

# How to use Tobii Eye Gaze with HelpKidzLearn

## Controlling the mouse with eye gaze

Using the Windows Control and Mouse Emulation 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.



Double Click shortcut to turn on Windows Control.

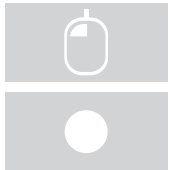
Windows Control

### Mouse Control Centre

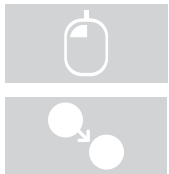
Magnify			Pause
Left Click			Right Click
Cursor Only			No Cursor
Single Click			Double Click
Click and Drag			



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.

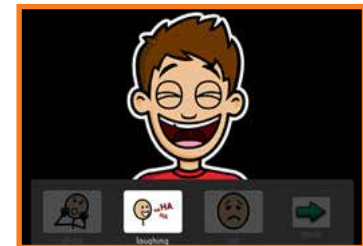


Simple “point and click” activities also work well. Users have to dwell on an area to select it, but you can make this easier if you shorten dwell times.

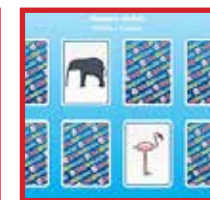


“Click and drag” activities can be quite difficult for the beginner user so may be best avoided at first.

Many of our activities are now eye gaze enabled making it easier to select active areas and adjust the dwell time within the activity.



Matching Cards

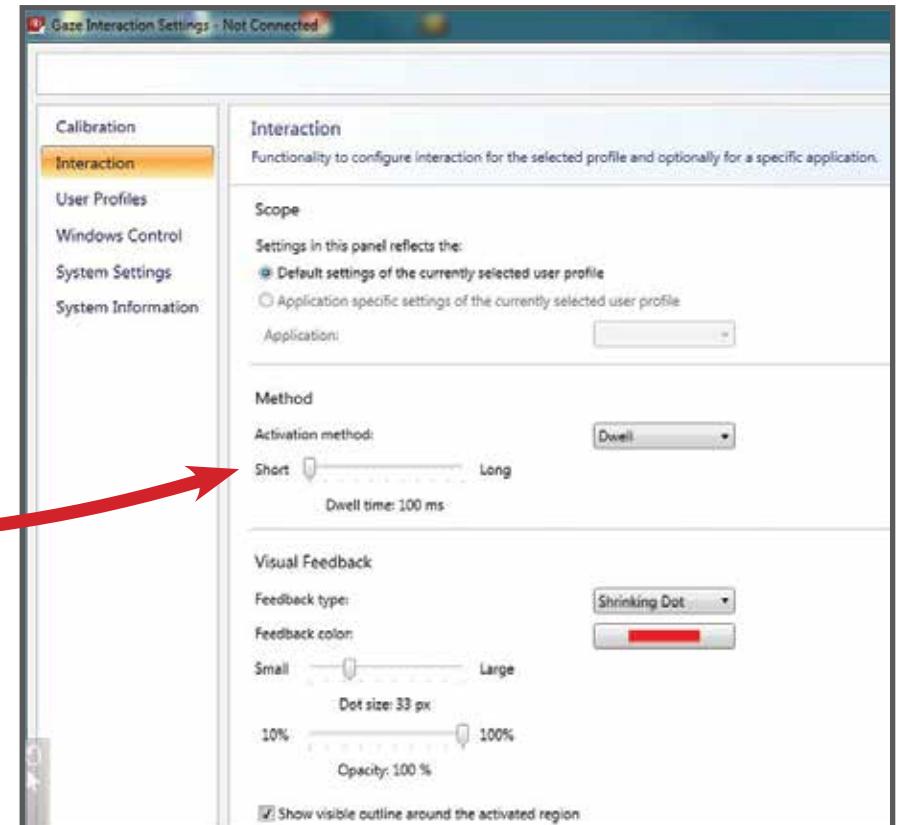


Memory Pairs

It is also useful to play around with dwell click times in the Gaze Interaction Settings.

Select a short dwell time for easier access/cause and effect type activities (e.g. 100 - 600 ms).

Select a slightly longer dwell click time for choosing activities (e.g. 800 - 1200 ms).



Double Click shortcut to open tracking, calibration and interaction settings.

Gaze Interaction Settings

## Cause and Effect



Dwell time very short (100ms).

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



\* Hidden Grid



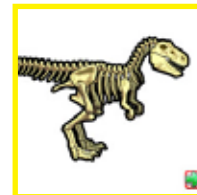
Peeping Musicians



Big Bang Patterns



Big Bang Pictures



T-Rex Build Up

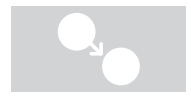


\*\* Early Mouse Movements



Talking Clock

\* Click and Drag



\*\* Cursor Only



 Early Years

 Games

 Stories

 Creative

 Find Out

# Communication



Dwell time very short (100ms).

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

## Turn Taking



Dwell time short (100-600ms).

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.



Shhhh



Big Trucks



Bumper Cars

## Attention



Dwell time short (100-600ms).

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.



Pop the Bubbles



Gophers



Matching Cards



Touch to Jump



## Choice Making



Dwell time variable (100 -1000ms).

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.



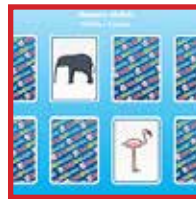
Christmas Presents



Aunty Maggie's Recipe



Fossil Hunter



Memory Pairs



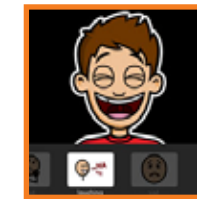
Tresure Island



Racing Cars



Talking Parrot



Smarty Pants



Mini Market



Giant Mini Calculator



Penny Penguin



# HelpKidzLearn

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