Let your eyes take control.
All you need to get started with eye gaze access.

Universal
myGaze® Eye Tracker provides easy access for everyone to a wide range of software.

Affordable
High quality and low cost for schools & families.

Easy to Use
Unique 3 step process takes seconds to set up for individuals. No training required.

Portable
Easily transported between computers in the home or at school.

Progression
18 carefully graded activities designed to assess and teach early eye gaze skills.

Analysis
Powerful real-time video, heat map and line trace recording and printable reporting.

What’s included?

- Attention and Looking software
- EyeMouse Play software
- myGaze Eye Tracker
**myGaze Assistive - Designed for Simplicity and Ease of Use**

Easy and simple, myGaze Assistive is the first choice for eye gaze users in every classroom. Indiscriminative of skill, eye color or ethnicity it is perfect for multi-user setting. It allows users at any level of ability to get started and to build their gaze control skills at their own pace. With myGaze Assistive installed on a desktop, laptop or tablet, children can use gaze to explore, play games, learn, participate in classroom activities, communicate and more.

**What’s included?**

**myGaze Eye Tracker**

The myGaze Eye Tracker, a state of the art access device that tracks where your eyes are looking and turns that into computer control:
- Works with any assistive and mouse driven software.
- Works with all eye colours and most lighting conditions.
- Small and portable - easily transported between computers at home or school.
- Can be used across any Windows devices with 10” - 24” screens.
- A product of 25 years of research and development.

**EyeMouse Play Software**

Designed for the needs of ‘independent’ users as well as ‘supported’ users and their teachers and parents:
- Intuitive positioning guide.
- Individual profile settings for different users and devices – ideal for classroom & assessment.
- Keyboard shortcuts to change settings without disrupting current activity.
- Mouse-over-gaze precedence provides control and convenience to teachers.
- Easy on-screen ‘Access Button’ and ‘Gaze-at-Camera’ for various levels of independence and abilities.
- Rich calibration and customisation to cater for specific individual needs and interests.
- Mouse and configuration menu are fully gaze accessible.
18 Carefully Graded Activities
These fun and meaningful activities can be used with anyone trying their first steps with eye gaze. They provide a progression of skills from experiential/cause and effect to targeting, ensuring early success and effective teaching.

Teach
• Visual attention skills.
• Cause and effect understanding.
• Simple access skills.

Assess
• Eye movement patterns.
• Visual tracking.
• Visual attention.
• Visual discrimination skills.
• Early comprehension and preferences.

Stimulate
• Visual attention.
• Purposeful looking skills.

Tracking – What are you looking at?
Assessment and teaching of eye movement patterns, visual attention, preferences and discrimination skills.

Follow Me Straight - Watch characters travel across the screen and come to life when you follow them.
Follow Me Wavy - Watch characters wander around the screen and come to life when you follow them.
Find Me - Spot the characters as they appear on screen to “pop” them away!
Chase Me - Follow and find the characters as they flow across the screen.
Who’s Different? - There’s someone different hiding in the crowd. Can you spot them?
Look Around - Follow the picture as it’s drawn on screen and find the features to bring it to life.

Fixating – Are you looking?
Assessment and teaching of visual attention, fixation and dwell select skills.

Spinning Patterns - Bright, bold patterns to spin and whizz with just a look.
Cookie Machine - Keep the Cookie Machine cranked and catch the cookies when cooked!
New Faces - Look at my face and I’ll wink, smile and wiggle my nose. But watch out for bogies!
Look Hear - Play your favourite boogie beats on the funky sound machine.
Knock Knock - Who’s there? Why don’t you open the door and find out!
Wake Up - Sweep your spotlight round the room to find the sleepyhead.

Locating – Looking around
Assessment and teaching of visual scanning and use of the cursor to explore the screen.

Fill It Up - Move your magic fountain to fill the screen with your favourite effects.
Clear It Up - Somebody has made a mess. Can you clear it up and find the hidden picture?
Pinball - Are you a pinball wizard? Light up all the bumpers to get the high score.
Aquarium - Goldie has a new fish tank. Help her swim around and explore what’s inside.
Magic Painting - Colour in the picture with the magic paintbrush and watch it come alive.
Art Attack - Create a beautiful work of art good enough to frame, with paint, stampers and glitter.
Options

Extensive option menus allow you to:

• **Personalise** for assessment and teaching goals.
• Provide **progressive** teaching steps.
• Ensure success and **motivation**.

Analytics

• **Powerful**, easy to use Analysis tools allow you to record and review eye gaze skills.

• **Live video playback** of eye gaze behaviour during activities.

• **Heat map recording** showing areas of concentrated gaze during activities.

• **Line trace map recording** showing path of eye gaze during activities.

• **Instant report** and record keeping with ability to save or print out a report giving details of timings, options chosen and heat map analysis of eye gaze behaviour during activities. Use for your assessment and progress records.

Order the Inclusive EyeGaze Foundations pack today and bring the benefits of eye gaze to more of your students.

Call us on **01457 819790** or buy online at [www.inclusive.co.uk](http://www.inclusive.co.uk)

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