
















Software	Software Type/ Vendor	Description
Windows Control and Gaze Interaction 	Eye Gaze Camera Programming Tobii Dynavox	<ul style="list-style-type: none"> • TGIS – Classic Tobii Gaze Interaction Software • Incorporates first generation versions of Gaze Point and Windows Control. <p style="text-align: center;">NOW LEGACY SOFTWARE.</p>
Windows Control 2 	Eye Gaze Camera Programming Tobii Dynavox	<ul style="list-style-type: none"> • Released in 2017 and commonly found on the PCEye mini and EyeMobile Plus devices – NOT compatible with the I-series devices or PC Eye 5. • Divides the process of mouse emulation into 2 steps. First look at the sidebar to select an action. Then look at your target. Dwelling on the target will result in a left click. <p>Windows Control is no longer available on current Tobii devices. https://ca.tobiidynavox.com/pages/windows-control-product-support</p>
Gaze Point 	Eye Gaze Camera Programming Tobii Dynavox	<ul style="list-style-type: none"> • A free download that can work in conjunction with Windows Control 2. • Simplified mouse control software that offers left click only. • Supports emerging eye gaze users. <p>https://ca.tobiidynavox.com/pages/gaze-point-product-support</p>
TD control/ Computer Control 	Eye Gaze Camera Programming Tobii Dynavox	<ul style="list-style-type: none"> • Released in 2020 on the new I-series. • Now available on the PCEye 5 device. • An evolved form of Windows Control with 2 differences. It mimics the conventional ways of using a mouse. User will select the target before the action. Actions then appear around the target, so they are easier to reach. <p>https://ca.tobiidynavox.com/pages/td-control-product-support</p>
Gaze Viewer 	Eye gaze assessment Tobii Dynavox	<ul style="list-style-type: none"> • Records eye tracking data from any application. You can export the data as single images or movies, with heat maps and gaze plots, to be able to assess a student’s physical capabilities, cognitive understanding, and their ability to use an eye tracker. Records environmental sounds, e.g., Verbal prompts <p>https://ca.tobiidynavox.com/pages/gaze-viewer-product-support</p>

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<p>Look to Learn <i>(Scene and Sounds expansion package)</i></p> 	<p>Access and eye gaze training</p> <p>Tobii Dynavox</p>	<ul style="list-style-type: none"> • Software package of activities designed to develop eye gaze skills required for accessing a computer. The activities from early cause and effect, through to targeting and dwelling. • Activities have some capabilities of being personalized to increase user engagement. • Includes a manual with progress charts <p>https://thinksmartbox.com/product/look-to-learn/</p>
<p>Look to Read</p> 	<p>Access, eye gaze training and *Curricular</p> <p>Smartbox</p>	<ul style="list-style-type: none"> • Software package of literacy activities designed to develop literacy skills in conjunction with developing eye gaze skills required for accessing a computer. • Includes a manual with progress charts <p>https://thinksmartbox.com/product/look-to-read/</p>
<p>Sensory Guru Eye FX</p> 	<p>Access and Eye gaze training</p> <p>Tobii Dynavox</p>	<ul style="list-style-type: none"> • Software package of activities designed to develop the entry level skills necessary to use eye gaze on the computer. Divided into stages systematically to develop these skills. • Comes pre-installed <i>as a trial</i> on I-Series • Can be used with Windows Computer/tablet together with Tobii Eye tracker <p>https://sensoryguru.com/downloads/Sensory_Eyefx_user_guide_V1.2.0.pdf</p>
<p>Magic Eye FX</p> 	<p>Access and Eye gaze training</p> <p>Tobii Dynavox</p>	<ul style="list-style-type: none"> • Software package of 10 activities designed to provide a no-fail environment for emerging eye gaze users. • Compatible with I-Series (I-13 & I-16), PCEye 5, PCEye mini <p>https://sensoryguru.com/download-magic-eye-fx-manual/Magic%20Eye%20FX%20Manual.pdf</p>
<p>Communicator 5</p> 	<p>Communication</p> <p>Tobii Dynavox</p>	<ul style="list-style-type: none"> • Desktop control software that acts like an ‘operating system’ for an eye gaze device. • Has a variety of ‘apps’ within the software, e.g., communication page, games, as well as tools like a calculator and Adapted Camera. • Allows for programming to launch third party applications like Clicker, Facebook, etc. <p>https://ca.tobiidynavox.com/pages/communicator-5-product-support</p>

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<p>TD Snap (Snap + Core First)</p> 	<p>Communication</p> <p>Tobii Dynavox</p>	<ul style="list-style-type: none"> • A symbol supported AAC software. Offers a range of grid sizes that can grow with students. • Supports emerging communicators. • Can be ‘housed’ in Communicator 5 or Grid 3 software <p>https://ca.tobiidynavox.com/pages/snap-core-first-product-support</p>
<p>Snap Scene</p> 	<p>Communication</p> <p>Tobii Dynavox</p>	<ul style="list-style-type: none"> • Visual scene software • Creates visual scenes ‘in the moment’ by adding hot spots to an image <p>https://ca.tobiidynavox.com/pages/snap-scene-product-support</p>
<p>Grid 3</p> 	<p>Communication</p> <p>Smartbox</p>	<ul style="list-style-type: none"> • Desktop control software that acts like an ‘operating system’ for an eye gaze device. • Offers a variety of communication and access page sets as well as launch third party software. <p>https://thinksmartbox.com/product/look-to-learn/</p>
<p>Clicker 8</p> 	<p>Curricular</p> <p>Cricksoft</p>	<ul style="list-style-type: none"> • Reading and writing software that has word bank and grid supports • Accessible through touch, eye gaze and scanning <p>https://www.cricksoft.com/us/clicker/8/accessibility</p>
<p>ALL (Accessible Literacy Learning)</p> 	<p>Curricular</p> <p>Tobii Dynavox</p>	<ul style="list-style-type: none"> • Comprehensive reading software designed to teach basic reading skills to students with communication disabilities. • Accessible through touch, eye gaze, and scanning • Focus areas include sound blending and sight words <p>https://ca.tobiidynavox.com/pages/accessible-literacy-learning-product-support</p>