical Implications**
- 7. Conclusion
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Introduction

- Apartment searches begin online; decisions are influenced by visual information.
- Eye-tracking reveals where and when viewers focus attention.
- Goal: Characterize gaze allocation across 6 AOIs in Mill and Uncommon apartments.
- Six AOIs: kitchen, bathroom, bedroom, living room, pool, and floor plan.
- Online housing platforms rely heavily on images, so understanding attention patterns may help explain how people form early impressions.

Research Questions

- 1. Which regions receive the earliest and most sustained visual attention?
- 2. How do attention patterns differ between Mill and Uncommon apartments?
- 3. Do any areas tend to receive similar patterns of attention from participants?

Background

- Soundararaj and Pettit
 - Buyers' spoken preferences versus eye-tracking data
 - Contradictions between the two
- Ripoll, Nolé, and Llinares
 - Fixation time of certain AOIs had a positive correlation with how users rated those AOIs
 - Gender and architectural expertise differences

Method: Apparatus & Participants

Eye tracker: Tobii Pro X-series (60-120hz), desktop-mounted.

Display: 24-27" monitor at ~60-70 cm, lab lighting.

Calibration: 5- or 9 point; repeated if error was high.

Participants:

n = 9 (7 male, 2 female; mean age about 21).

Normal or correct-to-normal vision.

Some prior experience selecting apartments in Clemson.

Method: Stimuli & AOIs

Composite apartment images from **Mill** and **Uncommon** complexes.

Each image annotated with six AOIs:

Kitchen, Bathroom, Bedroom, Living Room, Pool, and Floor Plan.

AOIs defined to tightly match semantic regions.

Images were normalized for resolution and approximate brightness/contrast.













Method: Design & Procedure

Design: Within-subjects

Each participant viewed two composite images (Mill & Uncommon) containing all AOIs.

Stimuli: Single composite image per apartment containing all 6 AOIs

Viewing Time: ~45 seconds free viewing per apartment

Measures: TFF, Dwell Time, Fixation Count

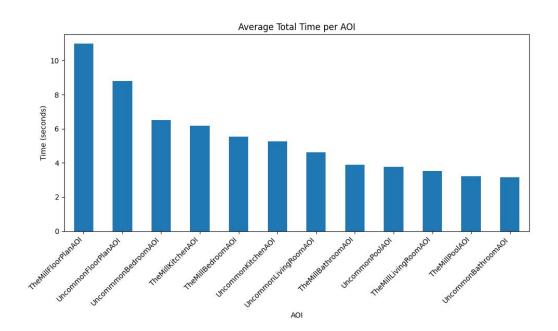
Decision Task:

Participants chose which apartment they would prefer to tour.

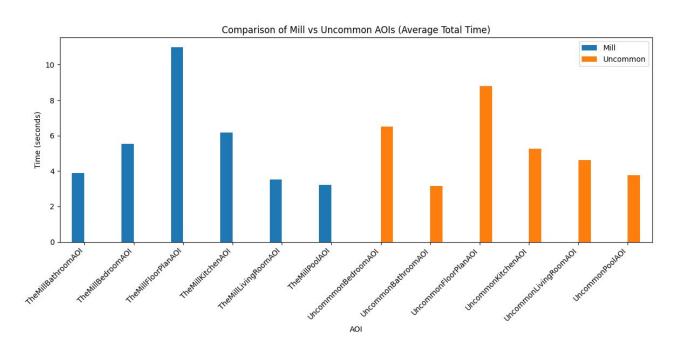
Results

- Overall dwell time per AOI
- Apartment differences
- Correlations between regions
- Time to First Fixation (TFF)

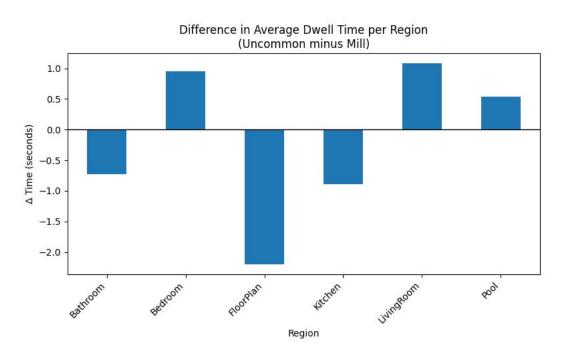
Results: Dwell Time per AOI



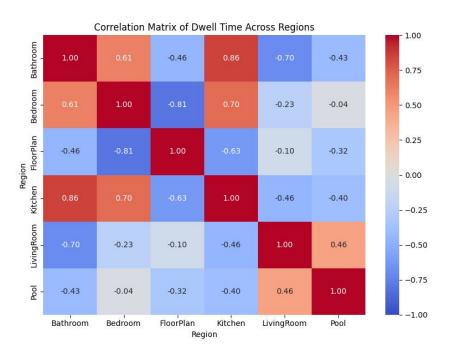
Results: Apartment Differences



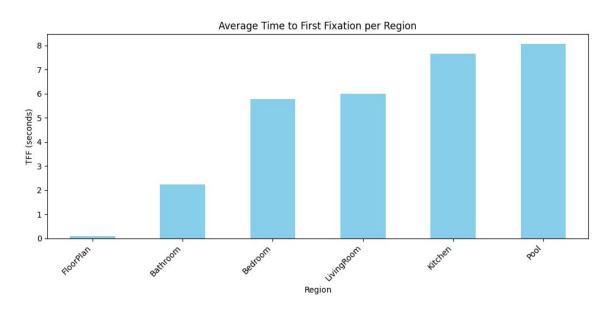
Results: Apartment Differences (Continued)



Results: Correlations Between Regions



Results: Time to First Fixation (TFF)



Discussion - Key Takeaways

Overall Viewing Pattern

- Participants relied first on global layout, then inspected key functional rooms
- Floor plan was the earliest and most consistent fixation across everyone
- Kitchens and bedrooms received the next highest attention

Differences Between Mill vs. Uncommon

- Uncommon: More time on bedroom, living room, and pool
 Where these features are more prominent and enticing comparative to the Mill
- Mill: More time on floor plan, kitchen, and bathroom
 Participants may have relied on layout more heavily when the space felt more standard

Individual Viewing Strategies

- Some participants were layout-first
- Others were feature-first, focusing on rooms instead of the floor plan

Practical Meaning & Implications

What This Suggests About Apartment Searching:

- Floor plans act as cognitive anchors (Should be shown early or prominently in listings)
- Kitchen & Bedrooms are consistently top priority features
- Novel amenities (pool) draw attention but do not replace core spatial features

Why These Findings Matter:

- Can help understand how renters form first impressions
- Indicates which visuals matter most in online housing platforms
- Supports smarter interface design

Conclusion

Floor plans dominated attention: earliest fixations and longest dwell time.

Bedrooms and kitchens were the next most consistently viewed functional spaces.

Bathrooms received early fixations, but did not sustain attention.

More time on Uncommon: bedroom, living room, pool.

More time on Mill: floor plan, kitchen, bathroom.

Despite individual variation, the overall viewing pattern was stable:

- Layout first -> Key rooms -> Amenities

Thank You / Any Questions?