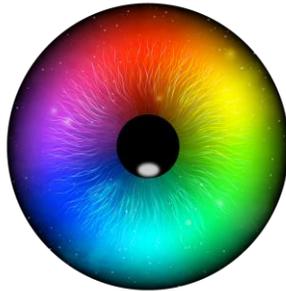


Additional Resources



Eye FX 2 Quick Cue Cards



Eye FX 2 Video Overview



Eye FX 2 iOS User Manual for TD Pilot



Eye FX 2 Windows User Manual for I-Series and PCEye



Getting the most from your Sensory Eye FX Software

Assess



Sensory Eye FX 2 is a complete eye gaze assessment and training tool from Sensory Guru Ltd. Sensory Eye FX 2 is designed to help develop both access and communication skills through creative play and exploration.

Teach



It provides a no-fail environment to teach all the eye gaze skills required as they transition from learning through play into communication and/or computer access. Sensory Eye FX 2 offers a natural progression for many of our learners.

Practice



It allows eye gaze users the opportunity to practice and hone their eye gaze skills, regardless of the specific skill being developed. There are activities to develop screen engagement, tracking, dwell and more.

Use the following steps for success to get the most from your purchase of Sensory Eye FX 2 as an assessment tool.

Your licence can be used on both Windows and iOS.

Best Practice Etiquette to support therapeutic access

Wireless Keyboard with integrated Mouse

When starting with someone on their eye gaze journey, we suggest having a wireless keyboard compatible with Windows and iOS with built-in mouse/trackball/trackpad. By using a wireless option, you are allowing more space between yourself and the device and will not need to touch the screen, ensuring you are not modelling the wrong access method.



Want to try an activity that requires click and drag? You can break the tasks up; the user does the initial click, and you hold the mouse button to maintain the hold as they move around the screen.

Model only the access method you want to teach

Where possible, it is best practice when introducing eye gaze to minimise the interaction you have with the screen through touch. Use your wireless keyboard to change settings and turn take during the activities by moving the device slightly so you can be in line of sight to show yourself using the device and talking about what is happening. “Ooh I’m making those stars move, I’m looking all over the screen.”



Respond, encourage, don't test.. yet

It's important when we start out with introducing new concepts and ideas such as eye gaze, that we don't start with testing. Change the narrative to responding to what they are doing and encouraging them to keep going, rather than testing, which can lead to failure and demotivation. For example, instead of “Where is the cow! Try “Ooh you looked at the cow and made it moo! What else can you find?”



What Settings do I need on my TD Device for Sensory EyeFX 2?

Windows Settings

The Windows version of Sensory Eye FX 2 has built in eye tracking when used on a Tobii Dynavox device. It will use the current eye tracking profile active on the device.

iOS Settings

Below are the recommended settings for AssistiveTouch to get started with Sensory Eye FX 2.



Open the Apple Settings App



Select Accessibility



Select Touch



And Pointer Control

For those getting started with eye gaze

– Facilitator selects activities as no dwell outside of activities.

- AssistiveTouch -> Dwell Control = On
- Dwell Control = On
- Movement Tolerance = 0%
- Devices -> Tobii Dynavox Pilot:
 - Smoothing = 0%
 - Auto Hide = On, 0.50 seconds
 - Visibility = 0%
- Pointer Control:
 - Colour = None
 - Size = Minimum (Slider hard left)

For General Eye Gaze User

– User will be able to select activities themselves.

- AssistiveTouch -> Dwell Control = On
- Dwell Control = On
- Dwell Time = 1.50 seconds,
- Movement Tolerance = 25%+
- Devices -> Tobii Dynavox Pilot:
 - Smoothing = 0%
 - Auto Hide = On, 0.50 seconds
 - Visibility = 5%
- Pointer Control:
 - Colour = choose preference
 - Size = adjust to user preference

Creating and Using a User Profile*

*Multiple profiles only available in Windows version

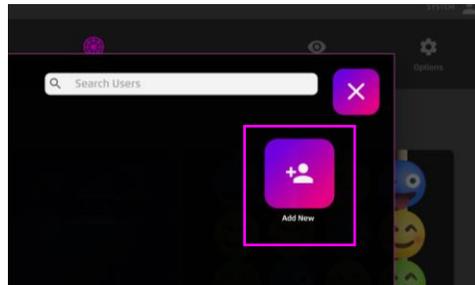
Benefit

When a user is selected, any personalisation to games, game settings are loaded from your previous session. All recordings and screenshots are automatically logged to the profile for ease of tracking progression. Multiple profiles can be made.

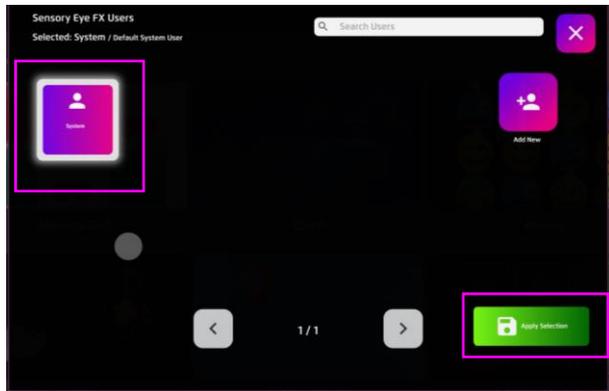
Additional tip: On user's own device, consider making a secondary profile to separate therapy activities from home practice.

Setup Instructions

1. Select View User
2. Select Add User and input name and description, The description could identify if it's their therapy or leisure profile for example.



To change between the different user profile for example simply select from the list and select Apply Selection.



Accessing Therapy Tools

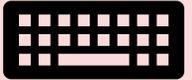
Benefit

Sensory Eye FX 2 has a number of keyboard shortcuts that are helpful for observing and capturing session information.

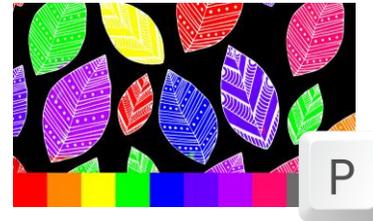
Variable dwell time controlled using the up/down arrow keys is particularly useful, as is the real-time heatmap that displays the regions the user has accessed and attended to.

Top Tip:

A Wireless Keyboard with mouse will allow you to access these settings without touching the device.



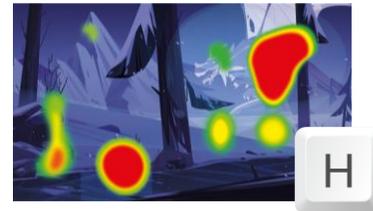
Instructions



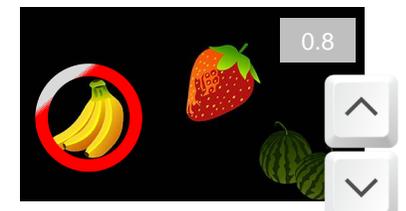
"P" key will take a screenshot in any activity and save to screenshots.



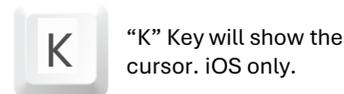
"R" key will start and stop a screen video recording and save to Recordings (press "R" to toggle on/off)



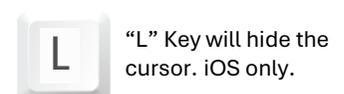
"H" key will display a heatmap (press "H" to toggle on/off, press "P" to capture the image).



"Up" and "Down" keys control dwell time, allowing dwell time to be changed in real-time.



"K" Key will show the cursor. iOS only.



"L" Key will hide the cursor. iOS only.

Tips for getting the most from your heatmaps

Benefit

Heatmaps are a graphical representation of where someone is looking on the screen. We can use the data in different ways.

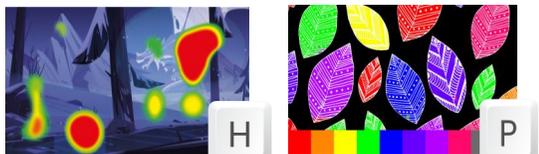
Calibration Accuracy

Showing accuracy, we can see the accuracy offset. For example, is the concentration of colour always 10cm to the left of all targets? This means that the calibration being used has a large offset and you should consider carrying out or working towards a new calibration to help the user be able to hit targets easier.

Evidence of Attention/Interest/Focus

Heatmaps can also show where the person is looking on the screen, are they looking at the main items such as characters, faces etc. Are they showing a stronger intensity by being highlighted in red? Or are you seeing faint green lines across the image showing minimal focus?

Instructions



“H” key will display a heatmap please “P” to capture the screenshot

Top Tip:

Use Heatmaps to see evidence of attention, interest & focus by swapping the background of an activity such as Flare.

Level 1 – Flare

1. Size – reduce the effect size to 1
2. Background Mode – upload your own image, such as a family photo or favourite band.
3. Audio – turn off sound effect
4. Run activity.
5. Chat about what image on the screen, are they responding appropriately? Combine with a screen recording (“R”) to show real time responses.

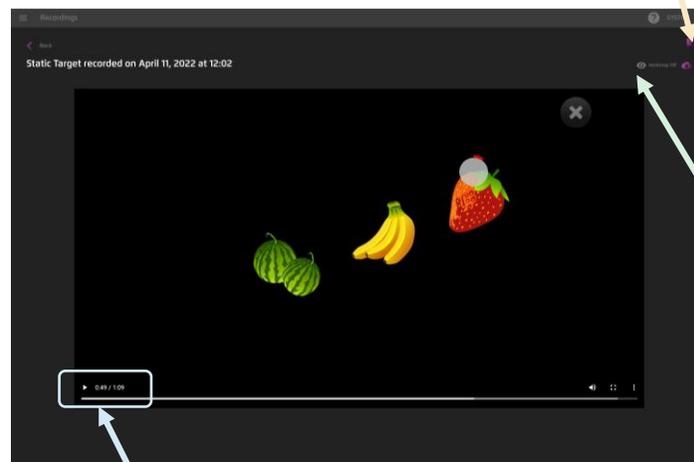
Tips for getting the most from your recordings

Benefit

If a profile is set up, your recordings, including screen captures and video recordings of your session will be stored together. Do not forget to save your heatmaps by selecting “P” and “R” to start and stop recordings.

Instructions

Video Recordings



Playback – Click the play icon to playback video.

Top Tip:
You can also capture heatmaps while recording the screen, allowing you to show the heatmap results in context with supporting audio.

Download – Download .webm video file using download icon.

Delete – Delete a recording by clicking the trash icon.

Heatmap – Turn Heatmap on to pause video and view gaze heatmap.

Tips for using adjustable dwell times

Benefit

The ability to adjust dwell times in App means you do not have to disrupt the flow of the activity by stopping and restarting to make setting changes.

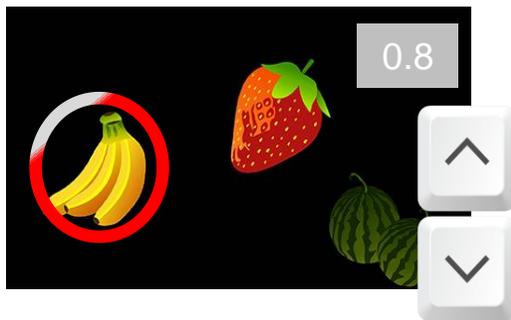
Adjusting in dwell time in App allows them to show intention of targeting as well as practicing the skill of dwelling to make a selection.

Instructions

Use the up and down arrows to adjust the dwell time.

The Dwell time can be adjusted from 0 – 5 seconds.

Large and static targets, for the majority of people, will be easier to target. These can be a good opportunity to try longer dwell times to find what is comfortable for the user.



How to customize activities for additional therapy

Benefit

Personalisation and customisation of activities not only allows you to target particular goals, it also allows you to optimise the activities for the individual. Substitute the standard images for their favourite characters or people they know and expand your 30 activities to an infinite number.

Customisation

Why?

Add a video to the background of activities in level 1 such as sensory circles.

Adding a video allows you to see ability to or intention to target and track. Remember, if you have not yet calibrated you will see an offset (a consistent distance between the feedback, in this case stars, and the target.) You are still seeing intention.

Remove sound from activities in level 1.

Show that the user is responding to the visual activity rather than the sound.

Paint a picture for the fridge!

We know how important motivation is when learning a new skill, use the “p” key on your keyboard to Save pictures to put in pride of place on the fridge... or mug.. Or mouse mat...or t-shirt! Splodge also happens to be one of the best at showing were on the screen the user can access.

Add an images masks or backgrounds

Adding an image to the background allows you to paint on top of the image. Adding a mask allows you to paint behind the image so you are filling in the gaps in the drawing. It encourages precision and accuracy.

Model vocabulary in TD Snap.

From the Homepage, select settings and use the TD Snap launcher button. Model vocabulary such as animals in Level 3 Farm or Level 4 Splodge Colours.

Play an instrument? Play along with Tone Matrix Level 1, Piano & Drums Level 4.

There is something special about music that bring people together. Explore the experience and motivation of being able to fully participate independently with others.