How to use 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
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.

Our new HKL activities are now “eye gaze optimised” 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 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.
**Cause and Effect**

Dwell time very short (100ms).

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

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).

Dwell time very short (100ms).

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
**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
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-curators 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