



Press release

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Tobii Eye Tracking Makes the Star Citizen Universe More Immersive than Ever Before

Tobii, the world leader in eye tracking technology, and the game studio Cloud Imperium Games, today announced a new partnership to enable greater game immersion using Tobii Eye Tracking in the popular space simulation game Star Citizen.

Star Citizen is a groundbreaking multiplayer space trading and combat simulator. The new game integration will enable Star Citizen players to use Tobii's technology for both eye and head tracking to freely look around in all three dimensions without the use of a mouse or keyboard, creating a more natural and immersive experience. Panning the camera around with your eyes in a massive space simulation game offers a unique and powerful visual experience, where you discover new solar systems and planetary wonders from every possible angle.

The addition of Star Citizen to Tobii's game portfolio represents another key advancement within simulation gaming. With support for simulation titles like Euro Truck Simulator 2, American Truck Simulator, Farming Simulator, Elite Dangerous, F1 2020 and DCS World, Tobii Eye Tracking has become a natural part of the simulation games product eco system. Tobii is continuously adding new games to the list, and not just within simulation gaming. With the recent additions of the AAA games Assassin' Creed Valhalla and Watch Dogs: Legion, Tobii Eye Tracking is now supported by nearly 160 games.

"Adding eye and head tracking features to the celebrated space simulation game Star Citizen enhances an already truly immersive game experience," said Anand Srivatsa, Division CEO of Tobii Tech. "We see an accelerating trend of simulation gamers using our products, as they are discovering that Tobii's technology can dramatically improve both their gaming experience and game control."

"Flying and ship-to-ship combat is a critical part of the Star Citizen experience – and Tobii eye tracking hardware makes that experience much more immersive," said Cloud Imperium Games CEO and Star Citizen creative director Chris Roberts. "We look forward to working with our partners at Tobii to expand eye tracking features and functionality over time."

Tobii Eye Tracking will be available in Star Citizen when the Alpha 3.12 game update is released later this month. To enjoy the benefits of Tobii eye and head tracking, gamers can use a PC peripheral such as [Tobii Eye Tracker 5](#), or computers with integrated eye and head tracking functionality, such as the Dell Alienware m15, m17, and Area 51m. Read more about Tobii's Gaming products here: [Tobii Gaming | Powerful Eye Tracking for PC Games](#)

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About Cloud Imperium Games and Roberts Space Industries®

Cloud Imperium is a new kind of independent studio dedicated to delivering AAA games outside the established publisher system. It was founded in 2012 by renowned visionary game developer Chris Roberts (Wing Commander series, Freelancer, Privateer), Sandi Gardiner, and international media lawyer and producer Ortwin Freyermuth (Carlito's Way, Shattered, Das Boot - Director's Cut), with industry veteran and studio director Erin Roberts (Lego videogame series, Starlancer, Privateer) joining the team in 2013. Cloud Imperium is creating Star Citizen, a record-shattering, largely crowdfunded space sim, and Squadron 42, a Hollywood-caliber, story-driven single-player game set in the same universe. Cloud Imperium operates in "open development" – sharing progress and updates in near real time. This paradigm-shifting development process (game development usually occurs behind closed doors) gives the community an unprecedented look at Star Citizen and Squadron 42's development and allows direct feedback and interaction between players and developers, thereby ensuring that the games being developed are what players want to play. For further information, including how to download and play Star Citizen, [visit the official website](#).

For more information about Tobii

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About Tobii

Tobii is the global leader in eye tracking. Our mission is to improve the world with technology that understands human attention and intent. Tobii operates through three business units: Tobii Dynavox makes specially designed computers that are controlled by eye movement or touch screens for use by people with special needs due to spinal cord injuries, CP, ALS or other medical conditions. Tobii Pro develops and sells eye tracking equipment and services used today by more than 3,500 companies and 2,500 research institutions, including all of the world's 50 highest ranked universities. Tobii Tech supplies eye tracking technology for integration into consumer electronics and other products such as personal computers, virtual reality headsets, healthcare applications, and more. Tobii is headquartered in Sweden and is listed on Nasdaq Stockholm (TOBII). The group has over 1,000 employees. For more information: www.tobii.com.

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