

Tobii Dynavox Gaze Point – Gaze Interaction with the Left Mouse Clicks

Introduction

As the student improves their ability to use their eyes for control, the settings on Gaze Point can be changed to access more challenging tasks. When the student is ready, they can train their gaze on a specific part of the screen and make an action happen. This tutorial shows the configuration of Gaze Point to allow the user to perform left-mouse clicks.

Learning Objectives

This tutorial aims to teach you to:

- Calibrate Gaze Point to allow making selections using left-mouse clicks


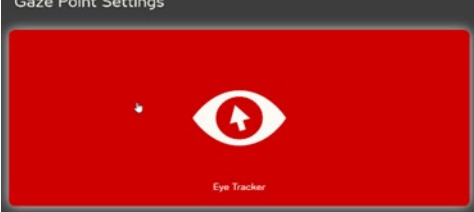
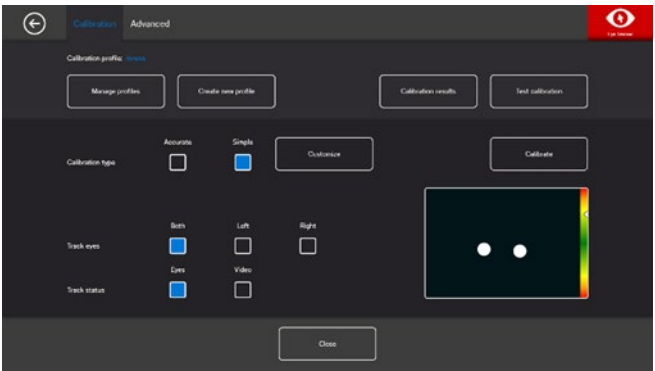
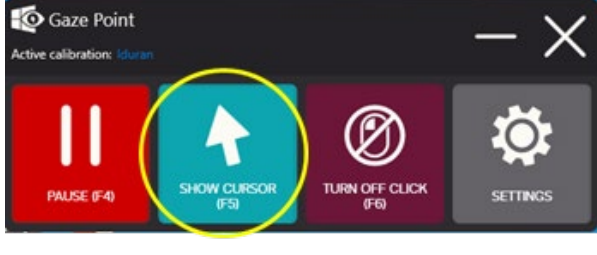
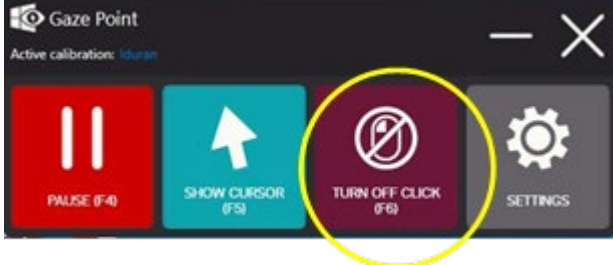
This tutorial assumes that

- You have Gaze Point installed.

Case Study

A student in Grade 3 is progressing through their eye gaze skills. Since learning eye gaze skills can be done in conjunction with curriculum-based learning, during math class, the student will play Fruitfall, an online counting and graphing game.

Setting Up a Left Mouse Clicks in Gaze Point

Step	Instruction	Visual Depiction
1	Launch <i>Gaze Point</i> tracking software.	
2	If you would like to do a re-calibration, choose <i>Settings</i> , then <i>Eye Tracker</i> .	
3	Choose <i>Simple</i> or <i>Accurate calibration</i> .	
	Ensure the white circles (pupils) are centered in the track status box.	
	Select <i>Calibrate</i> .	
4	In this game, we would like the mouse pointer to be invisible. Therefore, the <i>Show Cursor</i> icon should look like this.	
5	To enable left-mouse clicks, the <i>Mouse Click icon</i> should look like this.	

Step Instruction Visual Depiction

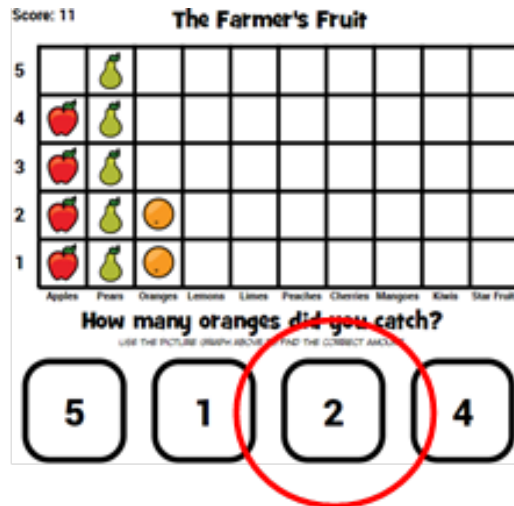
6 Launch *Fruitfall* from ToyTheater.com and select *Full Screen*.
<https://toytheater.com/fruit-fall/>

To start the game, dwell your gaze on the *Start* button. Move the basket along the bottom of the screen using your eyes.



7 The player then counts the number of fruits in the basket. The number is selected by dwelling one's gaze on the appropriate box.

Dwelling your gaze on the box is initiating a left mouse click.



Tip Targeting is more successful when the learner has as good a calibration as possible. If the student can manage, choose *Accurate calibration* in Gaze Point.

