

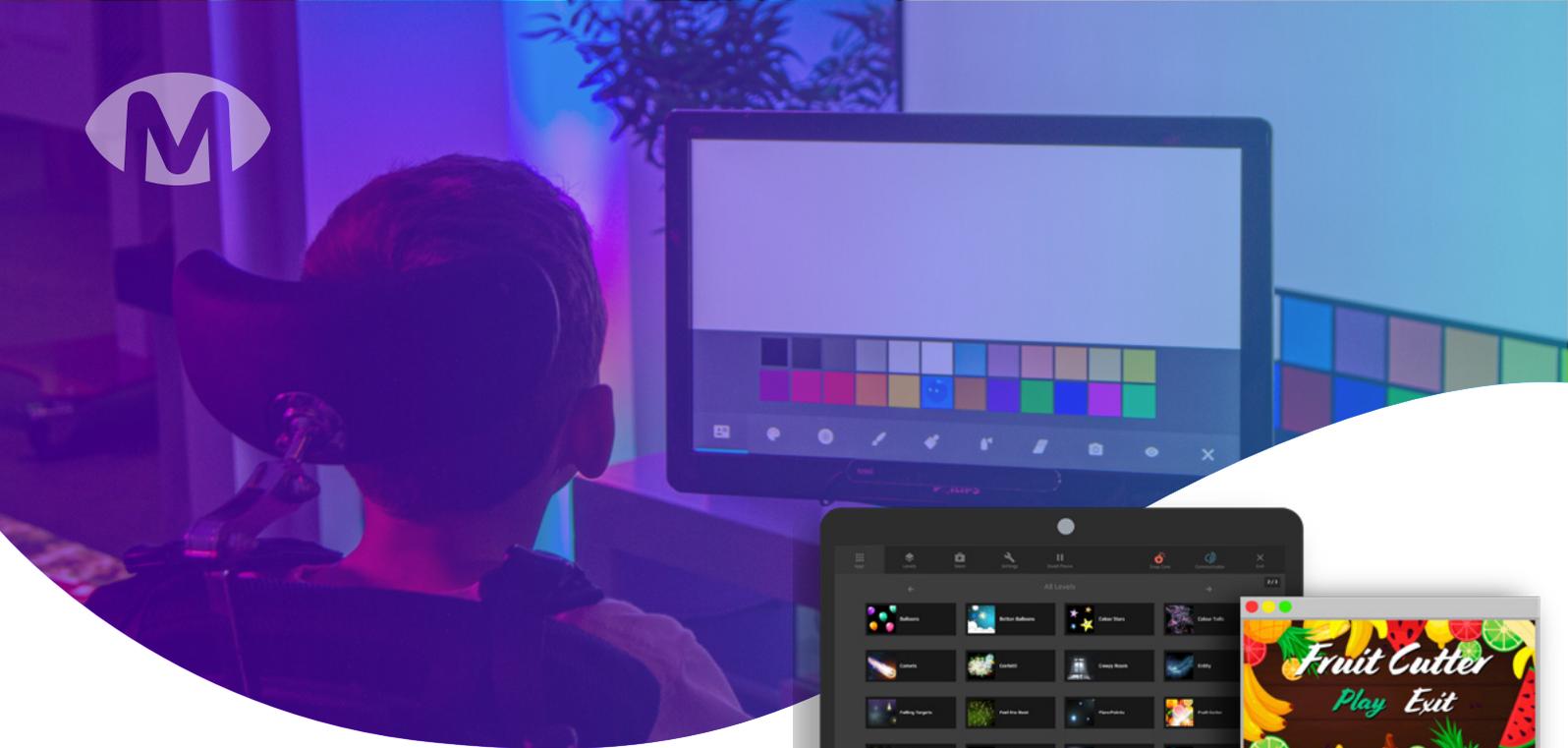


Magic Eye FX™

BROCHURE

Fun and accessible entry point for developing access, communication, and interaction skills!

T: +44 (0) 1892 771-381
E: info@sensoryguru.com



Get started with eye gaze

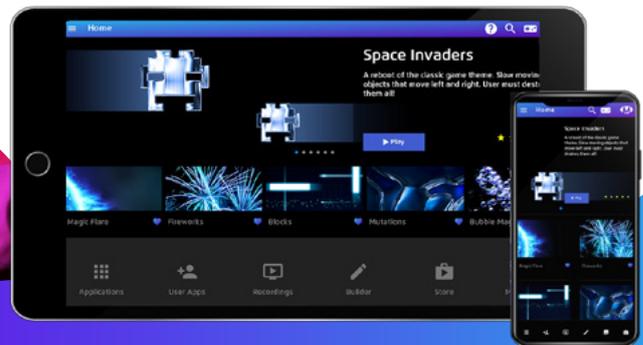
Magic Eye FX software helps to develop access and communication skills through creative play and gaming. The software supports eye gaze, speech, switching, touch, game controllers, mouse and keyboard inputs and offers a range of thoughtfully designed activities.



Instructor Controls

Magic Eye FX instructor control app (for iOS and Android) helps to limit distraction by removing the need to directly access a user's device.

The app pairs to the user's device over WIFI and allows remote control of Magic Eye FX to launch activities, create activities, start analytics sessions, playback screen recordings and more.



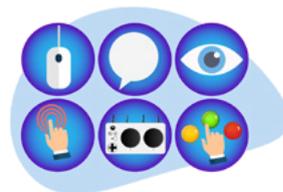
Play, Learn & Explore

Magic Eye FX features 40 Eye Gaze activities grouped into 5 levels of exploration – each level introduces a slightly more advanced mode of gaze interaction and game play. Designed for use with Tobii eye trackers, Magic Eye FX helps educators to assess pupils' visual skills while ensuring that the widest number of pupils can be accurately tracked.



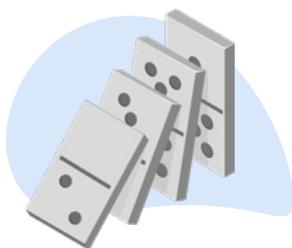
Activities

Designed to stimulate screen engagement and develop essential visual skills required for gaze interaction.



Multi-Access

Play with different input devices and explore alternative access options, in addition to gaze.



Cause & Effect

Support the understanding of cause and effect with stimuli that is generated when the user looks at the screen .



Collaboration

Supports multiple concurrent inputs to enable the user and instructor to interact together in the scene.



Visual Scenes

Support learner development with custom visual scenes and activities optimised for individual preferences.

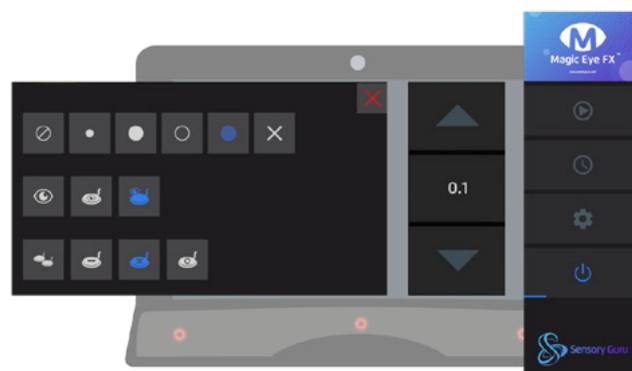


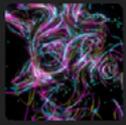
Comprehension

To help develop learner comprehension, Instructors can use speech to interact with content in the visual scene.

Gaze Controls

Magic Eye FX in-game access menu allows users to control access options – Look off screen to open the access menu and change dwell times, gaze method, switch activation options, cursor settings and more.





Colour Trails



Comets



Confetti



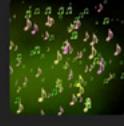
Cre



Entity



Falling Targets



Feel the Beat



Fire



Fire



Follow Me



Fru

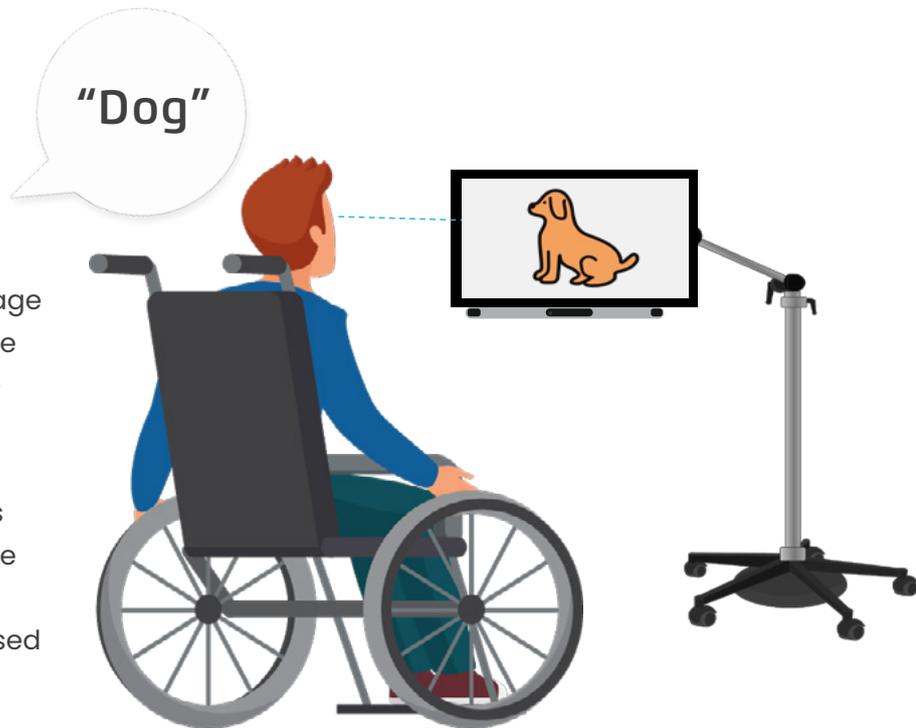
Develop visual skills

Magic Eye FX helps to develop essential visual skills such as locating a stimulus, tracking a stimulus, shifting between stimuli, static fixations, visual search, visual attention, scene/object perception and more.

Say it and see it

Magic Eye FX can be used to support language development - pair any image to any speech command and have the image appear in the display when the word is spoken.

Create interactive scenes with actions that occur when words are spoken. Use Text-to-speech, PCS Symbols, upload images and videos to create customised communication learning scenarios.



01 Eye Tracking

Eye Tracking involves recording gaze data (where one is looking) for the purposes of understanding how individuals interpret and make sense of visual information. The recorded gaze data in Magic Eye FX can evidence important information about users' visual processing and cognitive abilities.

02 Eye Control

Eye Control means using the eye tracker as an input device for the purposes of controlling a computer using the eyes. Magic Eye FX activities feature eye control cursors and gaze aware objects to allow users to interact and build essential eye control access skills like dwell, object latching and navigation.



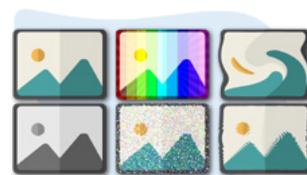
Make your own activities

The activity creator makes it easy to create interactive scenes. Add visual resources: video, images, image masks, interactive objects, animated GIFs, speech controlled images, YouTube videos and more.



Visual Scenes

Create motivating and engaging visual scenes with interactive objects.



Visual Effects

Apply visual effects to inputs and dress scenes with stunning full screen effects.



Communication

Add images, symbols, and responsive text-to-speech objects.



Design for needs

Simple or complex scenes, stimulus guided or goal-driven.

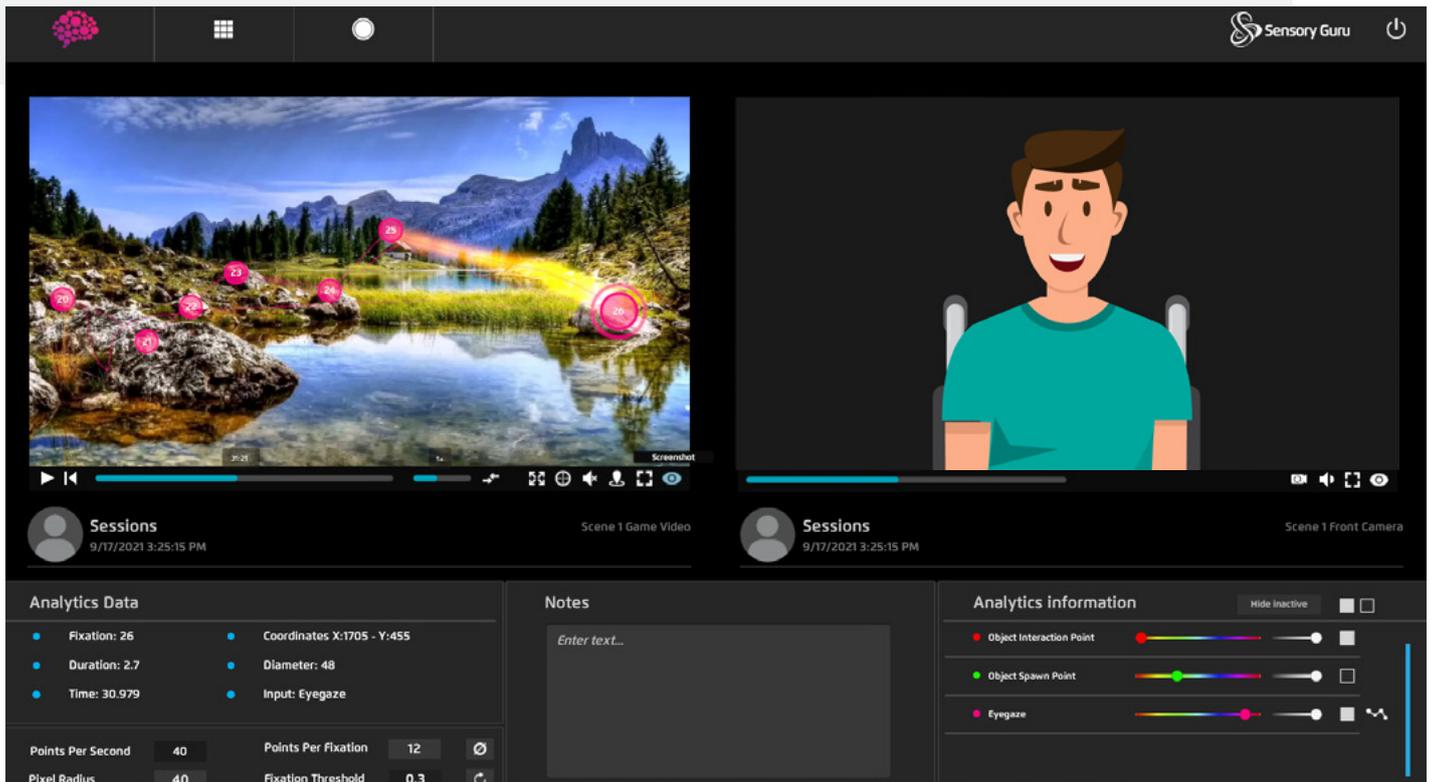
Media resources

Magic Eye FX activity creator is supplied with a media library of audio-visual resources that can be used to populate visual scenes and create customised activities for pupils. Tobii Dynavox PCS symbols are included.

Magic Analytics

Play, record, assess

Magic Eye FX Pro provides detailed analytics for all recorded activities. Analytics Sessions open in the viewer and display the activity video and user front camera video, side-by-side.



The screenshot displays the Magic Analytics software interface. At the top, there is a navigation bar with icons for home, settings, and power. The main area is split into two video feeds: 'Scene 1 Game Video' on the left and 'Scene 1 Front Camera' on the right. The game video shows a landscape with a lake and mountains, overlaid with a yellow eye-tracking path and several pink circular markers. The front camera video shows a cartoon character of a man with brown hair and a teal shirt. Below the videos, there are two panels: 'Analytics Data' on the left and 'Analytics Information' on the right. The 'Analytics Data' panel shows: Fixation: 26, Duration: 2.7, Time: 30.979, Coordinates X:1705 - Y:455, Diameter: 48, Input: Eyegaze. The 'Analytics Information' panel has sliders for 'Object Interaction Point', 'Object Spawn Point', and 'Eyegaze'. A 'Notes' section with a text input field is also visible.

Analytics Data	
Fixation: 26	Coordinates X:1705 - Y:455
Duration: 2.7	Diameter: 48
Time: 30.979	Input: Eyegaze

Analytics Information	
Object Interaction Point	Slider
Object Spawn Point	Slider
Eyegaze	Slider

01 Activity video

Magic Eye FX records a video of the activity and displays fixation points over the video. The full scan path the user took is visible as a traced line showing every fixation and saccade they made. All images that appear and all those the user interacts with are shown as separate layers with origin and interaction points.

02 User video

When using a device with a front camera, Magic Eye FX records a video of a user engaging in an activity. User video can show the level of engagement, visual attention, eye problems, calibration offset disparity, prove it is a specific person using it, show the conditions in the environment, and communication with the instructor with sound.



Gaze Plots

Interaction data is displayed in object region containers with motion paths and gaze plots clearly showing areas of interaction and exploration.



Input Analytics

In addition to gaze, Magic Analytics also provides layered data for switch, voice, mouse, touch, and game controller inputs.



Share Recordings

Export videos from Magic Analytics to easily share session data with other professionals.

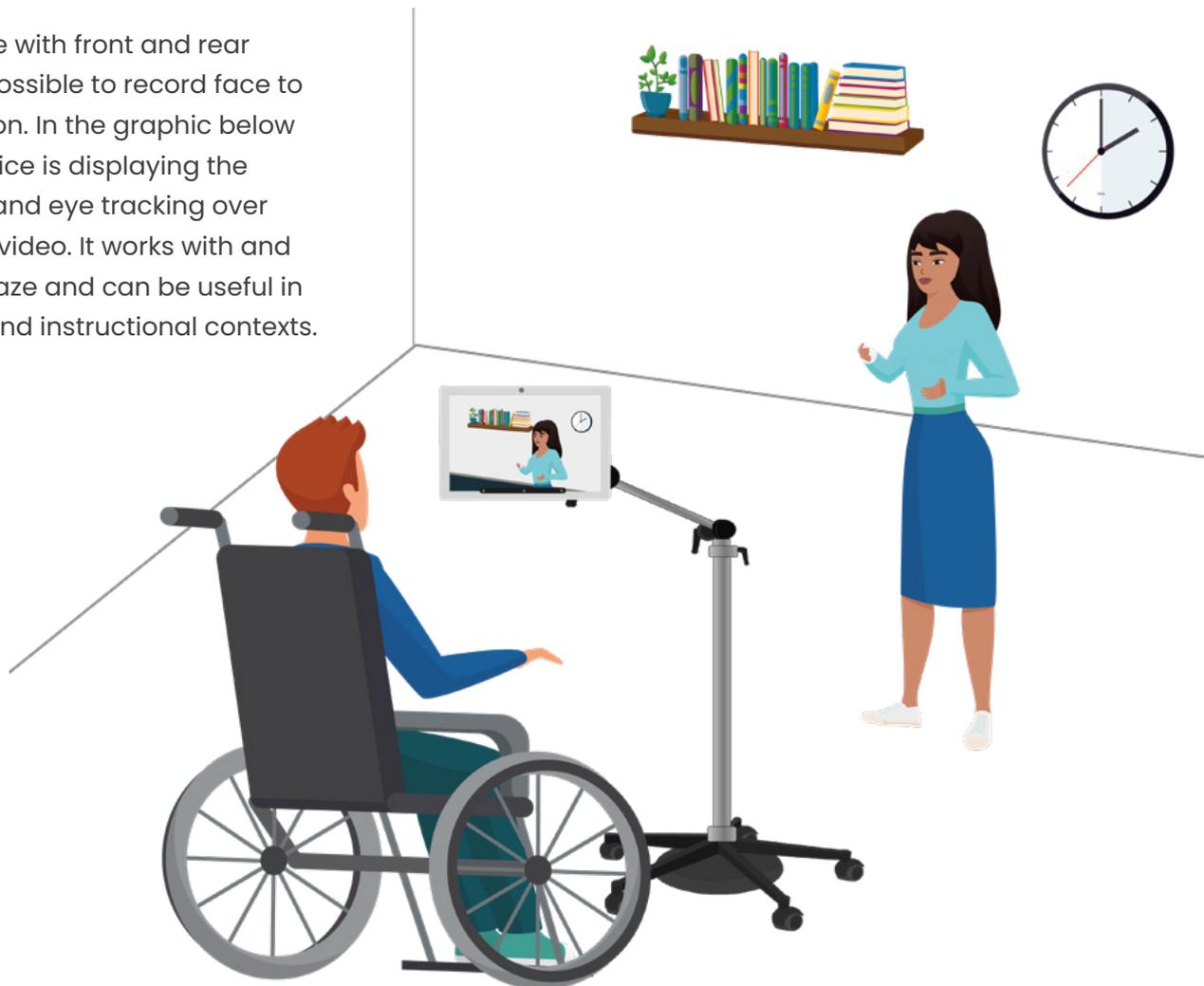


Heatmaps

Data can be visualised as heatmaps that display interaction regions as colour overlays. Export screenshots.

Live Environment Recording

Using a device with front and rear camera it is possible to record face to face interaction. In the graphic below the user's device is displaying the environment and eye tracking over the real-time video. It works with and without eye gaze and can be useful in assessment and instructional contexts.





About Us

Sensory Guru

We are passionate about enabling people to explore their capabilities using technology and person-centered design.

Our goal is to assist educators, therapists, parents, and caregivers to provide life changing opportunities for people with complex sensory, learning, and physical needs through continued innovation in assistive technology and experiential design.

Contact Us

Phone : +44(0)1892 771-381

Email : info@sensoryguru.com

Address : The Barn, Hodore Farm,
Parrock Lane, Hartfield, TN7 4AR, UK

