myGaze®

How to use myGaze® with HelpKidzLearn

Setting up myGaze

Setting up myGaze for an individual is simple. Mount the eye tracker and connect to computer.
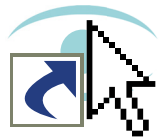
Double click on shortcut to launch eyeMouse Play

Use the positioning guide to get the screen and eye tracker in the right position. The white ovals represent your eyes. When the 'glasses guide' turns green, you are in the right position.

A "1 Point" calibration will be accurate enough for most individuals playing HKL activities. Select Calibrate and look at the dot on the screen - you are now calibrated and ready to eye gaze.

NB: If you find the eye tracker is not responding in a way you expect, check your positioning/try more calibration points for greater accuracy.
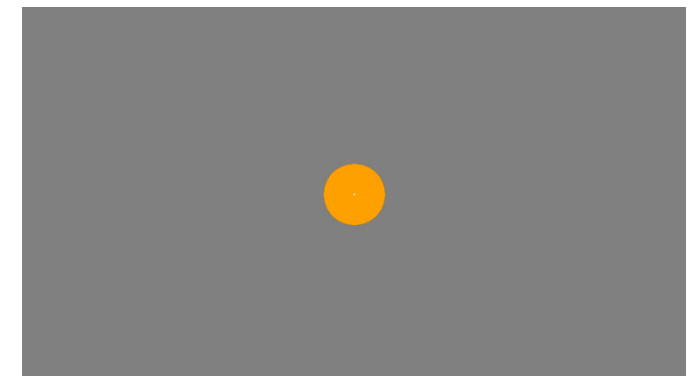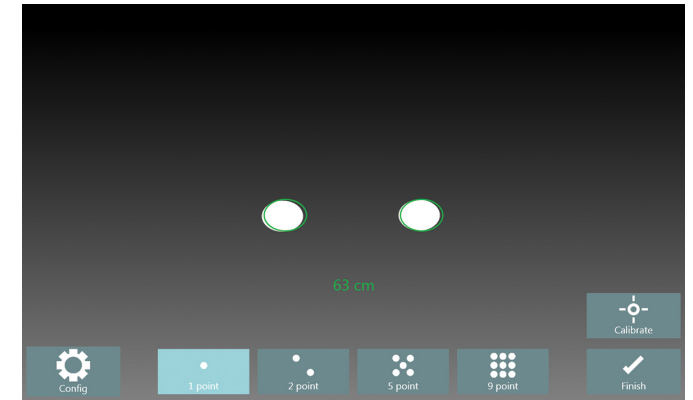
Controlling the mouse with eye gaze

Using myGaze eyeMouse Play 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.

Select an icon from the menu to;
- Pause - to look round the screen or take control with the mouse.
- Check your position.
- Select single or Double mouse click.
- Click and hold.
- Change settings and calibrate.
- If no icon is selected you will have cursor movement only.

Pause	Single click	Positioning guide

myGaze EyeMouse Play   ?   i   ✕

default

Double click	Click and hold	Calibration settings
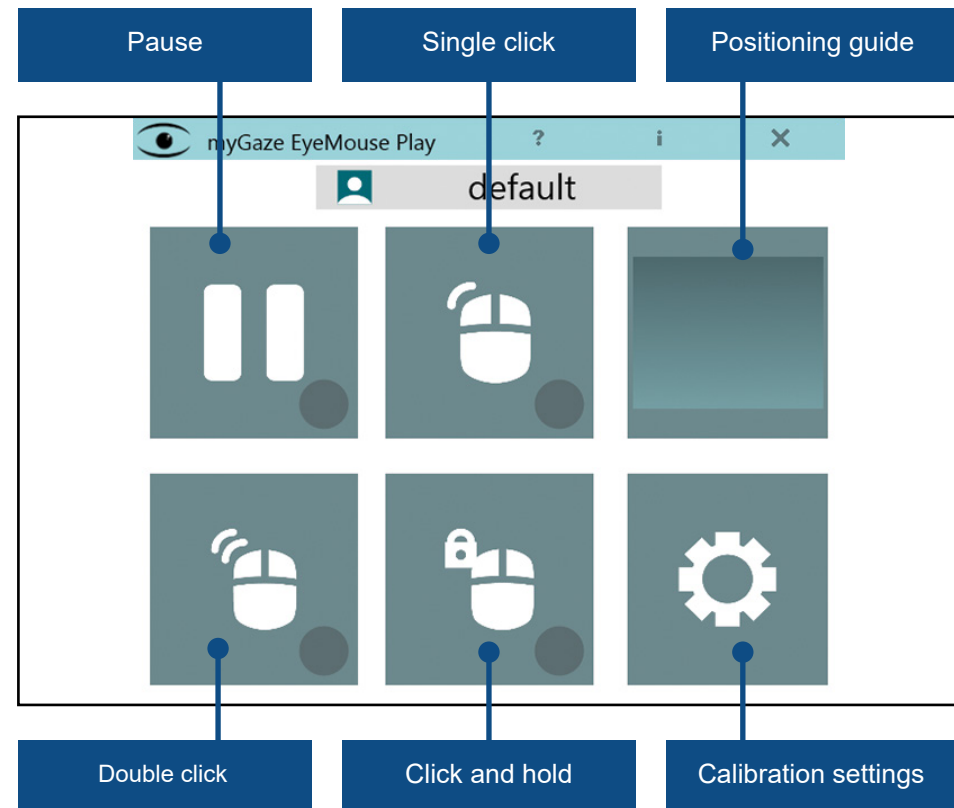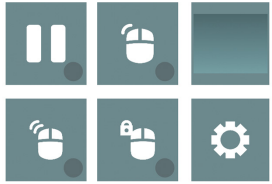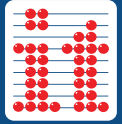
Software that works with the mouse cursor only is the easiest to use with eye gaze. Just move your eyes around the screen to have an effect. If no icon is selected you will have cursor movement only.


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.

Activities for which you would normally keep your mouse button down and drag, or use your finger on a touch screen to make a mark can use the "click and hold" setting.

Cursor Only

Many of our activities are now **eye gaze enabled** making it easier to select active areas and adjust the dwell time within the activity. If no icon is selected you will have cursor movement only.
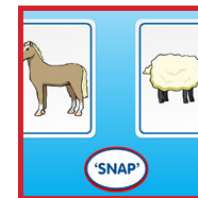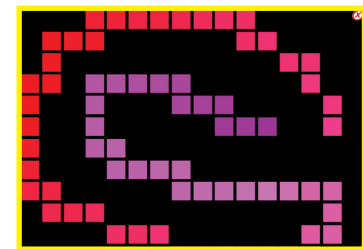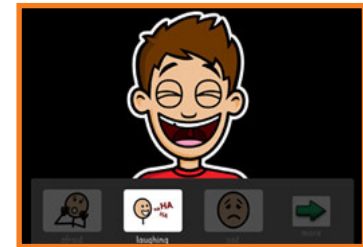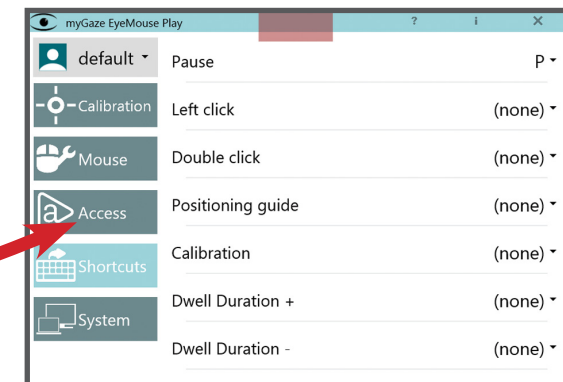

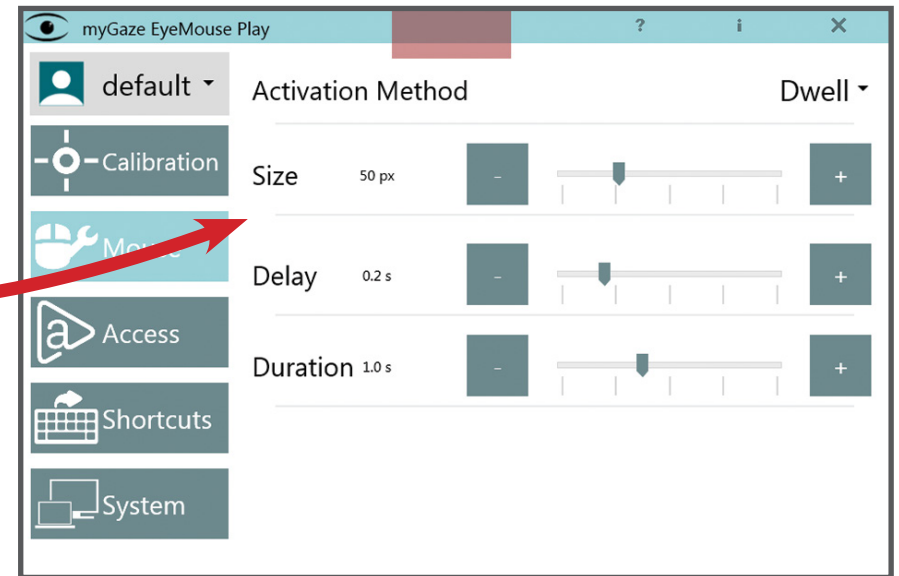
Matching Cards   Memory Pairs

Click icon to open calibration and interaction settings.

It is also useful to play around with dwell duration or click times in 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).

NB: You can set up keyboard shortcuts to alter dwell duration - useful for quickly altering whilst within an activity.

myGaze EyeMouse Play	?	i	X
default ▾	Activation Method		Dwell ▾
◎ Calibration	Size	50 px	− ▭ +
Mouse	Delay	0.2 s	− ▭ +
ⓐ Access	Duration	1.0 s	− ▭ +
Shortcuts			
System			

myGaze EyeMouse Play	?	i	X
default ▾	Pause		P ▾
◎ Calibration	Left click		(none) ▾
Mouse	Double click		(none) ▾
ⓐ Access	Positioning guide		(none) ▾
Shortcuts	Calibration		(none) ▾
System	Dwell Duration +		(none) ▾
	Dwell Duration −		(none) ▾

Cause and Effect

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

Cursor Only

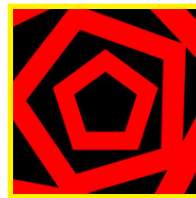Dwell time very short (0.1s).
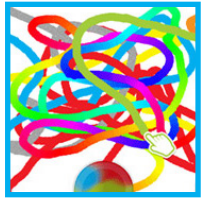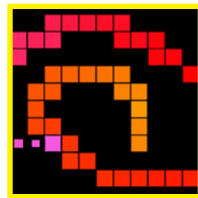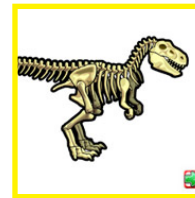
Early Mouse Movements	Hidden Grid	Big Bang Patterns	Big Bang Pictures	T-Rex Build Up	Peeping Muscians	Talking Clock

☐ Early Years   ☐ Games   ☐ Stories   ☐ Creative   ☐ Find Out

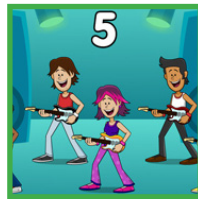# Communication

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).

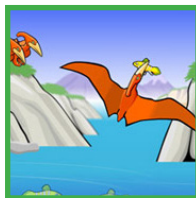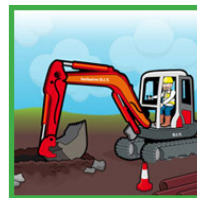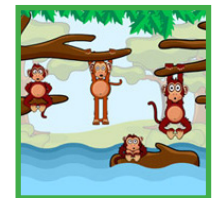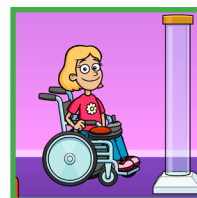|								
Five Big Dinosaurs	Five Superboys	Five Little Rock Stars	Five Little Aliens	Car Wash	Five Little Firefighters	Five Sharks Swimming	How we used to wash	Goal!!!
Swooping Pterodactyls	Destructive Digger	Flippers and Fins	The Chicken House	A Rainy Day	Catch that Crook!	The Snow Family	Clean your Teeth	Five Little Monkeys
Five Speckled Frogs	Sensory Room	Five in the Bed	Five Singers					
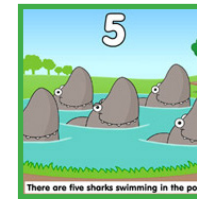
Cursor Only

Choose cursor only for our new eye-enabled activities, and adjust the dwell time within the activity settings. If no icon is selected you will have cursor movement only.
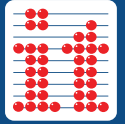
Turn Taking

 Dwell time short (0.1 - 0.6s).

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

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 them achievable with eye gaze.

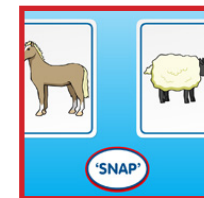Dwell time short (0.1 - 0.6s).

Pop the Bubbles

Gophers

Cursor Only

Choose Cursor only for our new eye-enabled activities, and adjust the dwell time within the activity settings if needed. If no icon is selected you will have cursor movement only.

Matching Cards

Touch to Jump

Choice Making

Dwell time variable (0.1s - 1.0s).

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.
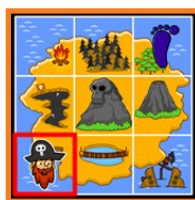
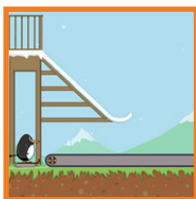Christmas Presents

Aunty Maggie's Recipe
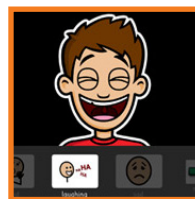
Fossil Hunter

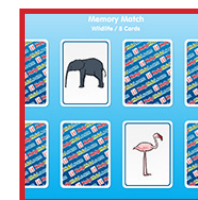Treasure Island

Racing Cars

Cursor Only
Choose Cursor only for our new eye-enabled activities, and adjust the dwell time within the activity settings. If no icon is selected you will have cursor movement only.

Memory Pairs

Giant Mini Calculator

Penny Penguin

Mini Market

Smarty Pants

Talking Parrot

HelpKidzLearn

Created by **Inclusive Technology Ltd**

www.helpkidzlearn.com