eye control technology

myGaze Assistive Eye Tracker

An affordable eye tracker for mouse control and communication

The **myGaze Assistive Eye Tracker** offers good quality eye tracking and the ability to use a wide range of educational or leisure software. It is ideal for introductory games, visual assessment and therapy exercises. The myGaze is also compatible with communication software, so it is an excellent choice for people who need an AAC (Augmentative & Alternative Communication) solution.

The myGaze offers simple mouse controls; left and double-click, or drag. These are limited in order to assist some users. For access to more advanced mouse controls such as right-click, zoom/magnification, myGaze should be paired with Grid 3.

Able to track most individuals, wearing glasses or contacts, it supports multiple user profiles and attaches to your monitor, tablet or laptop with magnetic strips, so it's easy to move the tracker between different users or locations.

Easy to use - ideal for new users

The myGaze includes Eye Mouse Play software - one of the easiest eye tracking interfaces - which makes it really simple for families or schools to get started, with minimal training. Follow the three step set-up guide, then start!

① **Position:** Use the intuitive 'glasses' guide to quickly find the optimum positioning of the user.

② **Calibrate:** An immediate one-point calibration gives great accuracy for most users.

③ **Go:** Choose the mouse function (left click, double click, drag or pause) and dwell settings you want and you're ready to eye gaze.

An expert mode is included for advanced calibration, user profile and interaction settings. The control panel can optionally only appear when needed, allowing for a distraction free screen.

Perfect for beginners and those who want more - start with the basics and grow

For learners who are not even aware that their eyes can control the computer, many games can be played with the useful 0 or 1 point calibrations. When the user simply looks at specially created software, engaging responses happen automatically. This creates a sense of interest, success and enjoyment and encourages repeat interaction.
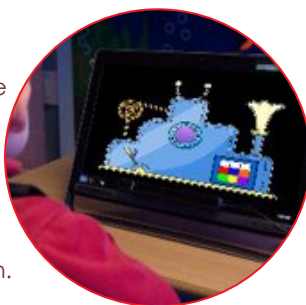
Once the learner is aware they they can control the computer, basic mouse controls can be offered for targeting and control skills. When used with Grid 3, the myGaze becomes a powerful tool for sophisticated computer access at pixel precision, and offers a range of symbol or text communication, plus more games!

Compatible with an amazing range of learning games

With myGaze, you can play lots of your favourite software activities. The myGaze will follow your eye movements, so any game that requires mouse movement can be controlled with your eyes. There are several great titles which offer a learning roadmap, fun and games, or communication options - see page 27.

Look To Learn

pg 27

Grid 3

pg 53

Eye Can Fly

pg 29

Scenes & Sounds

pg 27

Sensory EyeFX

pg 29

HelpKidzLearn

pg 149

Specifications

Size:	24 x 2.5 x 3.3cm
Weight:	130g
Interface:	USB 2.0. USB 3 supported in Windows 8 or newer.
Requirements:	Windows 7, 8, 8.1 and 10 Recommended Intel i3 or AMD A10. Minimum Intel Atom Baytrail / similar
Working Distance:	50 - 80cm
Head Movement Box:	(Width x height at 60cm distance) 32 x 21cm
Gaze Data Rate:	30 Hz
Processing:	Hosted by PC
Access:	Dwell, Blink & Switch
Screen Sizes:	10" - 22"
Method:	Dark Pupil. Binocular & Single Eye

eye control software

What makes eye control software different from other software?

Since eye control really just replaces the mouse and keyboard, you can use **any** software with an eye tracker. However, some titles have been specially adapted or designed for use with your eyes. Next time you play with an eye-enabled piece of software, look out for some of these supportive features which make it easier to use…

Consistent Target Size

Keeping the target size similar across all areas of the software, ensures that a person will be able to select those targets successfully. A lot harder to do when menus and buttons change size all the time!

Magnetic Targets

If an eye tracker knows that the cursor is near to a target, it can 'snap and stick' to the target to assist the user to click successfully. Eye-enabled software tells the eye tracker about the position of its targets.

Helpful Feedback

Some software provides helpful feedback of your eye position right in the centre of whichever target you're looking at, even if your calibration isn't perfect and the cursor should appear a way off.
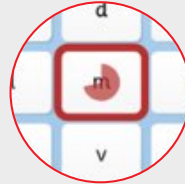
Responsive Behaviour

Eye-enabled software can tell if you're looking towards the bottom of a page, and automatically scroll up for you! You can also zoom in on targets in order to increase accuracy. Special interfaces give you full control of your computer.
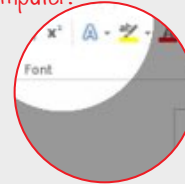
Look To Learn

Step-by-step learning activities for people just developing eye control skills

Look to Learn is the first of its kind. It includes 40 activities which have been created to provide a fun way to improve access and choice making skills. Each activity develops a different skill, ranging from early cause and effect through to accurate eye gaze control. The software has been created in consultation with teachers and therapists and provides the tools needed for assessment, with a heat map image you can save after each activity, to document progress.

Sensory - Designed to teach cause and effect
Explore - Encourages the user to engage with the whole screen
Target - Helps improve eye gaze accuracy
Choose - Develops choice making skills
Control - Fine tunes eye gaze access.

Look To Learn is divided into sections to develop different skills, all in preparation for using communication software.

This software is provided as a download with a license code supplied.

Look To Learn - Scenes & Sounds

This bright & engaging collection of activities will delight young eye control learners

Scenes and Sounds is an add-on for Look To Learn, expanding your range of activities with a further 26 games to develop skills and have fun with!

It is designed for children and adults, and focuses on interactive scenes, music and sound as well as eye gaze skills activities. As with Look to Learn, each activity is designed to develop a different skill required for eye gaze access.

With customisable content and a built in analysis tool, you will soon discover the true potential of the user.

Save when you buy **Look to Learn & Look to Learn: Scenes and Sounds** together!

A little peek at some of the fabulous activities included…

Music you play with your eyes

Chase away the ghosts by looking at them

Wake up the happy singing birds - or make them stop!

Launch a rocket, find the stars and look out for a cheeky alien.

Hurry and pop the balloons before they come back

Can you tell what is making that noise? Choose carefully!

Inclusive EyeGaze Learning Curve

| Attention & Looking	Exploring & Playing	Choosing & Learning

1

2

3

These activities can be used with anybody whose visual skills need support on their first steps with eye control. They provide a progression from experiential and cause & effect activities, to fixating and targeting.

These activities help to develop targeting and early choice making. They can be played alone or with friends to develop turn taking skills needed for communication.
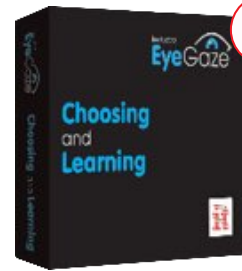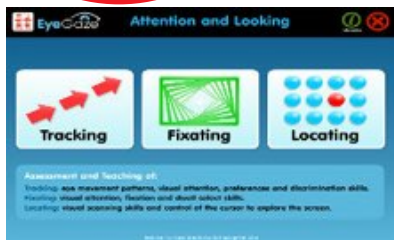
These games prepare eye control users for communication. Games teach about preferences, giving commands, and expressing opinions. Also develops the first accuracy skills.

Learning Curve

SAVE when you buy All Three Titles

Tracking - What are you looking at?
Assessment of eye movement patterns, preferences and discrimination skills.

Fixating - Are you looking?
Assessment of visual attention and fixation skills. Activities designed to provide immediate feedback and success

Locating - Looking around
Assessment of visual scanning skills and using the cursor to explore the screen.

Take Turns
Introduces the concept of choosing from options and taking turns to play a game

Explore
Helps to encourage purposeful exploration of the screen and develop dwell select and dragging skills

Choose Anything
Reinforces multiple target activities in a no-fail way and provide an opportunity to express preferences.

Preferred Choices
This introduces a cognitive or decision making aspect to the game with easy targets

Linear Choices
This prepares for simple book access and teaches scrolling through options

Multiple Choices
All activities require choice making, dwell click & dragging skills. Prepares for using word or symbol grids. Also teaches categorisation ability.
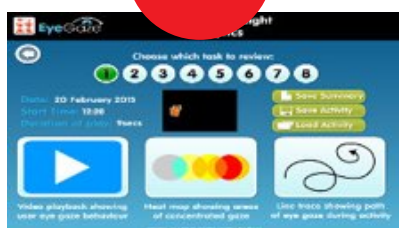
Each title includes:

Options

Analytics

Reports
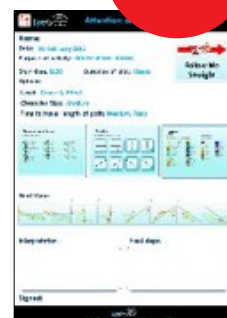
All collections include customisable activities to cater for specific target skills, interests and motivations.

Powerful, easy analysis tools including video playback, heat maps and line trace showing path of eye gaze during activities.

Instant report and record keeping with ability to print or save data. Use for your assessment or progress reports and to set meaningful individual goals.

eye control software

Sensory EyeFX

Perfect for assessments, entertainment and developing eye control skills

Sensory EyeFX helps early eye control users to learn eye skills without risk of failure, and without a requirement for precise calibration. These highly motivating and enjoyable activities are an essential part of an assessment or eye gaze introduction toolkit. This well designed collection of 30 graded, interactive games, is divided into 5 levels, working on the ability to dwell on an area, explore and look around the screen, drag, following moving targets and more.

1 **Blank Screen Engagement** - Explore cause & effect; only when they look, something happens.
2 **Object Displacement** - Introduces skills like dwell and targeting. Begins to give an idea that proximity to targets causes a response.
3 **Zoned Focusing** - The ability to dwell in certain areas is practiced here, developing control and accuracy.
4 **Active Exploration** - Motivation is key to success and this fun level encourages movement over the entire screen and have fun with their eyes.
5 **Controlled Targeting** - These activities support better understanding of the dwell function and require more precision.
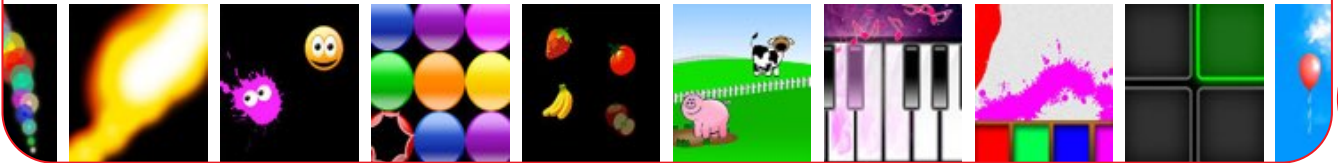
Interactive Floors are an amazing addition to a Sensory / Snoezelen Room where everybody can participate - those who can move around and those who need eye tracking to engage with games. Take a look at our interactive floor projections on pg 116 to find out more.

Eye Can Fly

Feel the freedom of flying, just using your eyes...

The world's first magical flying adventure designed especially for eye gaze devices.

Let Aimee guide you through 24 unique and exciting missions. Master control of your aircraft to become a fully fledged pilot whilst learning Geography skills such as compass directions, landmarks and regions across the world - all while enhancing your eye gaze skills.

In addition to eye gaze, play can also be controlled with any mouse pointer device, the keyboard, switches and joysticks. A wonderfully liberating experience for all eye gaze users - fly around this virtual environment and enjoy learning about new places from the comfort of your home!

The World where we live is also called planet Earth...

Insight

### Objective Learning Analytics for Students with Complex Needs

Insight is the world's first intelligent learning system that provides objective and detailed measurement and analysis of early vision and cognition behaviours using eye gaze technology. Featuring engaging small step progressive teaching activities delivered at the right level and pace for each individual's unique learning style.

Core Skills Assessment

The first ever intelligent learning system to offer objective measurement of the core skills essential for early learning.

Uses Intelligent Analytics, based on real data, designed to meet the needs of students with complex physical, intellectual and sensory disabilities.

Ongoing assessment and analysis provides a true Insight into abilities – a powerful tool for educators.

Vision **62%**

Cognition **50%**
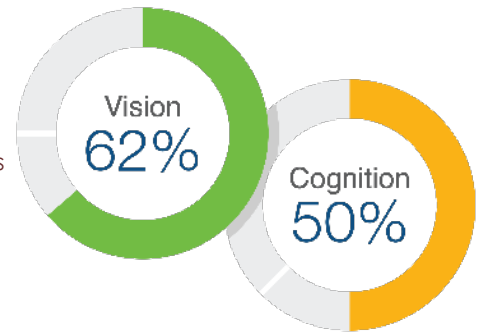
Progression Map

Specially designed activities arranged in a Progressive Road Map of skills with small incremental steps to ensure success and motivation at each learning stage.

Mapped to well-respected special education assessment and teaching techniques plus the latest clinical theories.

A wide variety of new and exciting content to engage all learners.

Progress Tracking

Track performance in all learning goals to give a snapshot of overall progress.

Evaluate performance over time.

Compare individual's performance to that of similar peers across the globe – a world first!

Insight Analysis

Detailed eye gaze analysis and interpretation of students' behaviours.

Provides an invaluable insight into students' strengths and areas of difficulty to help inform all teaching practice.
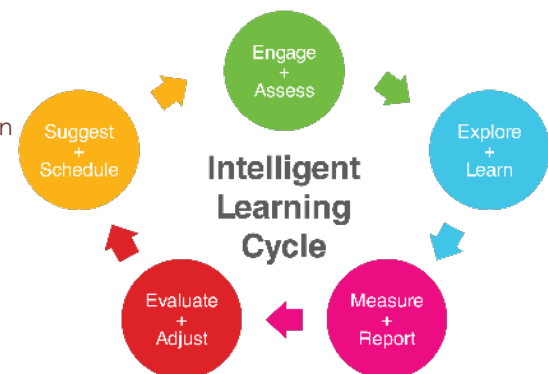
Unique calibration and device independent scores to include all learners.

Intelligent Solutions

Intelligent suggestions are offered to guide activity choices based on scores, skill progression plus eye gaze data from peer groups.

Activities are recommended across a range of learning goals to suit individualised learning styles.

Intelligent Learning Cycle

Engage + Assess · Explore + Learn · Measure + Report · Evaluate + Adjust · Suggest + Schedule

Reporting Apps

FREE iPad, iPhone and Android Reporting App provide real time feedback on your students' progress.

Transforms your student performance data into simple, engaging, and intuitive progression reports.

Requires an internet connection for online activities and progress recording.

eye control software

Gaze Viewer

An assessment tool for recording real eye tracking data from any application

With Gaze Viewer and a Tobii assistive technology eye tracker, you can observe where somebody looks on the screen, and record that data from any application, such as the Internet, e-books, games, movies and more.

Gaze Viewer provides insight into the cognitive understanding, visual tracking and even visual acuity of a person. The software generates simple reports for use in assessments, clinics, schools, reading comprehension tests, clinical evaluations and much more. It is a simple tool for anyone wanting a better understanding of the user's capabilities. It is easy to use and only takes a few minutes to start generating helpful reports.

Record

Record eye tracking data from any application

Gaze data only: Record real gaze data from any application running on your computer. Whatever is displayed on the screen, whether it is a video, an image, software or a webpage, will be recorded with real gaze data.

Gaze data with recorded sound: Record gaze data together with auditory cues. This is very useful for understanding the context of the recording. Is the user listening and looking at what is being talked about? Do they understand?

Live gaze tracking on screen

View

See what the user has seen, items looked at, the order viewed as well as the areas that have been fixated on. Everything is clearly presented with gaze plots and heat maps superimposed on top of the application used for the assessment.

Save

Export the eye tracking data as single images or movies for playback, with heat maps and gaze plots. Movies can be saved with auditory cues, which can provide an extra level of understanding.

Assess

Tobii Gaze Viewer can be used to assess an individual's physical and cognitive understanding. It helps to answer several questions like: Can the user see all of the screen? Can they select a button? Do they recognise all items, faces?

Understand

Use Tobii Gaze Viewer to understand, not only the end result of an action, but also the process for getting there. Discover what content is right for an individual user, if they are looking at relevant information or following along while you are reading.

Report

With Tobii Gaze Viewer you get an unbiased, recorded indication of an individual's current abilities and skills as well as how they are developing over time
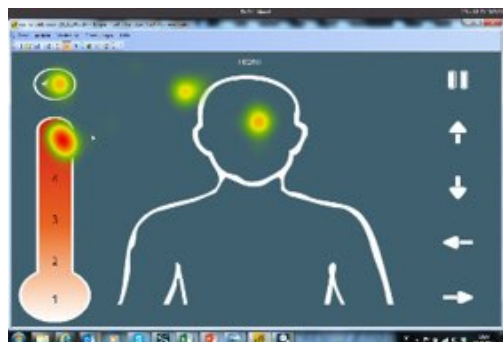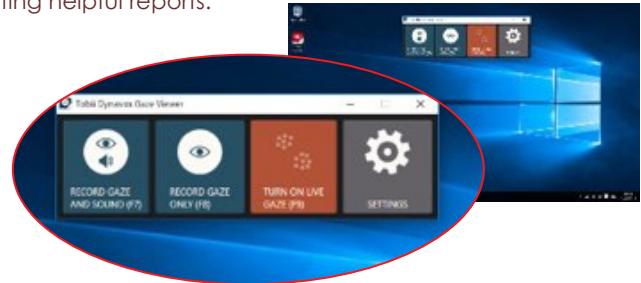
Save the data as single images or replay the eye movement as a video, with heat maps and gaze plots available to demonstrate where an individual's visual attention was.

eye control software

Tobii Dynavox Windows Control 2

The latest, full featured software for full access to your Windows environment

The second generation of Windows Control software is here! Enables computer access on a Windows PC via eye gaze or switch input. All settings and features are gaze enabled. This means you have the ability to calibrate as well as change dwell time, users, languages, input method and much more by yourself.

The calibration process has been redesigned and now features a "pop the dot" calibration, which is even more engaging and fun. During the process, you can look away from the screen and then return and continue from where you stopped.

No assistance is needed, allowing you to take full control. Even more settings make it possible for you to define your best individual setup: early eye gaze users can increase the taskbar width and reduce the number of tasks, which simplifies selection enormously. Experienced users, can lower the dwell time or add more buttons to the taskbar in order to increase efficiency and speed. All adjustments can be done by yourself, which helps to avoid frustration and reliance on others. This Windows Control can not be installed alongside Classic Tobii Gaze Interaction Software.

Compatible with PCEye Mini, PCEye Plus, EyeR and EyeMobile.

Included with PCEye Plus Access, and PCEye Mini Access Bundles

Tobii Dynavox Gaze Interaction

The Classic interaction software for playing early games & controlling your entire PC

The classic Tobii Gaze Interaction Software with Mouse Emulation & Gaze Selection. For those with limited or no ability to use hands or fingers to control a computer, this software in combination with a Tobii eye tracker allows you to operate your computer using your eyes, for access to everything others can do with a mouse and keyboard! Ideal if you need access to other applications.

Mouse Emulation is one of the components in Classic Tobii Gaze Interaction Software. It gives you full control of your mouse pointer, just like you would do with a physical mouse input device. You can left click, right click, double click, zoom, scroll and much more. It is ideal for emergent (sensory) to advanced Windows usage and for software that teaches the usage of eye gaze.

Gaze Selection makes it possible to control your desktop, or any other application, through a simple, two-step process that reduces the risk of unwanted clicks. All you do is select the desired task that you want to perform, like a double click. Then, look at the desired area or icon on the screen where you want to execute the task, as the extremely accurate zoom-to-target takes place. Cannot be installed on a device with the Windows Control 2 software. **Compatible with PCEye Mini only.**
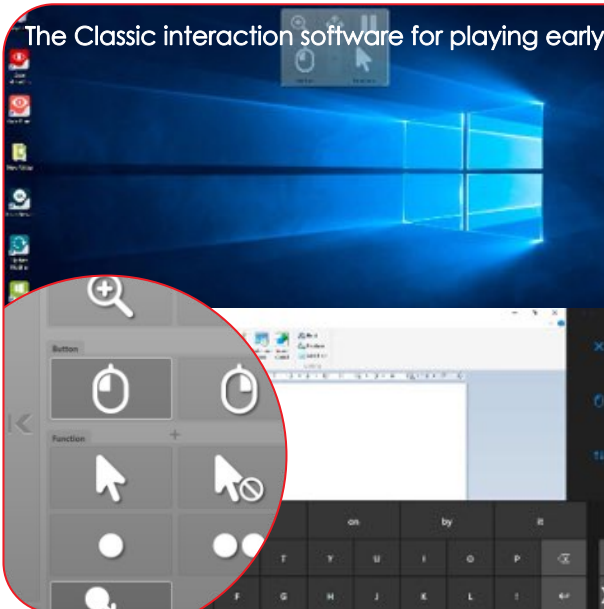
Tobii Dynavox Gaze Point

A super easy, simple mouse software for use with early learning games

Gaze Point is our entry level eye tracking software that opens up the wonderful world of gaze interaction to everyone. With Gaze Point, inexperienced users get a simple way to learn how to use eye tracking and gaze interaction. Combined with one of our Tobii eye trackers, Gaze Point lets you move the mouse pointer and perform left mouse clicks.

It also enables Gaze Region Interaction in Tobii Dynavox communication software products Communicator and Snap + Core First, without the need for a full Windows Control license. As long as the app or software works with a mouse cursor and an optional left mouse click, you can use it with Gaze Point.

The simple control window allows you toggle on/off the: **Eye tracker**, **Visibility of the mouse**, **Left click**, and access **Settings**

Within the gaze enabled settings you can adjust the calibration, the dwell time, the feedback type, colour and size.

A very simple interface which the user isn't even required to interact with - just activate the mouse for them to begin playing!

*Included* with many of our eye tracker Bundles - see pg 22 and pg 23

Beamz Software

Compose your own music - accessible fun!

Beamz Music Player Software works by interrupting any of the 4 on-screen beams, to trigger an instrument sound being played. This can be done using switches, eye control or any other mouse alternative. Use Beamz to teach cause and effect, directionality, sequencing, fine and gross motor skills and more. Or, use it simply as a creative leisure tool for people with difficulty playing regular instruments. Eye tracker or switches are available separately.
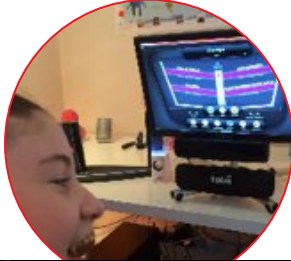
This is the Tobii edition of the Beamz software, adapted for eye gaze & improved access. It does not include the physical music control device (pictured on the left below). This is available separately - see page 127.

ii-Music

A musical instrument you play with your eyes...

A musical instrument designed to be played with your eyes using an eye tracker, ii-Music includes a range of high quality musical instruments and sound effects. It gives you free reign to express yourself musically, in real-time.

ii-Music uses cursor position and "dwell to click" meaning that you can use it with almost any eye gaze or head tracking system. No musical knowledge required - all you need is a love of music.

ii-Music is compatible with The Skoog - see page 127. Eye tracker users can use the software to collaborate with friends who are able to use the Skoog device. The software enhances Skoog's performance by changing notes or adding effects on the go.
Includes the ability to record your performance, add digital effects like fuzz, echo, phasor and reverb; has adjustable notes & scales and has customisable user settings and sensitivity to ensure that people of all abilities can enjoy the groove!

Be sure not to miss these great titles also compatible with eye trackers...

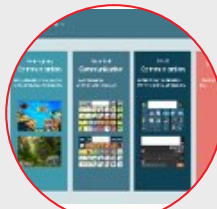### Developing Literacy Skills
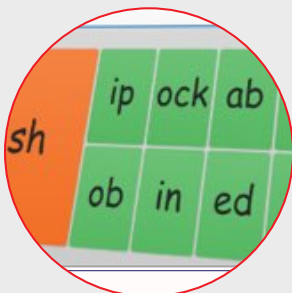
Phonics for All
pg 54

Clicker 7 - pg 155

Communication and Computer Control

Grid 3 - pg 53

Communicator 5 - pg 56

BoardMaker - pg 57

Interactive Learning Games

HelpKidzLearn - pg 149

ChooseIt! Maker 3 - pg 148

Big Bang Pictures - pg 148