

## Methods

Observers watched the movie, *Shaun, The Sheep* (60 min) in an 3T fMRI scanner (n=12) and in a separate session while their eyes were tracked with Eyelink 1000 (n=21)

- We used two conditions: participants either fixated centrally, and thus experienced (nearly) identical retinal input or freely viewed the movie, allowing their gaze to diverge. The movie was divided in blocks of 5 min, alternating between **fixation** and **freeview** condition (n=12 blocks).



## Hypotheses

H1

**Individual gaze leads to more different neural representation in ventral stream.**



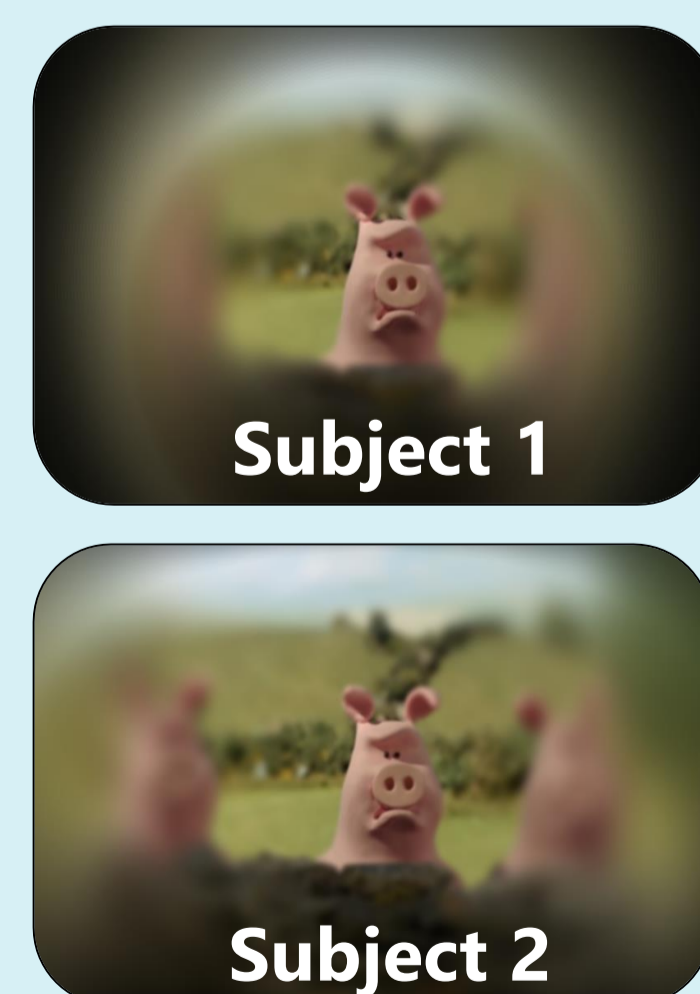
**Proposition:** Neural representations reflect selection differences (de Haas et al., 2019)

H2

**Individual gaze leads to more similar neural representation in ventral stream.**

**Proposition:** Eye movements are **compensating** for individual architecture of visual system (Moutsiana et al. 2016)

*Simulation of (para)foveal drop-off driven by differences in sizes of population receptive fields. In this example more frequent saccades by Subject 1 may lead to a more similar representation.*



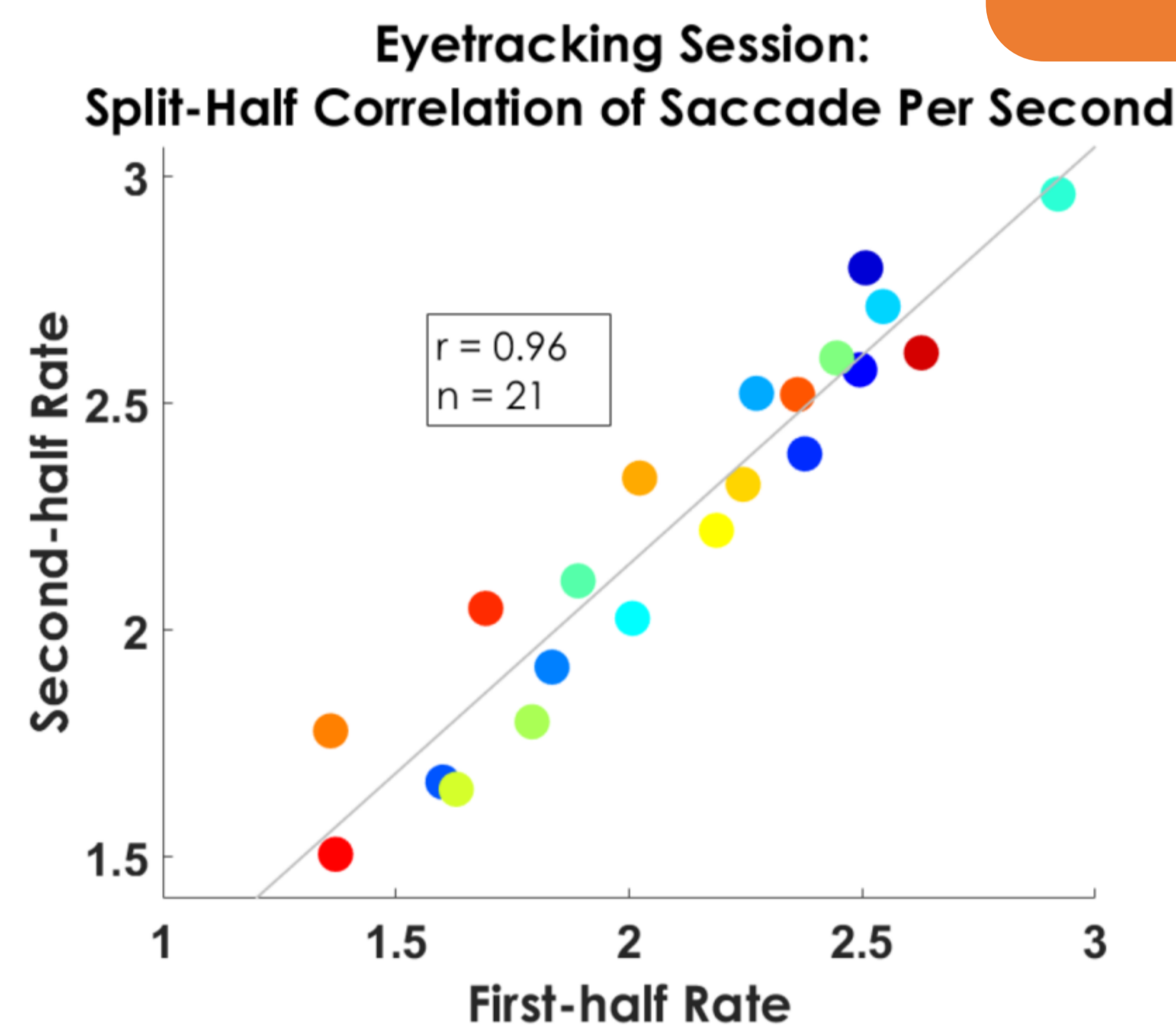
## Introduction

- Individual differences in gaze behavior occur systematically and reliably for static (Bargary et al., 2017, de Haas et al., 2019) and dynamic scenes (Constantino et al., 2017, Broda & de Haas, 2022).
- It is unclear, however, what are the **consequences** of **individual oculomotor behavior** in higher visual areas (inferior temporal cortex, IT). Are you *representing* the same scene differently from me?

## Results

Observers varied consistently up to factor 3 regarding saccadic **rates** and amplitudes.

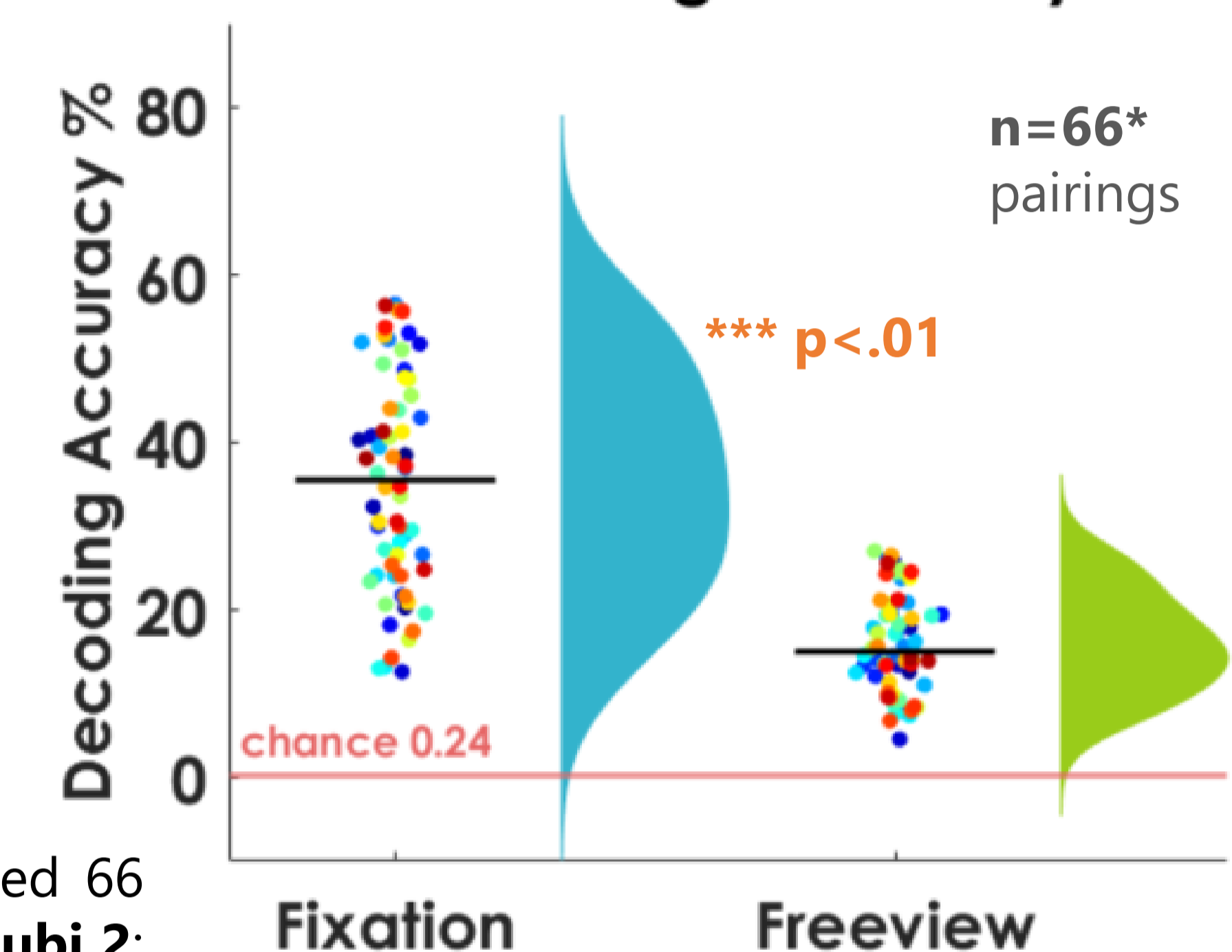
Here presented only rates



- Decoding accuracy is significantly **higher** for **fixation** than for **freeview** condition (t = 11.12, p < .01) and both are significantly higher than chance level (0.24 %).

\* In total n=12 subjects created 66 unique pairings, e.g. **subj 1 – subj 2**; **subj 1 – subj 3**, etc.

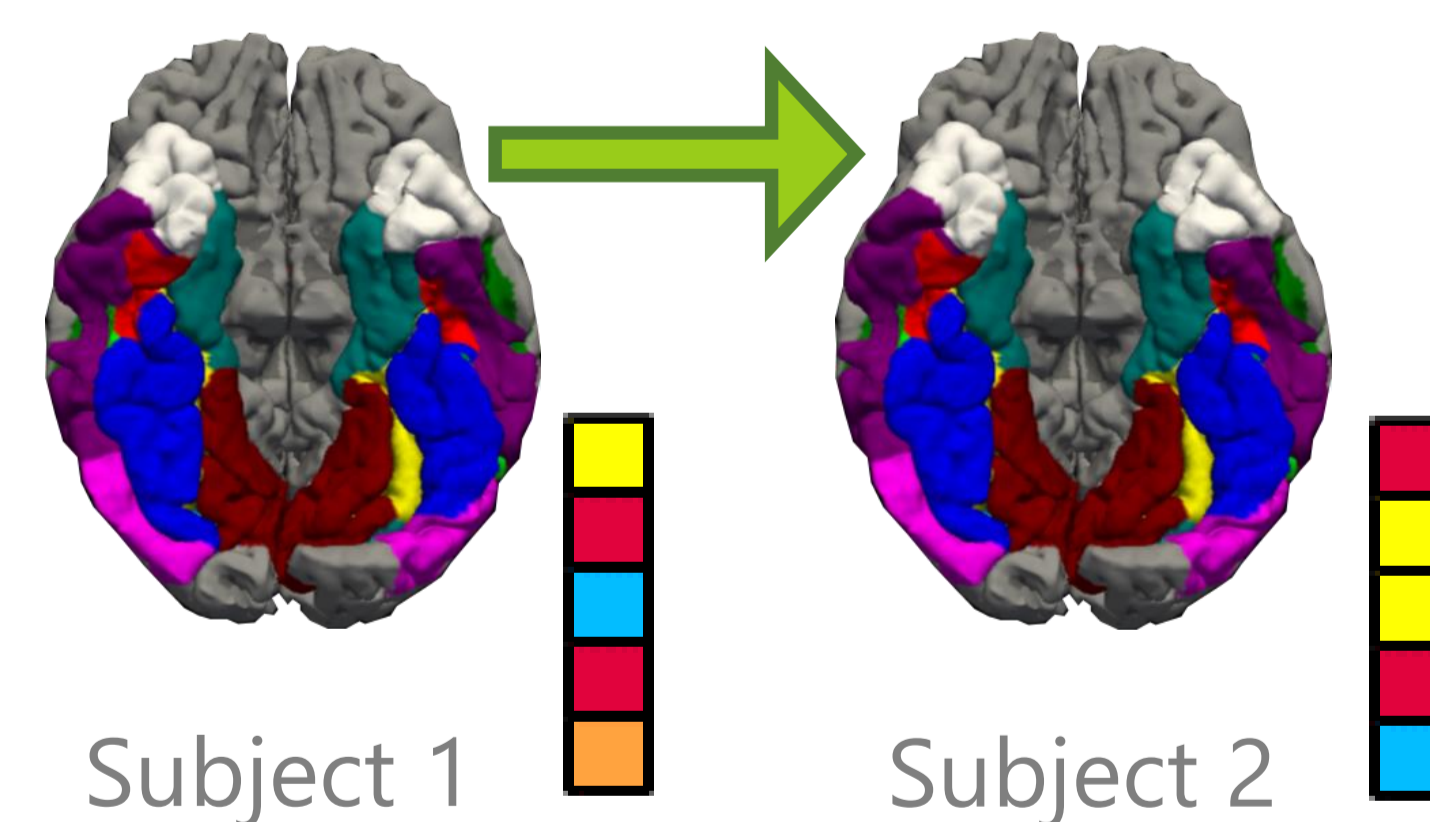
## fMRI Session: Decoding Accuracy



## Analysis

### Hyperalignment (Haxby et al., 2011)

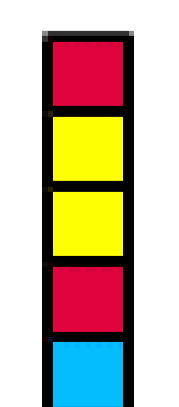
Learning **linear transformation** that projects neural activity pattern for the same input from subject 1 to subject 2



This procedure was repeated separately for **fixation** and **freeview** conditions for each pair of observers resulting in two estimates of **decoding accuracy**

### Predicted pattern

Forming prediction of activity pattern for **hold out** data (different portion of the movie)



### Actual response

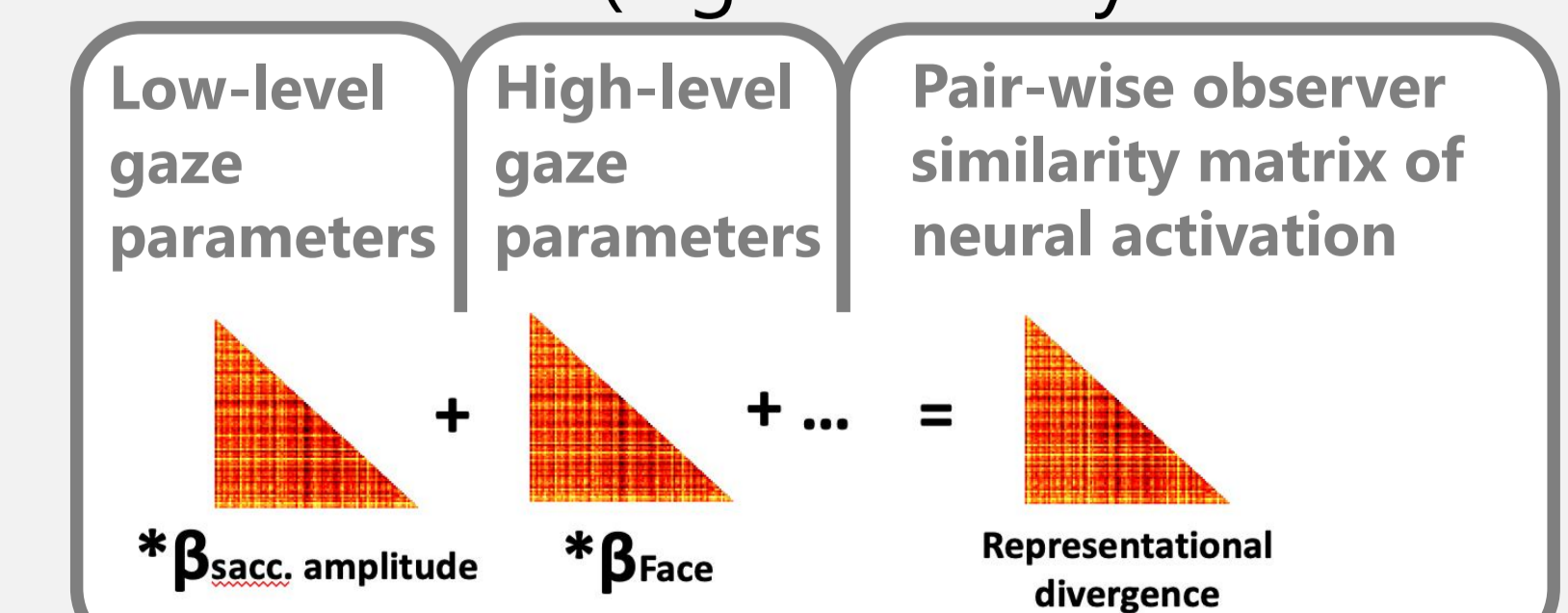
**Decoding** actual activity pattern of subject 2 from predicted transformed activity pattern of subject 1 (**correlation based nearest neighbor classifier**)



## Conclusion & follow-up

**Individual gaze lead to individually different ventral representation of the same external stimuli → your representation of the world is different from mine**

**Follow-up:** How much of the differences can be explained by **low-level** characteristics (saccade amplitude or rate) and how much is explained by **high-level** features (e.g. tendency to fixate faces)



### References

Bargary, G. et al. *Vision Research* 2017, 141.  
Broda, M. D. & de Haas, B. *PsyArXiv* 2022.  
Constantino, J.N. et al. *Nature* 2017, 547.  
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Haxby, J.V. et al. *Neuron* 2011, 72, 2.  
Moutsiana, C. et al. *Nature Communications* 2016, 7.

@ [Petra.Borovska@psychol.uni-giessen.de](mailto:Petra.Borovska@psychol.uni-giessen.de)

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