

6. Figures

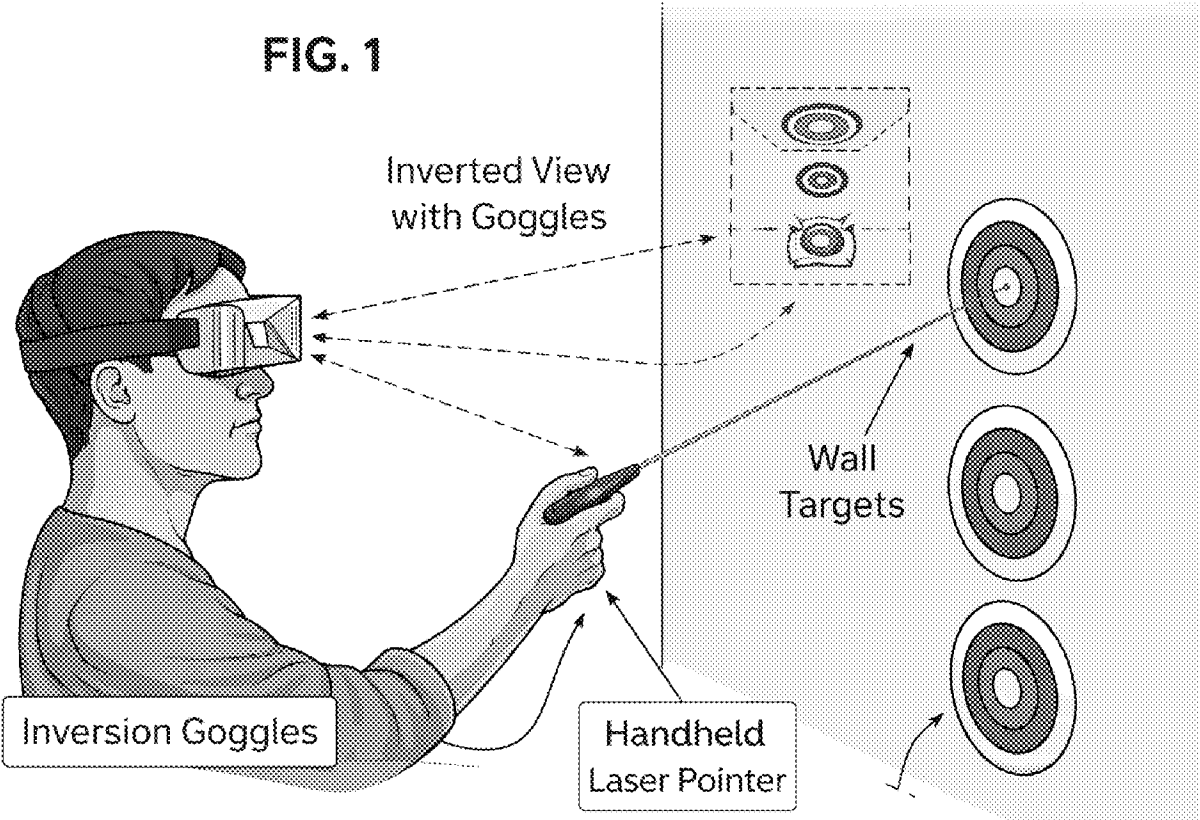


FIG. 2

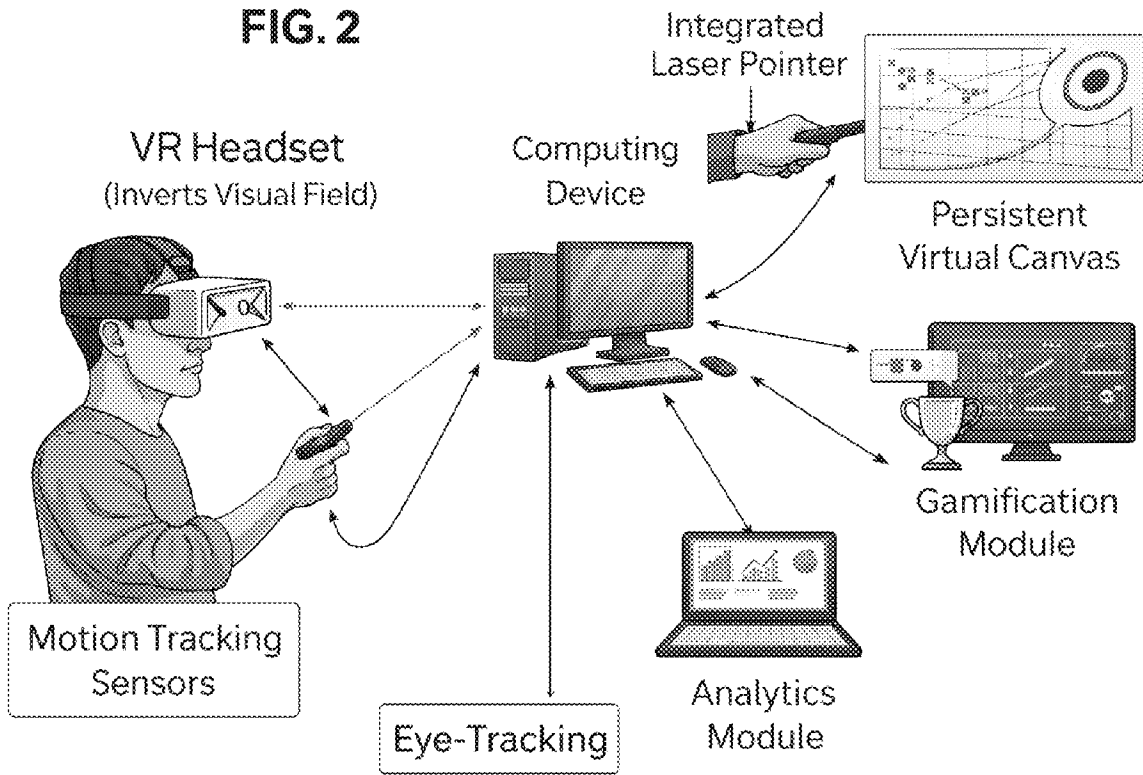


FIG. 3

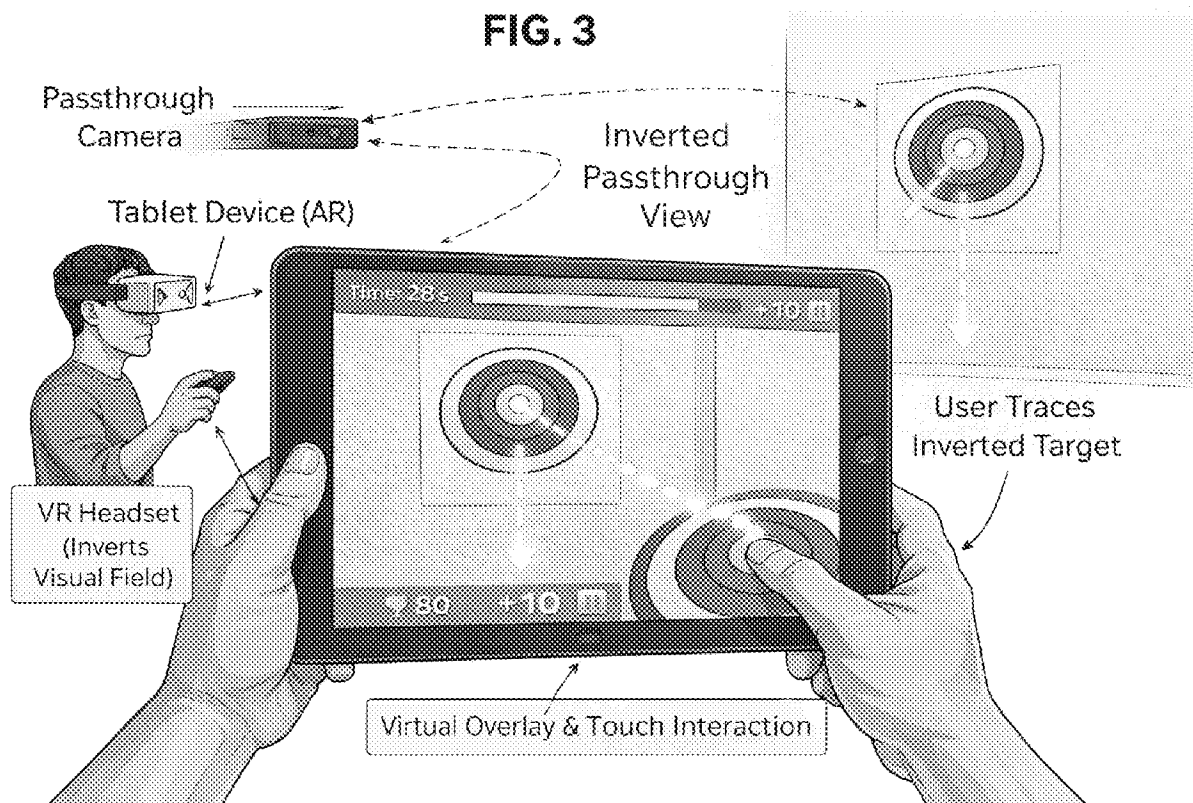
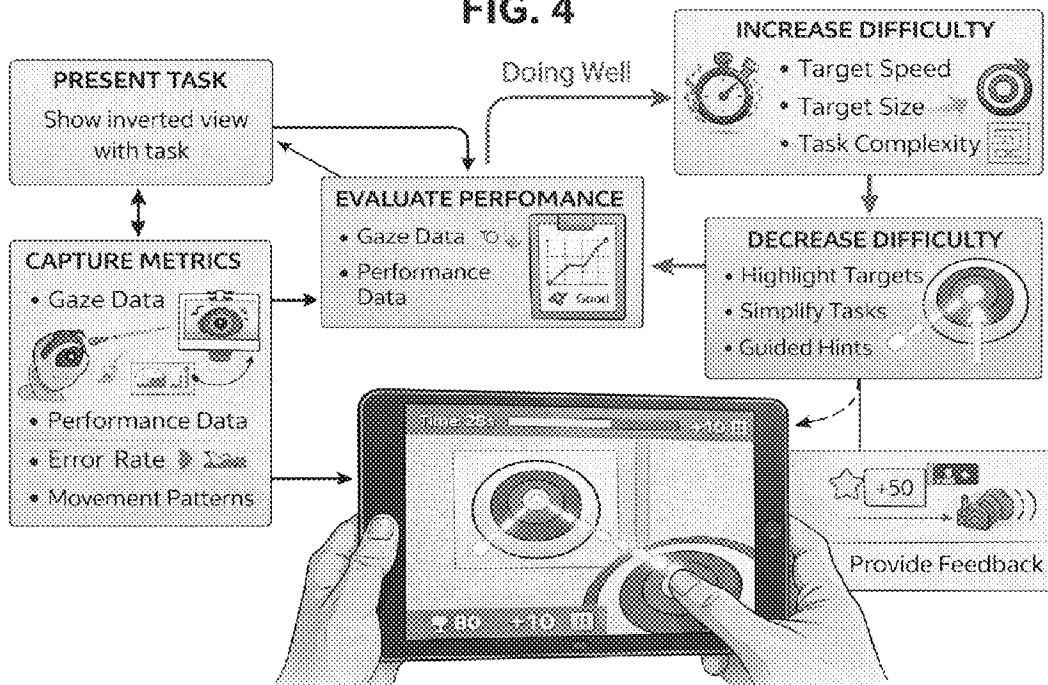


FIG. 4



Adaptive Difficulty Adjustment Using Eye-Tracking and Performance Metrics

FIG. 5

