How to use myGaze® with HelpKidzLearn
Controlling the mouse with eye gaze

Using the myGaze Eye Mouse features of your eye gaze system enables you to access a wealth of software. If you can control the software with a mouse, then you can also control it with eye gaze. It is useful to think about how that software is normally used with a mouse when setting up for eye gaze.
Software that works with the mouse cursor only is the easiest to use with eye gaze. Just move your eyes around the screen to have an effect.

Simple “point and click” activities also work well. Users have to dwell on an area to select it, but you can make this easier if you shorten dwell times.

“Click and drag” activities can be quite difficult for the beginner user so may be best avoided at first.

Many of our activities are now eye gaze enabled making it easier to select active areas and adjust the dwell time within the activity.
It is also useful to play around with dwell click times in the Calibration Settings. Select a short dwell time for easier access/cause and effect type activities (e.g. 0.1s - 0.6s). Select a slightly longer dwell click time for choosing activities (e.g. 0.8s - 1.2s).

Click icon to open calibration and interaction settings.
**Cause and Effect**

Dwell time very short (0.1s).

Using eye gaze with these activities allow users to explore and play activities independently.

* Hidden Grid
* Peeping Musicians
* Big Bang Patterns
* Big Bang Pictures
* T-Rex Build Up
** Early Mouse Movements
** Talking Clock

* Click and Drag
** Cursor Only
Communication

Dwell time very short (0.1s).

Hear the next verse of the song or see what happens next in the story by just looking at the screen. These activities are also useful for early Eye Tracking (i.e. seeing what the user is looking at during an activity).

Five Big Dinosaurs
Five Superboys
Five Little Rock Stars
Five Little Aliens
Car Wash
Five Little Firefighters
Five Sharks Swimming
How we used to wash
Goal!!!

Swooping Pterodactyls
Destructive Digger
Flippers and Fins
The Chicken House
A Rainy Day
Catch that Crook!
The Snow Family
Clean your Teeth
Five Little Monkeys

Five Speckled Frogs
Sensory Room
Five in the Bed
Five Singers
Attention

These activities can be used to engage and maintain attention on screen. As these activities have an element of timing, choose the “slow” or “easy” settings to make achievable with eye gaze.

Turn Taking

These activities can be used to practice selecting 2 targets on screen or for turn taking with another player using a mouse or touch screen.

Dwell time short (0.1 - 0.6s).

Turn Taking

- Shhhh
- Big Trucks
- Bumper Cars

Attention

- Pop the Bubbles
- Gophers
- Matching Cards
- Touch to Jump

Dwell time short (0.1 - 0.6s).
Choice Making

All these activities introduce an element of choice making in a fun way. They can be used to improve targeting skills and are great pre cursors to more formal communication and grid access. Depending on the size of targets, some activities will work better with a slightly longer dwell time.

- Christmas Presents
- Aunty Maggie’s Recipe
- Fossil Hunter
- Memory Pairs
- Tresure Island
- Racing Cars
- Talking Parrot
- Smarty Pants
- Mini Market
- Giant Mini Calculator
- Penny Penguin