

Tobii Dynavox Gaze Point – Gaze interaction with the mouse cursor.

Introduction

Eye gaze is a skill that is best learned through a progression from easy to more complex. The most basic interaction is controlling the movement of the cursor around the screen. Students can use entry level software such as Gaze Point to move the cursor and select without having to make a click. There are cursor enabled games in programs such as Look to Learn, Tobii Dynavox Web Games, Communicator 5, and Grid 3.

Learning Objective

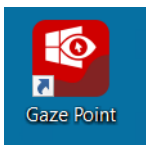
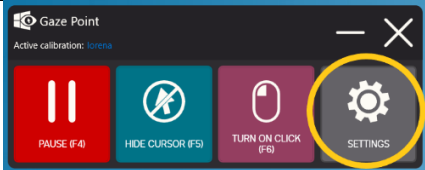
- Calibrate Gaze Point to allow making selections with the mouse cursor.

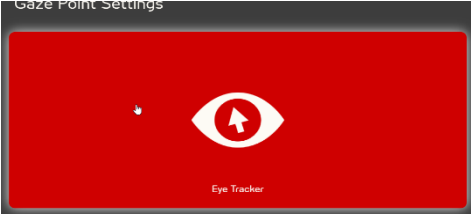
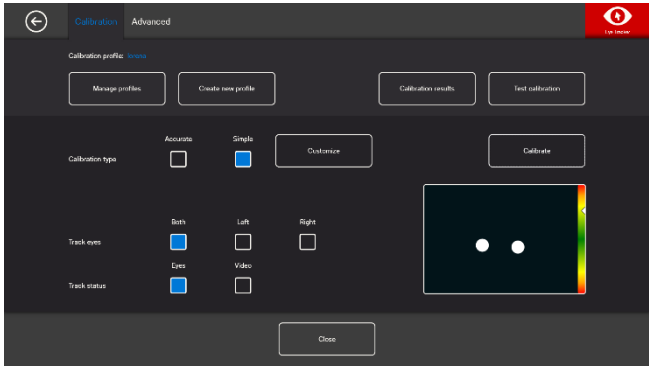
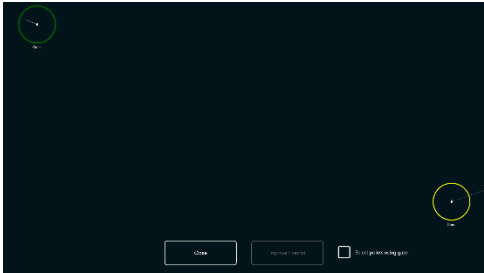

This tutorial assumes

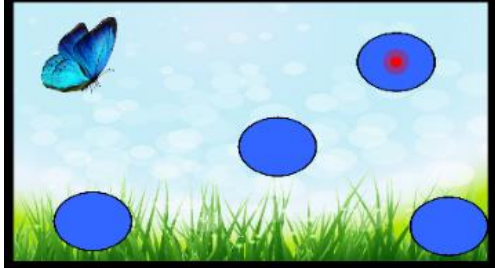
- You have Gaze Point installed.

Case Study

A student in Grade 3 is new to eye gaze interaction. They are learning basic skills such as targeting on a screen with visual and auditory stimuli.

Setting up a calibration in Gaze Point		
1	Open Gaze Point tracking software.	
2	Select Settings.	

<p>3</p>	<p>Choose Eye Tracker.</p>	
<p>4</p>	<p>Choose Calibration Type (i.e.: simple calibration has 2 calibration points). Ensure the white circles (pupils) are centered in the track status box. Select Calibrate.</p>	
<p>5</p>	<p>Evaluate the accuracy of your calibration by reading the feedback report on the calibration screen. Either recalibrate or Close the calibration.</p>	
<p>6</p>	<p>Since mouse clicks are not necessary, ensure that the mouse icon looks like this:</p>	

7	Launch a program that makes selections by dwelling the cursor on the target.	
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Tip...

In some programs, having the cursor move around the screen can be distracting. If so, deselect the Show Cursor option so that your Gaze Point settings look like this:

