



Sensory Eye FX 2 Software Manual – TD Pilot

Welcome

Sensory Eye FX 2 software is easy to use and packed full of useful features that are designed to help develop access and communication skills through creative play and exploration. The software supports Tobii Dynavox eye gaze devices and offers a number of thoughtfully designed activities with customiasble properties and a range of gaze interaction options. This manual details all aspects of working with the software from launching activities through to activity customisation. The manual features screenshots of the software, illustrated with explanations highlighting the functionality. We hope you enjoy using Sensory Eye FX 2.

Sensory Eye FX 2

www.sensoryguru.co



Sensory Eye FX 2 software is developed in the UK by Sensory Guru Ltd

Sensory Guru



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GETTING STARTED

Take time to read through the getting started information as it introduces several concepts that are essential to know in order to get the most from Sensory Eye FX 2.



Sensory Eye FX 2 - Getting Started



Install Sensory Eye FX 2

Click start to run Sensory Eye FX 2



Run Sensory Eye FX 2

(2)

When loaded, Sensory Eye FX 2 will open and obtain the active user's gaze profile. The gaze cursor will be visible and it will be possible to select an activity.

Level 3 O Level 4 See Super-	enter Burets	
and the second		
Sensory Circles	Tene Matrix	
N. AND	Cara	
	Basay Cross	

3 Run an activity

Launch one of the activities in Sensory Eye FX 2. You will be able to interact with the activity using gaze.





How to control Sensory Eye FX 2

Sensory Eye FX 2 software can be controlled with gaze, gaze + switch, mouse and touch. It is possible to deactivate gaze control for selection of activities if the user is not ready for this level of control. This means it will not be possible to inadvertently select buttons etc.

The gaze friendly interface enables users to navigate and make choices. It is possible to access options and change activity settings with gaze.

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	Sensory Eye FX 2	2					
•	Level 1 Gaze Response	Level 2 Gaze Interaction	Gaze Regions	Gaze Exploration	Gaze Control	0	\$
	Flare		Sensory Circles	5	Tone Matrix		
	Splodge		Star Trails	*	Moving Snake		
		•					D

Controlling Activities

Sensory Eye FX 2 activities are loaded from the Sensory Eye FX 2 user interface.

Starting Activities

- Click an activity button to open the launch window.
- Click the play button to start the activity.
- Open and edit game options to make changes.

Exiting Activities



 $\left(1\right)$

2

3

Select the X exit button in game. If the button is hidden, to prevent accidental triggering, the area at the top right is still responsive to mouse click and touch (even though the button is invisible)







Using Different Inputs with Sensory Eye FX 2



Sensory Eye FX 2 can be interacted with through a range of different inputs: Gaze, Gaze and Switch, Mouse and Touch.

Gaze

Options for cursor, dwell method, colour can be set in each activity

Gaze and Switch

Use Gaze to point and Switch to select



Mouse

Mouse overrides gaze to allow facilitators to guide users attention to areas of interest



Touch

Requires touch screen – has the same functionality as mouse





Sensory Eye FX 2 SOFTWARE

Sensory Eye FX 2 Software is easy to use and packed with useful features. The following section of the manual breaks down the different functions of the software UI using screenshots and easy to understand descriptions.

Home Screen

When Sensory Eye FX 2 starts this is what you see!

The **Home Screen** has a simplified UI that has been designed to allow gaze users to navigate the software and make their own selections.

How to use it

- Levels Activities are sorted into levels, where each level develops a new Eye Gaze skill.
- 2 Info Shows the licensing information
- **3 Options –** Opens options panel
- **Activity Selection –** Shows 6 activities in each level. Select an activity to play.





Optimal Eye Gaze Settings on iPad

Below are the recommended settings for various user levels:

Emerging/Early Level User

For users not yet familiar with eye gaze navigation and supported by a facilitator to load the activity - this combination will not have any visual interference from assistive touch cursor.

Accessibility Settings:

- Assistive Touch = On
- Dwell Control = On, Movement Tolerance = 0% (no dwell outside activities)
- Devices -> Tobii Dynavox Pilot:
 - Smoothing = 0%
 - Auto Hide = On, 0.50 seconds, Visibility = 0%
- Pointer Control: Colour = None, Size = Minimum (slider hard left)



Optimal Eye Gaze Settings on iPad – Early Level User



Settings Accessibility Touch

Emerging/Early Level User

Accessibility Settings:

Assistive Touch

(1)

•Turn On: Navigate to Settings \rightarrow Accessibility \rightarrow Touch \rightarrow AssistiveTouch, and toggle to enable Assistive Touch.

	Settings	Accessibility	Touch	
*	Bluetooth On			
			AssistiveTouch	On >
Ê	Notifications		Assistive louch allows you to use your IPad if you have difficulty touching the screen of require an adaptive accessory.	r if you
((1))	Sounds		Haptic Touch	>
C	Focus		Press on the display using a different length of time to reveal content previews, action contextual menus.	s and
X	Screen Time		Touch Accommodations	Off >
			If you have trouble using the touchscreen, adjust the following settings to change how screen will respond to touches.	the
\odot	General		Tap to Wake	
	Control Centre		Wake the screen when you tap the display.	
÷.	Display & Brightness			
	Home Screen & App Library		Shake to Undo	
	Multitasking & Gestures		If you tend to shake your iPad by accident, you can disable Shake to Undo to prevent t Undo alert from appearing.	he
1	Accessibility		Prevent Lock to End Call	
*	Wallpaper		Prevent the top button from ending the current call.	
	Siri & Search		Call Audio Routing Autom	natic >
	Apple Pencil		Call audio routing determines where audio will be heard during a phone call or FaceTime audio.	

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Optimal Eye Gaze Settings on iPad – Early Level User



Settings Accessibility Touch

Dwell Control

2

•Enable: Turn on Dwell Control for precise eye gaze interaction.
•Movement Tolerance: Set to 0% (prevents dwell actions outside activities).

Settings	Touch	AssistiveTouch	Settings	AssistiveTouch	Movement Tolerance
Airplane Mode		Show Onscreen Keyboard	Bluetooth On		
🛜 Wi-Fi Guru Mesh		Always Show Menu			The distance you can move while dwelling on an item. If you move beyond this limit, the dwell action isn't performed.
Bluetooth On		Show the AssistiveTouch menu when a pointer device is connected.	Notifications		
		Perform Touch Gestures	()) Sounds		
Notifications		Simulate a finger when performing gestures with a pointing device. When enabled, apps may recognise some gestures differently. For example, scrolling may be preferred over text selection.	C Focus		
(I)) Sounds			Screen Time		
C Focus		Use Game Controller Allow AssistiveTouch to be controlled by Game Controllers.			
Screen Time		Learn more TRACKING SENSITIVITY	General		
		æ ——— ø	Control Centre		
Seneral			🔆 Display & Brightness		
Control Centre		Dwell Control	Home Screen & App Library		
🔅 Display & Brightness		Fallback Action Tap >	D Multitasking & Gestures		
Home Screen & App Library		Movement Tolerance >	(f) Accessibility		
Multitasking & Gestures		Hot Corners >	🛞 Wallpaper		
(f) Accessibility		1.50 Seconds - +	Siri & Search		
🛞 Wallpaper		When Dwell Control is enabled, holding the cursor still for the specified amount of time will perform the selected dwell action.	Apple Pencil		
Siri & Search		TOP BUTTON CONFIRMATION	Face ID & Passcode		
Apple Pencil		Confirm with AssistiveTouch	Battery		
Face ID & Passcode		Use AssistiveTouch to confirm payments with Face ID or any time double-clicking the top button is required.	Privacy & Security		

Optimal Eye Gaze Settings on iPad – Early Level User



Settings Accessibility Touch

 $\textbf{Devices} \rightarrow \textbf{Tobii Dynavox Pilot}$

•Smoothing: Set to 0% for maximum accuracy.
 •Auto Hide: Enable, set to 0.50 seconds (cursor disappears after half a second of inactivity).
 •Visibility: Set to 0% (cursor remains invisible).

	Settings	< Touch	AssistiveTouch		
*	Bluetooth On				
			Customise Top Level Menu		>
	Notifications		CUSTOM ACTIONS		
(((()	Sounds		Single-Tap	Open Menu	>
C	Focus		Double-Tap	None	>
X	Screen Time		Long Press	None	>
			Custom actions allow you to interact directly with the AssistiveTouch icon wit the menu.	thout opening	
\otimes	General		CUSTOM GESTURES		
	Control Centre		Create New Gesture		>
*	Display & Brightness		Custom gestures allow you to record gestures that can be activated from Cu- the Menu.	stom in	
•	Home Screen & App Library		Idle Opacity	15%	>
:0	Multitasking & Gestures				
3	Accessibility		POINTER DEVICES		
*	Wallpaper		Devices		>
	Siri & Search		Mouse Keys		>
	Apple Pencil		Show Onscreen Keyboard)
	·· ·· ··		Always Show Menu)
(L.)	Face ID & Passcode		Show the AssistiveTouch menu when a pointer device is connected.		

AssistiveTouch	Devices		
	CONNECTED DEVICES		
	Tobii Dynavox Pilot		
	Bluetooth Devices	>	
	AssistiveTouch allows you to connect Bluetooth and USB assistive joysticks and mice.	pointer devices, such as	
	Tobii Dynavox Pilot		
Customise Add	itional Buttons		
Button customisa	tions require AssistiveTouch to be enabled.		
SMOOTHING			
-		0%	
Smooths pointer	movement. Increasing this value may decrease pointer re-	sponsiveness.	
Snap to Item			
Automatically mo	ves the pointer to nearby items.		
Auto-Hide			
0.50 Second	IS	- +	
To show the curse	or, hold your gaze for the duration specified above.		
0-		0% <	

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Settings Accessibility Pointer Control

Pointer Control •Colour: Set to None. •Size: Adjust to Minimum (slider hard left).

(4)

:06 M	on 27 Jan			
	Settings		Accessibility	Pointer Control
*	Bluetooth	On		APPEARANCE
-				Increase Contrast
U	Notifications			Automatically Hide Pointer
())	Sounds			Colour
C	Focus			
X	Screen Time			
\odot	General			Pointer Animations
	Control Centre			Allow the pointer to animate and adapt to elements on the screen.
*	Display & Brightness			SCROLLING SPEED
	Home Screen & App Library			201
:0	Multitasking & Gestures	_		Button customisations are available in AssistiveTouch settings.
٢	Accessibility			
*	Wallpaper			
	Siri & Search			
	Apple Pencil			
[v]	Face ID & Passcode			
Þ	Battery			
	Privacy & Security			

None S



\blacksquare Optimal Eye Gaze Settings on iPad



General Device User

If the user can manage eye gaze with visible cursor and assistive touch dwell:

Accessibility Settings:

- Assistive Touch -> Dwell Control = On
- Dwell Time = 1.50 seconds, Movement Tolerance = 25%+ (100% for max drift)
- Devices -> Tobii Dynavox Pilot:
 - Smoothing = 0%
 - Auto Hide = On, 0.5 seconds, Visibility = 5%
 (adjust based on user's profile)

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Optimal Eye Gaze Settings on iPad – General User



Settings Accessibility Touch

Accessibility Settings:

1 Assistive Touch

•Turn On: Navigate to Settings → Accessibility → Touch → AssistiveTouch, and toggle to enable Assistive Touch.

	Settings	Accessibility	Touch		
*	Bluetooth On		AssistiveTouch	On	>
<u> </u>	Notifications		AssistiveTouch allows you to use your iPad if you have difficulty touching the scree require an adaptive accessory.	en or if you	L
())	Sounds		Haptic Touch		>
C	Focus		Press on the display using a different length of time to reveal content previews, a contextual menus.	ctions and	
X	Screen Time		Touch Accommodations	Off	>
			If you have trouble using the touchscreen, adjust the following settings to change screen will respond to touches.	how the	
\otimes	General		Tap to Wake)
00	Control Centre		Wake the screen when you tap the display.		
*	Display & Brightness		Shake to Undo)
	Home Screen & App Library		If you tend to shake your iPad by accident, you can disable Shake to Undo to prev Undo alert from appearing.	ent the	
	Multitasking & Gestures				
Ì	Accessibility		Prevent Lock to End Call	\bigcirc	
*	Wallpaper		Prevent the top button from ending the current call.		
	Siri & Search		Call Audio Routing	utomatic	>
	Annie Pencil		Call audio routing determines where audio will be heard during a phone call or FaceTime audio.		

Optimal Eye Gaze Settings on iPad – General User



Settings Accessibility Touch

Dwell Control

2

•Enable: Turn on Dwell Control for precise eye gaze interaction.
•Dwell time: Set to 1.50 seconds
•Movement Tolerance: Set to 25+ (100% for max drift)

Settings	Touch	AssistiveTouch		Settings	AssistiveTouch	Movement Tolerance
Airplane Mode		Show Onscreen Keyboard		Bluetooth On		
🛜 Wi-Fi Guru Mesh		Always Show Menu		_		0
Bluetooth On		Show the AssistiveTouch menu when a pointer device is connected.				The distance you can move while dwelling on an item. If you move beyond this limit, the dwell action isn't performed.
		Perform Touch Gestures		Notifications		
Notifications		Simulate a finger when performing gestures with a pointing device. When enabled, ap recognise some gestures differently. For example, scrolling may be preferred over tex selection.	ops may ct	Sounds		
Sounds				Focus		
Focus		Use Game Controller		U		
Screen Time		Learn more		Screen Time		
		AP				
General				General		
Control Centre		Dwell Control		Control Centre		
🔅 Display & Brightness		Fallback Action	Tap >	0		
Home Screen & App Library		Movement Tolerance	>	Display & Brightness		
D Multitasking & Gestures		Hot Corners	>	Home Screen & App Library		
Accessibility		1.50 Seconds -	+	Multitasking & Gestures		
Wallpaper		When Dwell Control is enabled, holding the cursor still for the specified amount of tim perform the selected dwell action.	ne will	Accessibility		
Siri & Search		TOP BUTTON CONFIRMATION				
Apple Pencil		Confirm with AssistiveTouch		Walipaper		
Face ID & Passcode		Use AssistiveTouch to confirm payments with Face ID or any time double-clicking the button is required.	top	Siri & Search		

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Optimal Eye Gaze Settings on iPad – General User



 $\textbf{Devices} \rightarrow \textbf{Tobii Dynavox Pilot}$

•Smoothing: Set to 0% for maximum accuracy.
 •Auto Hide: Enable, set to 0.50 seconds (cursor disappears after half a second of inactivity).
 •Visibility: Set to 5% (adjust based on user's profile).

	Settings	C Touch	AssistiveTouch	
*	Bluetooth On			
			Customise Top Level Menu	>
2	Notifications		CUSTOM ACTIONS	
((۱)	Sounds		Single-Tap	Open Menu >
C	Focus		Double-Tap	None >
X	Screen Time		Long Press	None >
			Custom actions allow you to interact directly with the AssistiveTouch icon with the menu.	hout opening
\odot	General		CUSTOM GESTURES	
	Control Centre		Create New Gesture	>
*	Display & Brightness		Custom gestures allow you to record gestures that can be activated from Cus the Menu.	stom in
•	Home Screen & App Library		Idle Opacity	15% >
:0	Multitasking & Gestures			
(1)	Accessibility		POINTER DEVICES	
*	Wallpaper		Devices	>
	Siri & Search		Mouse Keys	>
			Show Onscreen Keyboard	
	Apple Pencil		Always Show Menu	
[Y]	Face ID & Passcode		- Show the AssistiveTouch menu when a pointer device is connected.	

AssistiveTouch	Devices	
	CONNECTED DEVICES	
	Tobii Dynavox Pilot >	
	Bluetooth Devices >	
	AssistiveTouch allows you to connect Bluetooth and USB assistive pointer devices, such as joysticks and mice.	
	Tobii Dynavox Pilot	
Customise Additio	nal Buttons	
Button customisation	is require AssistiveTouch to be enabled.	
SMOOTHING		
0		
Smooths pointer mov	vement. Increasing this value may decrease pointer responsiveness.	
Snap to Item		
Automatically moves	the pointer to nearby items.	
Auto-Hide		
0.50 Seconds	- +	
To show the cursor, h	nold your gaze for the duration specified above.	
	5%	-
Reduces the visibility	y of the pointer during auto-hide.	



Keyboard Shortcuts

Sensory Eye FX 2 has a number of keyboard shortcuts that are helpful for observing and capturing session information.

Variable dwell time controlled using the up/down arrow keys is particularly useful, as is the real-time heatmap that displays the regions the user has accessed and attended too.



"P" key will take a screenshot in any activity and save to screenshots



"R" key will start and stop a screen video recording and save to Recordings (press "R" to toggle on/off)



"K" key will show the cursor and resume gaze interaction



"L" key will hide the cursor and pause gaze interaction



"H" key will display a heatmap (press "H" to toggle on/off)



"Up" and "Down" keys control dwell time, allowing dwell time to be changed in real-time.



😫 Options

The Options panel is opened by selecting the options icon in the header bar.

How to use it

UI Language – Use the up/down arrows to select the preferred language.

Game Exit Button – Show or hide the exit button when in an activity.

Application Pop-up – Turn on/off the pop up when selecting an activity. When off, it will go straight into the activity instead of showing the description and options pop up.

Show settings button – Turn on/off the the info and the options panel. When off, double tap/click where the icon originally was to show the button again.

Download Media Library – Select to download and save the media library to the iPad.



Level Grouping



Sensory Eye FX 2

Activities are grouped into 5 levels of exploration with each level introducing a slightly more advanced mode of gaze interaction and game play

GAZE RESPONSE

The eye creates the stimuli – Gaze Response activities allow users to explore cause and effect; when they look, something happens! When they look away, it stops!

GAZE INTERACTION

Gaze Interaction activities introduce some of the interaction methods of eye gaze such as dwell activation and targeting. These activities allow users to explore how their gaze can trigger a response from the objects in the screen

Level Grouping



GAZE REGIONS

Gaze Region activities stimulate visual attention by encouraging users to target specific areas of the screen to improve gaze control skills, helping to develop the targeting and attention skills necessary to achieve a robust calibration.

GAZE EXPLORATION

Gaze Exploration activities are designed to promote exploration and play, encouraging engagement with a wider area of the screen.

GAZE CONTROL

Gaze Control activities can help users achieve greater control, a higher degree of accuracy and a more detailed understanding of the dwell and switch activation functions

ACTIVITIES

Sensory Eye FX 2 has 30 activities designed for developing early eye gaze skills. Each activity is supported by a description of how it can be used to explore gaze interaction and options to personalise and customise.

The following pages details each activity and its customisation options.



Opening Options

Sensory Eye FX 2 makes it easy to customise and personalise activities.

How it works

Click an app button to open the app launch window.



(1)

Select options - Activity options window will open



Customising Activities

Each activity in Sensory Eye FX 2 has options for customisation. Some activities allow you to alter the background and stimulus images. It is important to use content that is likely to harness attention and help users engage.

For example, pictures of family members can be particularly motivating, as can well known cartoon characters. If age appropriateness is a factor in your environment, you will be pleased to know that it is possible to modify the assets to fit any criteria or notion of appropriateness, including inappropriateness such as xxx for those so inclined. Proceed with caution...

How it works

1

- Select an activity > Select options. The game options window will open.
 - Use the tabs at the top of the window to edit tab related parameters.
- Select Save Options to save your changes.
- Select Restore Defaults to reset any changes to app Defaults.
- X Select Close to return to activity play pop-up



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File formats



Background Images



- All background images should be .jpg or .png format.
- The minimum size should match the native resolution of your monitor. The latest Tobii I-Series (I-16, I-13) are 1920 x 1080 pixels.

NB Images that are smaller than the native resolution will be scaled up. This may result in a stretch, grainy image.

Object Images



- Object images must be .png format
- .png files include transparency, meaning you will only the object and not a frame around it.
- Recommended sizes in the region on 128 x 128 512 x 512 pixels.

Audio



- Audio files must be .mp3 format.
- Object sounds should last no longer than 1 second
- Background sounds should loop

Videos



- All videos should be .mp4 format.
- The video resolution should be HD (1920 x 1080)

Dwell/selection methods



When cursor is selected to "Animate" a ring will appear around the cursor, animated as a closing ring. The animated ring shows the dwell activation progress.



Cursor Dwell: Grow

When cursor is selected to "Grow" the cursor will appear smaller, before growing in size to show dwell activation progress.



Dwell Lock

The shrinking dot is a well known cursor snapping method that latches to the centre of a gazeable button / object to make it easier select. This helps to reduce the requirement for accuracy and steady gaze.



Gaze Switch

Gaze Switch has a cursor to show where the user is looking. When gazing at a button/object the selection is activated and a switch input will trigger the selection





Level 1: Activities Overview







Flare

Sensory Circles



Star Trails



Tone Matrix



Splodge



Moving Snake

Gaze Effects

The effect marks the users gaze point and appears while the user looks at the screen.

Contrast

All effects appear against black backgrounds as default to maximise contrast. You may wish to explore alternative backgrounds and changing the effect parameters to experiment.

Fade out

The effects fade out when the user looks away from the screen, reducing the light from the display. The reduction of contrast can be a prompt for users to reengage with the effect .

Sound

Sounds accompany most of the effects - make sure sound source is direct from the display. Some user will be auditory dominant, and sound can be helpful for orientating gaze to the sound source.

Movement

The effect will move in response to gaze and generate movement outside of the user's immediate gaze point in order to stimulate wider exploration of the screen. Experiment with effect size to explore movement options

Level 1: Objectives



Level 1 objectives include: assisting the user to locate the screen, generate a visual effect by looking at the screen, and to respond in a way that indicates they are aware of the visual effect. Ultimately, you would like the user to be aware that they are making things happen and we should be working toward that primary goal, where possible.

Assist the user to locate the screen

It may not be obvious that there is any thing to look at if you are in a dark environment. To help orientate the user's gaze to the display try:

1. Generating the effect	2. Increasing effect radius	3. Change background	4. Change effect colour
Trigger the visual effect with mouse,	Increase the radius of the effect in	Switch background colour or load	Change the effect colour in
touch or gaze. The user will take	settings to provide more visual	an image or a video to explore	settings, along with other activity
over as soon as they look at the	feedback.	motivation and attentional	specific properties as outlined on
screen.		preferences	the activity pages

Generate a visual effect

Encourage screen wide exploration of the visual effect to help locate the boundaries of the screen, play with looking and looking away and the curiosity this may invoke when shifting between effect on and off states, explore the cause and effect, take screenshots and record videos that can be used to show levels of engagement, activity duration and screen interaction. Use the editing capabilities to adapt the activities to individual needs and preferences.

Observe responses

Responses may include sustained looking, exploration of the screen, looking away and then re-engaging, being startled by the effect, shift in body tone, smiling, intentionally disengaging, turning away and so on. Observe user responses and proceed with activities that increase engagement.

Flare



Eye movements activate a vibrant yellow flame-like effect which appears against a dark background. The visual effect is accompanied by a dynamic swishing sound. The visual immediacy of the flare effect can be stimulating for users with reduced visual acuity – the shift between light and dark is dramatic, especially when used in dark environments.

NB: The sound effect may startle some users if it is too loud. Change colour, background and more in settings.



Flare - Game Options

- **Flare colour** Change the flare colour > select from: yellow (default), green, blue, purple or pink
- Size Adjust the effect size. A stimulus size between 1 9 can be selected in increments of 0.5. Default = 2.5
- **Background Mode** Change the background selecting from the following:
 - Colour set background colour from colour picker window
 - Image Add background image from media library or upload your own. Supports .jpg and .png formats.
 - Video Add video from media library or upload your own. Supports .mp4 file formats







Flare - Access Options



Cursor Type – Select whether to show or hide cursor.

Default = Hide.

2 Audio – Flare makes a whooshing sound as the effect travels across the screen.

Turn audio on/off. Default = On





Sensory Circles

Sensory Circles is a gentle particle emitting effect that produces a trail of colourful discs in response to eye movement – the effect is accompanied by chiming musical notes.

When the user diverts their gaze away from the screen the sounds stop, and the circles gently dissipate leaving a slow fading visual residue on the screen. Change colour, background and more in settings.


Sensory Circles - Game Options

- Size Adjust the effect size. A stimulus size between 1 9 can be selected in increments of 0.5. Default = 2.
- 2 Background Mode Change the background selecting from the following:
 - colour set background colour from colour picker window. (Default = black)
 - Image Add background image from media library or upload your own. Supports .jpg and .png formats.
 - Video Add video from media library or upload your own. Supports .mp4 file formats







Sensory Circles - Access Options



Game Options for Sensory Circles



Cursor Type – Select whether to show or hide cursor.

Default = Hide.



Turn audio on/off. Default = On

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Tone Matrix

Tone Matrix is a colourful musical activity with notes arranged from low to high in a sequence. The downward cascading visual effect is designed to stimulate vertical eye movements, whereby the user can learn that moving their eyes up and down on the vertical axis changes the colour and the pitch. Change colour, background, matrix size and more in settings.



Tone Matrix - Game Options

Mode Select – Select from 4 colour modes. Each mode has a different set of colours. Default = Mode 1.

- 2 **Object Shapes** Select from rectangle or round shapes. (Default = Rectangle)
- 3 Columns / Rows Increase/decrease the number of objects displayed on the vertical/horizontal axis. Choose from between 1 – 20. (Default = 14 columns / 16 rows)







Tone Matrix - Access Options

Cursor Type – Select whether to show an animated or growing or hide cursor.

Default = Animate.

2 **Cursor colour** – Click select colour to customise cursor colour. Default = red



Access 🔘 Game Images \otimes 2 Cursor Type Cursor Color 0 • Ç \bigcirc 0 Hide Select Color Grow Animate **Restore Default** 3 Dwell Time (s) 0 Ð θ 0

Game Options for Tone Matrix

Tone Matrix - Images Options

Background Image – Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.





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Splodge

Splodge is a fun painting activity where colours change automatically as the user looks around the screen. Select colours in settings, add backgrounds or a paint mask to paint inside the lines. Press "p" key to take a screenshot.

As well as providing colourful artworks, splodge also provides a visual map of the areas of the screen the user can access which can be helpful for assessment purposes. Splodge also benefits from a clear screen button located bottom right of the screen allowing the user to trigger the clear screen function using a dwell click.



Splodge - Game Options

- Size Adjust the size of the paint brush. You can (1)choose between 1 – 9 in increments of 0.5. Default = 3.5
- Opacity Adjust the opacity of the paint between 0 -2 1. Default = 1 (opaque).
- Background Mode Change the background selecting (3) from the following:
 - 1. colour set background colour from colour picker window
 - 2. Image Add background image from media library or upload your own. Supports .jpg and .png formats.
- Paint Image Add an image to turn Splodge into a (4) colouring in activity. Select from media library or upload your own.

NB: Image must be a 1920 x 1080 PNG with transparency to work as a colouring in activity.





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Splodge - colour Options

colour 1 - 9- Customise the colours of the paint trails by selecting colours from the select colour options.



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Star Trails

Blue stars scatter around the screen in response to eye movements. Musical sounds play when the eyes are moving and stop when gaze is diverted..

The off-centre spinning effect helps to draw the eyes into different areas of the screen. Effect size and background can be edited in setting options





Star Trails - Game Options

Effect Size – Adjust the effect size. A stimulus size between 1 – 9 can be selected in increments of 0.5. Default = 2.

2 Background Mode – Change the background selecting from the following:

- colour set background colour from colour picker window. (Default = black)
- Image Add background image from media library or upload your own. Supports .jpg and .png formats.
- Video Add video from media library or upload your own. Supports .mp4 file formats



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Star Trails - Access Options Game Options for Star Trails Access 🔘 Game \otimes 2 Audio Cursor Type Cursor Type - Select whether to show or hide cursor. ${}^{\circ}$ Ç \odot Off Show Hide **Restore Default** Default = Hide. 6 Audio – Star Tails makes a twinkling sound as the effect travels across the screen. Turn audio on/off. Default = On



Moving Snake

Moving Snake is a high contrast effect that creates a trail of colourful circles that follow the user's gaze path. A soundtrack plays while the eyes are moving and stops when the trail catches up to the cursor.

Effect size, speed, background image and soundtrack can be edited in options. Rapid saccades will make the snake zip all over the screen. Can you keep the cursor still long enough to make the sound stop?





Moving Snake - Game Options

- Snake Size Adjust the size of the snake. Set snake size between 0.1 – 1 in increments of 0.1. Default = 0.6.
- Speed Adjust the speed that the tail of the snake meets the head. Select from within a range of 0 1, with 1 being the fastest. Default = 0.3.
- 3 Rainbow Mode Turn rainbow mode on/off. On gives you a rainbow coloured snake, off creates a snake with a wider range of colours. Default = On.

Images Sounds \bigcirc Game Access \otimes **Choose Colors** Snake Size 2 Speed Ç 0.3 • 0.6 Ð € Ð **Restore Default** 3 Rainbow Mode 0 X Off On

Game Options for Moving Snake



Moving Snake - Access Options

Cursor Type – Select whether to show or hide cursor.

Default = Hide.

2 Audio – Moving Snake makes a retro digital sound as the snake travels across the screen. Stopping when the gaze is off the screen.

Turn audio on/off. Default = On

Game Options for Moving Snake



Save Options

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Moving Snake - Images Options

Background Image – Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.





Moving Snake - Sounds Options

Moving Sound – Add your own sound to the moving snake. Select from the media library of upload your own .mp3 audio file.

We recommend choosing a looping sound clip.

Game Options for Moving Snake					
🔘 Game	Access	O Images	Sounds	Choose Colors	\otimes
Moving Sound					
5	►				C Restore Default
					Save Options



Moving Snake - colours Options

colour 1 - 9- Customise the colours of the moving snake by selecting colours from the select colour options.





Moving Snake - Sound + colour Options





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Moving Sound – Add your own sound to the moving snake. Select from the media library of upload your own .mp3 audio file.

We recommend choosing a looping sound clip.

(1)colour 1 - 9 - Customise the colours of the moving snake by selecting colours from the select colour options.



Hide and Seek

Pop

Splat



Level 2: Activities Overview







Hide & Seek

Dwell Bomb



Springy Target



Pop



Splat



Scatter

Target images

Target images appear in fixed or random locations, when the user looks at an image for longer than the set dwell time, animation events will be triggered.

Contrast

Target images appear against black background for maximum contrast interaction area is within the boundary of the image. Dwell activation starts when gaze is on the object.

Dwell

Dwell Time is variable with up/down arrow keys increasing and decreasing dwell by +-0.1 second increments. This convenience is available in all activities that feature images.

Interaction

The images will respond to user interaction. There will be a noticeable change in the image when it has been activated, such as moving, disappearing, or exploding.

Anticipation

It is interesting to observe the way users react to the interaction and the resetting of the image after it has animated. Do they anticipate where an image may reappear? Hover in a certain area of the screen etc?

Level 2: Objectives



Level 2 objectives include: helping the user to direct their gaze towards stimuli images, fixing their gaze on a stimulus to activate a dwell interaction, observe the resulting animation, locate stimuli in different locations, keeping eyes still (fixation), exploring different dwell times as required for user to process the stimuli.

Locate the targets

Some targets are static some are moving, pay attention to which type the user finds it easier to see. Here are some things you can do to assist the user locate the targets.

1. Gaze cursor

In cursor mode you will see a cursor on the screen showing the users gaze point. This is useful to show where the user is looking and can help to debug calibration offset, whereby the user is looking at the target, but the cursor is some distance away from the target.

2. Increasing stimulus size

Increase the size of the stimuli to make it more prominent on the screen.

NB: the cursor is a stimulus and may distract the user. If this happens experiment with dwell lock mode and hidden cursor in order to focus attention on the object interaction. **3. Change stimulus** Use images that will be motivating to the user based on known preferences.

4. Gaze modes

Change dwell times, change between cursor dwell, dwell lock and gaze switch modes to explore access preferences.

Fixing gaze, dwelling & processing times

Encourage the user to hold their gaze still over the stimulus, think about the visual processing speed that the user is capable of - if the dwell time is 1 second but it takes the user 3-4 seconds to process what they are looking at, any selection below this processing threshold cannot be intentional. It is important to explore different dwell times and observe user responses to help assess intentionality. Observe the time that it takes for the user to respond to stimuli that appears in their visual field, as this will indicate processing speeds.



Hide and Seek

Hide and Seek is a simple targeting activity where a yellow star image appears against a black background – when a user looks at the star it makes a sound, disappears, and reappears again in another area of the screen. The idea is to help the user to become aware that their gaze is producing the effect.

Now is the time for positive verbal encouragement: "where is the star? Can you find it", etc. The mouse cursor is visible to provide a visual reference point as to where the user is looking in relation to the stimulus – this can help you work out if there is a calibration offset to contend with. Up/Down keys to increase or decrease dwell time by +/- 0.1 second. Change stimulus image, background and more in settings.





Hide and Seek - Game Options

- Image Size Choose the size of the stimulus image between 0.1 – 1 in increments of 0.1.1 is the largest size. Default = 1.
- 2 Return Delay Adjust how long the object reappears after it has been interacted with. Select from within a range of 0.2 – 5 seconds. Default = 2.1



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Hide and Seek - Access Options

- Dwell Mode Select from:
- Dwell Lock Cursor snaps to object when gaze is within proximity of object.
- 2. Cursor Dwell (default) Cursor moves with gaze and does not snap to object.
- 3. Gaze Switch Gaze to object and use switch to activate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = red
- 3 **Cursor Type** Select whether to have an animated or growing cursor.

Default = Animate.



Dwell Time – Select dwell time from between -0 – 5 seconds in increments of 0.1. Default = 1.2



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Hide and Seek - Images Options

- Background Image Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.
 - Image Add an image you would like to use as
 the stimulus object. Select from the Sensory Eye
 FX 2 Media Library or upload your own.

The image must be a PNG with transparency and sized between 126 x 126 – 512 x 512 pixels.



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Hide and Seek - Sounds Options

- Appear Sound Add your own sound to object when it appears in the screen. Select from the media library or upload your own .mp3 audio file.
 - Hit Sound Add a sound to the object for when it is hit. Select from the media library or upload your own .mp3 audio file.

TIP! We recommend choosing short sound clip that is below 1 seconds.

Game Options for Hide and Seek





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Pop

Pop presents a series of coloured circles that burst as a user looks around the screen. There is no timer, and the objective is not necessarily to pop every ball before they return. Exploration of the screen should be the main aim. Facilitators need to be looking at the way the eye behaves: does the user move slowly and cluster fixations in a certain area of the screen; do they seem to work to the outer edge of the screen? What we want to see from this app is whether a user can make use of the full screen. Play with dwell times or set 0 for rapid popping.



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Pop - Access Options

- **Dwell Mode** Select from:
- Dwell Lock Cursor snaps to object when gaze is within proximity of object.
- 2. Cursor Dwell (default) Cursor moves with gaze and does not snap to object.
- 3. Gaze Switch Gaze to object and use switch to activate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = red
- 3 **Cursor Type** Select whether to have an animated or growing cursor.

Default = Animate.



Dwell Time – Select dwell time from between -0 - 5 seconds in increments of 0.1.

Default = 0



Splat

Smiley faces float around the screen – when a user target's one of the heads it splats and slides down the screen. This animation is accompanied by a squelching sound. Whilst this app is a lot of fun, it is also informative: if a user is squashing heads all over the screen, they are proving an ability to see, track and focus on a moving stimulus – good full screen targeting with Splat indicates that a user can be calibrated (it may be difficult, but it is possible).

The way a user approaches this application can tell us something about their ability to anticipate, use short term memory and strategize. Maximum effect for minimum effort would be to wait in the centre of the screen and target the faces as they appear from the bottom. Default dwell time is 0.5sec. Up/Down keys to increase or decrease dwell time by +/- 0.1 second. Increase or decrease the number of objects on screen, change background colour, speed, size and more.







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Splat - Game Options

Background Image – Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.



Splat - Access Options

Cursor Type – Select whether to have an animated or growing cursor or to hide it.

Default = Animate.

2 **Cursor colour** – Click select colour to customise cursor colour. Default = red

Dwell Time – Select dwell time from
 between -0 – 5 seconds in increments of 0.1.
 Default = 0.1



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Splat - Objects Options

- Active / Inactive Turn an object on/off. This allows you to tailor how many splat objects appear in the game. Default = Active.
- 2 **Object Speed** Adjust the speed the objects move between 0 – 5. 0 means that an object will be static and not move. Default = 2
- 3 **Object Scale** Adjust size of object with 0.1 being smallest and 1 being largest. Default = 0.5.
 - **Object Alive** Upload your own stimulus image or select from the media library.
- **Object Dead** Upload your own splat image or select from the media library.
 - **Object Hit Sound** Upload your own mp3 splat sound or select from the media library.



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Scatter

Balls are arranged in rows covering the full screen. As the user looks around the screen a gravity force is applied making the balls move away from the area of fixation. The localised ball motion can be useful for helping users understand cause and effect and to prompt exploration of the wider screen. Ball movement is accompanied by a subtle collision sound. Change stimulus, background and more in settings.



Scatter - Game Options

- Image Size Choose the size of the stimulus image between 0.1 – 1 in increments of 0.1.1 is the largest size. Default = 1.
- 2 Image Spacing Define the size of gaps between the scatter objects. Select from a range of 0.1 – 1. Default = 0.3
- Reset Speed The object motion speed. Adjust how fast an object moves between 0.2 – 10 seconds. Default = 1.4 seconds.
- **4 Reset Delay** How long before an object returns to its original position. Adjust delay between 0.2 – 10 seconds. Default = 10
- 5 Scatter Distance How far an object moves when gazed over. Adjust scatter distance between 10 – 100 (furthest distance) Default = 100



Game Options for Scatter



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Restore Default

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Scatter - Access Options

Cursor Type – Select whether to have an animated or growing cursor or to hide it.

Default = Animate.

2 **Cursor colour** – Click select colour to customise cursor colour. Default = red

Dwell Time – Select dwell time from
 between –0 – 5 seconds in increments of 0.1.
 Default = 0.5


Scatter - Images Options

- Background Image Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.
- 2 Object Image Add an image you would like to use as the stimulus object. Select from the Sensory Eye FX 2 Media Library or upload your own.

The image must be a PNG with transparency and sized between 126 x 126 – 512 x 512 pixels.

Game Options for Scatter			
🔘 Game	C Access	Images	\otimes
Background Image	Object Image		
			Restore Default
			Save Options



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Dwell Bomb

Dwell Bomb is a simple cause and effect activity that activates an explosion of coloured balls when the user fixes their gaze in any area of the screen for the chosen dwell duration. Up and Down arrow keys allow the dwell time to be increased and decreased by 0.1 second time increments. Stimulus size, sound and background can be edited in options.



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Dwell Bomb - Game Options

Ball Size – Adjust the size of the balls, select between 0.1 – 1 in increments of 0.1.1 is the largest size. Default = 0.2





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Dwell Bomb - Access Options

- **Dwell Mode** Select from:
- Dwell Lock Cursor snaps to object when gaze is within proximity of object.
- 2. Cursor Dwell (default) Cursor moves with gaze and does not snap to object.
- 3. Gaze Switch Gaze to object and use switch to activate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = red
- 3 **Cursor Type** Select whether to have an animated or growing cursor.

Default = Animate.



Dwell Time – Select dwell time from between –0 – 5 seconds in increments of 0.1. Default = 1 second



Game Options for Dwell Bomb



Dwell Bomb - Images Options



Background Image – Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.





Dwell Bomb - Sounds Options

Explosion Sound – Add your own explosion sound for when the gaze bomb is activated. Select from the media library or upload your own .mp3 audio file.



TIP! We recommend choosing a short sound clip that is below 2 seconds.



Springy Target

Springy Target is designed to get the user to follow the target as it randomises to different areas of the screen. Before the object comes to a stop it quickly springs back and forth to stimulate the user to look at it in its new location. If a user is hitting the stimulus rapidly all over the screen, they are demonstrating to you that they can see and react to a rapidly moving visual stimulus and target effectively. Now it is time to attempt a calibration. Users that struggle with this type of targeting but demonstrate ability with Level 1 activities should be observed closely - pay attention to the gaze cursor's proximity to the stimulus. Up/Down arrow keys allow the dwell time to be increased and decreased by +/- 0.1. Stimulus image, size, sound, and background can be edited in options.



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Springy Target - Game Options

Image Size - Adjust the size of the target, select

between 0.1 - 1 in increments of 0.1.1 is the

largest size. Default = 1

Game Options for Springy Target





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Springy Target - Access Options

- **Dwell Mode** Select from:
- Dwell Lock Cursor snaps to object when gaze is within proximity of object.
- 2. Cursor Dwell (default) Cursor moves with gaze and does not snap to object.
- Gaze Switch Gaze to object and use switch to activate.
- 2 Cursor colour Click select colour to customise cursor colour. Default = blue.
- 3 **Cursor Type** Select whether to have an animated or growing cursor.

Default = Animate.



Dwell Time – Select dwell time from between –0 – 5 seconds in increments of 0.1. Default = 1 second



Springy Target - Images Options

- Background Image Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.
- Image Add an image you would like to use as the target object. Select from the Sensory Eye FX 2 Media Library or upload your own.

The image must be a PNG with transparency and sized between 126 x 126 - 512 x 512 pixels.

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Springy Target - Sounds Options

Appear Sound – Add your own sound for when the target appears on the screen. Select from the media library or upload your own .mp3 audio file.



Moving Sound – Add your own sound for when the target moves across the screen after it has been activated. Select from the media library or upload your own .mp3 audio file.

TIP! We recommend choosing a short sound clip that is below 1 seconds.





Game Options for Springy Target











Level 3: Activities Overview





Visual search and building persistence

Encourage users to search for specific images, target them and move to the next. We want to promote screen wide coverage where possible.

Reaction times

Observing reaction times in activities like Whack and Static Target can tell us quite a bit about a users visual processing speed. Encourage fast response where possible and use prompts to cue search.

Dwell Times

Decreasing the dwell times can be helpful if accuracy is not yet locked in. Increasing the dwell time is a good way to encourage longer looking at specific images like the animals in farm etc.

Develop Understanding

Encourage users to look for certain image properties like colour, object type etc. Swap out images in Static Target to create simple games like odd one out, matching, and grouping by type etc.

Searching

Torch has the option to add any background image. This feature can be used to explore visual search and memory. Take images of scenes a user is likely to have experience and explore the scene with them.

Level 3: Objectives



Level 3 objectives include: using visual search to locate and target stimuli, widening exploration of the screen, observe on/off dwell control in Lights activity, helping users to make sense of visual information and develop communication skills with joint attention.

Developing looking skills

It is important to develop users looking and visual discrimination skills with a range of different visual content. The ability to determine differences and similarities between objects helps us to understand and interpret the environment around us.

1. Prompts & cues

Verbal prompts and physical gesture cues can be useful in helping users to locate images and shift attention to areas of interest.

2. Assist with motivation

Select different images that are likely to be motivating. Premade content is a start but getting to what interests the user is essential.

3. Joint attention

Joint engagement happens when a user and facilitator interact with the same object over a period of back and forth turns. Encourage turn taking and focusing on the same object.

- Take back-and-forth turns
- Shift gaze between object and facilitator
- Follow instructions
- Interact for longer periods of time
- Have fun while exploring

Visual Discrimination

In Sensory Eye FX 2 it is possible to explore visual discrimination in many of the activities across the levels by adding your own images and changing some of the parameters. The scope for customization of activities to help develop visual skills is limitless. Thinking in terms of learning objective like matching, spotting differences and so on is very useful. The media library has a range of image assets you can use as you experiment



Whack

Whack is based on the game whacka-mole only we have done away with the timer and score counter. This activity is great for developing quick targeting skills and can also be used to help users identify colours. Change modes, number of whack targets and more in settings.





Whack - Game Options

Random Mode – When on the objects pop up and go down at random.



Whack Number – Increase/decrease how many whack objects appear. Select between 1

– 12. Default = 8





Whack - Access Options

- **Cursor Type** Select whether to have an animated or growing cursor or to hide it.
 - Default = Animate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = red
- 3 Dwell Time Select dwell time from between –0 – 5 seconds in increments of 0.1. Default = 0.5





Whack - Images Options

Background Image – Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.







Colours

Colours allows the user to create mesmerising-coloured patters as they look around the screen. Can they find which locations make red, green, and blue most prominent?

Press "P" Key to take a screenshot! This application can be interesting for exploring screen access regions and for determining a user's ability to perceive and understand colour. Verbal reinforcement of what is occurring onscreen can be helpful.



Colours - Game Options

- **Speed** Adjust the speed of the colour morphs between 0.1 1 (fastest). Default = 0.3
- **Density** Increase/decrease the amount of coloured rings between 1 5. Default = 1.
- **Displacement** The velocity of colour change as gaze explores the screen. Select between 0.1
 - 1. 0.1 creates a more gradual colour change, 1
 creates a bigger colour change. Default = 0.1









Colours - Access Options Game Options for Colours 🔘 Game Access \otimes Cursor Type **Cursor Type** – Select whether to show or hide the cursor. ٧ Ο Ç Show Hide **Restore Default** Default = show. 6



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Torch

A torch light shines through a black foreground revealing a night-time scene. As the user searches around the screen, different images come into view. Can you find the owl? This activity is great for exploring a user's ability to recognise and recall the location of objects in the scene. Add your own background images to explore visual search in other scenarios.





Torch - Game Options

 Torch Size – Adjust the size of the torch and how large an area that it reveal. Select from 0.2
 – 5 in increments of 0.2. Default = 2.





Torch - Access Options

Cursor Type – Select whether to show or hide the cursor.

Default = Hide.





Torch - Images Options

Background Image - Add an image you would
like to use as your torch background. Select
from the Sensory Eye FX 2 Media Library or
upload your own.



TIP! Select an image with a range of objects that can be explored and discovered with the gaze torch.



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Lights

Lights illuminate and trigger a musical note when activated. The lights produce different music tones and allow users to create a range of melodic phrases. The idea is to see if a user can access all regions of the screen. Can you turn the light bulbs on/off all over the screen? Default dwell time is 1sec. Up/Down keys to increase or decrease dwell time by +/- 0.1 second.





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Lights - Game Options

Auto Off

Yes - Light turns off after a number of seconds.

When selected, option appears for increasing / decreasing number of seconds for light to turn off.

No (default) – Light stays on after it has been selected.

	Game Options for Lights				
	🔵 Game		O Access	Images	\otimes
1	Auto Off				
	Yes	No			Restore Default

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Lights - Access Options

- **Dwell Mode** Select from:
 - Dwell Lock Cursor snaps to object when gaze is within proximity of object.
 - 2. Cursor Dwell (default) Cursor moves with gaze and does not snap to object.
 - 3. Gaze Switch Gaze to object and use switch to activate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = red.
- 3 **Cursor Type** Select whether to have an animated or growing cursor.

Default = Animate.



Dwell Time – Select dwell time from between -0 – 5 seconds in increments of 0.1. Default = 1 second



Lights - Images Options

- Background Image Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.
- 2 Object On Image Add an image you would like to be activated when interacted with. Select from the Sensory Eye FX 2 Media Library or upload your own.
 - The image must be a PNG with transparency and sized between $126 \times 126 512 \times 512$ pixels.
- (3)
- **Object Off Image** Add an image you would like to have as the off state. Select from the Sensory Eye FX 2 Media Library or upload your own.
- The image must be a PNG with transparency and sized between $126 \times 126 512 \times 512$ pixels.

Game Options for Lights







Static Target

Static Target starts with a single target image on the screen. When the user looks at the image it disappears and incrementally randomises 4 additional targets across the screen with a 0.5 second delay – a sound is tied in to reinforce the appearance and targeting of each image. We now want users to develop fixation shifting skills – something appears in our visual field, and we shift our gaze immediately to the stimulus.

Change the stimuli, background and more in settings. Up/Down keys to increase or decrease dwell time by +/-0.1 second.





Static Target - Game Options

Image Size – Adjust the size of the target, select between 0.1 – 1 in increments of 0.1.1 is the largest size. Default = 0.5



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Static Target - Access Options

- **Dwell Mode** Select from:
- Dwell Lock Cursor snaps to object when gaze is within proximity of object.
- 2. Cursor Dwell (default) Cursor moves with gaze and does not snap to object.
- 3. Gaze Switch Gaze to object and use switch to activate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = red.
- 3 **Cursor Type** Select whether to have an animated or growing cursor.

Default = Animate.



Dwell Time – Select dwell time from between –0 – 5 seconds in increments of 0.1. Default = 1 second





Static Target - Images Options

- Background Image Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.
- 2 Object Image Add an image you would like to use as the target object. Select from the Sensory Eye FX 2 Media Library or upload your own.

The image must be a PNG with transparency and sized between 126 x 126 – 512 x 512 pixels.



Static Target - Sounds Options Game Options for Static Target



Object Sound – Add your own sound for when the target appears onto the screen. Select from the media library or upload your own .mp3 audio file.

TIP! We recommend choosing a short sound clip that is below 1 seconds.





Farm

Meet the animals on the Farm – Pig, Horse, Cow, Cockerel, and Sheep are all visible in the scene, when the user looks at one of them the animal responds by animating and activating a sound. This application can be very motivating for users especially when they get feedback and acknowledgement from their communication partner. This activity is useful for early communication and stimulus recognition.



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Farm - Access Options

- **Dwell Mode** Select from:
 - Dwell Lock Cursor snaps to object when gaze is within proximity of object.
 - 2. Cursor Dwell (default) Cursor moves with gaze and does not snap to object.
 - 3. Gaze Switch Gaze to object and use switch to activate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = red.
- 3 **Cursor Type** Select whether to have an animated or growing cursor.

Default = Animate.



Dwell Time – Select dwell time from between –0 – 5 seconds in increments of 0.1. Default = 1 second



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Level 4: Activities Overview







Piano



Archery







Moving Target



Retro Kit

Making it fun!

Splodge Colours

Gaze Exploration is about getting creative and having fun while improving gaze skills.

Creativity

Introducing paint images into Splodge is a great way to promote exploration of the screen while painting a colourful picture. Save images to keep a record of progress and share with others.

Music

Jamming out with Piano and Retro Kit is a fun way to practice targeting and shifting gaze while making music. These activities can be engaging on their own, but if a facilitator can jam along with an instrument even better!

Accuracy

Shooting, Archery and Moving Target provide excellent practice opportunities to develop accuracy skills. Moving Target is tricky with 0 dwell time, increase it and things can become really challenging.

Perseverance

Perseverance is a key ingredient in achieving with eye gaze; as users develop their skills, try increasing the challenge in small steps like increasing dwell times, speeds and decreasing target sizes.

Level 4: Objectives



Level 4 Objectives: include increasing screen time and building on the core skills that will have been achieved in the earlier levels. We are wanting to hone accuracy for calibration and promote the fun aspects of gaze interaction in order to maximise motivation.

Improving accuracy for calibration

One of the main reasons as to why users can become frustrated when using eye gaze, is due to having to work too hard to make selections. Typically, this is a result of poor calibration. At this stage users should be able to draw on earlier skills to achieve a personal calibration. Here are some tips for getting a calibration:

1. Practice Activities

All levels feature activities that offer calibration skills practice: Level 1: Moving Snake, Level 2: Hide & Seek, Level 3: Static Target etc. Key aspect include – attending to a stimulus, maintaining attention as it moves and tracking it to a new location, maintaining focus on it until the eye tracker has gathered the necessary data. It is not easy unless the core skills are learned.

2. Stimulus image

We have found it beneficial to practice with a motivating stimulus image that the user has shown preference for. First, we use hide and seek, then springy target and splat. When the user is showing attentional levels necessary for calibration, we load the same stimulus image into the calibration and attempt a 2 or 5 pt. calibration. The more points achieved, the more accurate the user will be.

3. Calibration Trick

The idea of the trick is that we quickly shift from the Hide & Seek activity in Sensory Eye FX 2 where the user is showing good levels of engagement, straight into the calibration. For this to work effectively we need minimum distraction. It is advisable to have the calibration open in the taskbar with the stimulus loaded before starting the session with the user. This means you can jump into it and start the calibration quickly with minimum disruption. We have done this many hundreds of times and it works. You can also use Step Through Calibration if you think the user will need to disengage between points.



Splodge Colours

Splodge Colours is a fun painting activity where users can select a range of different colours from the colour pallet at the bottom of the screen and create colourful works of art. Select different background images to paint, set dwell time for the colour pallet and remember to press "P" Key to take a screenshot!



Splodge Colours - Game Options

- Size Adjust the size of the paint brush. You can choose between 1 – 9 in increments of 0.5. Default = 2.5
- **Opacity** Adjust the opacity of the paint between 0 1. Default = 1 (opaque).

Background Mode – Change the background selecting from the following:

- . Colour set background colour from colour picker window
- Image Add background image from media library or upload your own. Supports .jpg and .png formats.
- 4

Paint Image – Add an image to turn Splodge into a colouring in activity. Select from media library or upload your own.

NB: Image must be a 1920 x 1080 PNG with transparency to work as a colouring in activity.





Splodge Colours - Access Options

- **Dwell Mode** Select from:
- Dwell Lock Cursor snaps to object when gaze is within proximity of object.
- 2. Cursor Dwell (default) Cursor moves with gaze and does not snap to object.
- 3. Gaze Switch Gaze to object and use switch to activate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = grey.
- 3 **Cursor Type** Select whether to have an animated or growing cursor. Default = Animate.



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Dwell Time – Select dwell time from between -0 – 5 seconds in increments of 0.1. Default = 1 second







Splodge Colours - Colour Options

Colour 1 - 9- Customise the colours of the paint trails by selecting colours from the select colour options.

Game Options for Splodge Colours





Piano

Piano continues the theme of horizontal scanning. Here users can play a piano with their eyes – as they look at the notes sounds play. Piano can be a great motivator and useful for building up precision skills. Piano defaults to 0 dwell time for instant feedback, you may like to explore dwell times to be able to move to different notes without triggering them right away.





Piano - Access Options

(1)Cursor Type - Select whether to have an animated or growing cursor or to hide it.

Default = Animate.

2 Cursor colour – Click select colour to customise cursor colour. Default = red

3 Dwell Time – Select dwell time from between -0 - 5 seconds in increments of 0.1. Default = 0





0

Piano - Images Options

Background Image – Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.

Access	Images	\otimes
Background Image		
		Restore Default

Game Options for Piano







Archery

Archery is a fun targeting activity designed to get users looking to specific regions of the screen. Can you work your way up to the maximum number of targets? Default dwell time is 1sec. Up/Down keys to increase or decrease dwell time by +/- 0.1 second. Set dwell to 0 to shoot on sight.





Archery - Game Options

Reset Delay – Reset delay is the time delay between when all targets have been hit and the next level. You can choose between 2 – 10 seconds in increments of 1. Default = 2



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Archery - Access Options

- **Dwell Mode** Select from:
- Dwell Lock Cursor snaps to object when gaze is within proximity of object.
- 2. Cursor Dwell (default) Cursor moves with gaze and does not snap to object.
- Gaze Switch Gaze to object and use switch to activate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = grey.
- 3 **Cursor Type** Select whether to have an animated or growing cursor.

Default = Animate.



Dwell Time – Select dwell time from between -0 – 5 seconds in increments of 0.1. Default = 0 second



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Archery - Images Options

Background Image – Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.



Shooting

Can you steady your gaze to shoot all the targets in each row? Choose between Jewels or Circus mode in settings, increase the number of rows, increase dwell time to enhance the challenge! The idea of this activity is to help users to develop gaze control along the horizontal plane.

It is interesting to see how users develop strategies for targeting: do they rapidly shift their gaze from top to bottom in a random fashion, or do they work out that maximum effect for minimum effort is to wait until all images are visible before shifting their eyes rapidly along the rows.



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Shooting - Game Options

- **Rows** Set number of rows between 1 4. Default = 2
- Speed Set the speed of moving objects between 0.2
 5 (fastest). Default = 1.7
- 3 **Distance** Set distance between objects between 1 10. 1 means objects are tight to each other, 10 creates a large gap. Default = 3
- 4 Reset Objects
 - Yes (default) = Objects return and can be shot at again.
 - No = Objects do not return.
- **Reset Delay** If reset objects set to yes; set numbers of seconds for objects to reset after being shot between 1
 - 10 seconds. Default = 4 seconds







Shooting - Access Options

Cursor Type – Select whether to have an animated or growing cursor or to hide it.

Default = Animate.



3 Dwell Time – Select dwell time from between –0 – 5 seconds in increments of 0.1. Default = 0

Game Options for Shooting







Moving Target

coloured planets move rapidly across the screen. When users target a planet, it will disappear, and a sound will trigger. The idea here is not necessarily to hit every planet, it is far more important for users to track the planets.

Pay attention to the gaze cursor and how the user tracks the stimuli – do they get easily distracted or can they focus and track a particular stimulus? This is a difficult activity from an eye control perspective, as it is fast and there is a lot going on visually to distract users. We should be observing the way the user focuses their attention and deals with distraction.





Moving Target - Game Options

- Image Size Choose the size of the stimulus image between 0.1 – 1 in increments of 0.1.1 is the largest size. Default = 1.
- Speed Choose the speed at which objects move between 0.1 1 (fastest) in increments of 0.1. Default = 0.6.
- **Solution Number of Targets** Set number of moving targets to between 1 5. Default = 5





Moving Target - Access Options

Cursor Type – Select whether to have an animated or growing cursor or to hide it.

Default = Animate.

2 **Cursor colour** – Click select colour to customise cursor colour. Default = red

3 **Dwell Time** – Select dwell time from between –0 – 5 seconds in increments of 0.1. Default = 0

	🔘 Game	Access	Images	Sounds	\otimes
Cu	ursor Type		Cursor Color		
1	Animate G	o oo row Hide		Select Color	Restore Default
D	well Time (s)				
3	•	0 +			Save Options



Moving Target - Images Options

- Background Image Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.
- 2 Object Image Add an image you would like to use as the target object. Select from the Sensory Eye FX 2 Media Library or upload your own.

The image must be a PNG with transparency and sized between 126 x 126 - 512 x 512 pixels.

Game Options for Moving Target





Moving Target - Sounds Options

Sound – Add your own sound for when the user hits the moving target. Select from the media library or upload your own .mp3 audio file.

🔘 Game Access Images Sounds \otimes Sound 1 Sound 2 Sound 3 Ç 5 5 . **Restore Default** Sound 5 Sound 4 0 5 5 \triangleright

Game Options for Moving Target

TIP! We recommend choosing a short sound clip that is below 1 seconds.



Retro Kit

Create beats with the Retro Kit as you look around the screen to activate the drum hits. This activity is designed to help users realise that eye control can be fun and musically expressive. Retro Kit could be used by an eye gaze user as part of a music session – music is very motivating and can be a great way to explore social interaction and communication in a group situation.



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Retro Kit - Access Options

Cursor Type – Select whether to have an animated or growing cursor or to hide it.

Default = Animate.



Dwell Time – Select dwell time from
 between -0 – 5 seconds in increments of 0.1.
 Default = 0



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Retro Kit - Images Options

Background Image – Add an image you would				
like to use as your main background. Select				
from the Sensory Eye FX 2 Media Library or				
upload your own. Default = None.				





Level 5: Activities Overview









Catch



Asteroids





Object Control

Memory

Bringing it all together

Level 5

Latching

The balloon image in Object Control activity (or a custom image you upload) is designed to be latched using dwell and moved around latched to the cursor. This is a simple introduction to drag and drop functionality. Look away from the screen to unlatch.

Memory

Matching pairs in Memory helps to develop short term visual memory. Start off with a single pair to familiarise the user with the interaction feedback and then increase 2x2 and so on. Use your own images to add additional concepts like core words and so on.

Precision

The Asteroids activity adds a new level of challenge, with trajectories that are deliberately awkward. The idea is that we help the user to do things that are more complex with their eyes than they will need to do in other types of software, such as Communicator 5 or TD Snap

Abacus



Control

Sound Squares has a mode called Track Building where the user can toggle different instruments on and off. Here users can develop their control skills by adding and removing instruments. Experiment with different sound combinations to maintain motivation.



Memory Grid

Memory is a fun matching game which provides a big cheer when a user matches all pairs. It is designed to randomise the content after each cycle, so it is not the same second time around. Memory is useful for developing dwell selection skills and great for helping to explore recall and visual memory. Change the images in settings to suit the interests of the user, change the number of pairs in play.



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Memory Grid - Game Options

Number of Pairs- Define the number of pairs between 1 and 8 pairs. Default = 3 pairs

2 Background Image – Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own. Default = None.

Access Images \otimes 🔘 Game (1)2 Number of Pairs Background Image Ç 3 Pairs $\mathbf{\nabla}$ Restore Default 6

Game Options for Memory Grid

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Memory Grid - Access Options

- **Dwell Mode** Select from:
 - Dwell Lock Cursor snaps to object when gaze is within proximity of object.
 - 2. Cursor Dwell (default) Cursor moves with gaze and does not snap to object.
 - 3. Gaze Switch Gaze to object and use switch to activate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = red.
- **Cursor Type** Select whether to have an animated or growing cursor.

Default = Animate.



Dwell Time – Select dwell time from between –0 – 5 seconds in increments of 0.1. Default = 1 second





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Memory Grid - Images Options

Image – Add images to be used for memory pairs. Select from the Sensory Eye FX 2 Media Library or upload your own.

The image must be a PNG with transparency and sized between 126 x 126 – 512 x 512 pixels.



Level 5 – Gaze Control



Catch

Can you catch the Flying Saucer or the Bee objects as they fly around the screen trying to avoid your gaze? The object enters the screen one side and floats across to the opposing side shifting up and down as it moves. The motion path is different each time. When a user hits the object, it animates and falls down the screen. Increase dwell time to increase difficulty.







Catch - Game Options

Active Object – Choose between two activity themes:

UFO (default) – stop the UFO from reaching earth

Bee - Catch the Bee





Catch - Access Options

- **Cursor Type** Select whether to have an animated or growing cursor or to hide it.
 - Default = Animate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = red
- Dwell Time Select dwell time from
 between –0 5 seconds in increments of 0.1.
 Default = 0



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Abacus

Abacus is all about dwell selection and perseverance – here users are introduced to a 1 second dwell time and 56 image targets. The idea is to focus attention on each target for 1 second until all targets have disappeared. This is very repetitive but will help to reinforce the concept of dwelling like no other activity. Change the stimuli images, dwell method and more in settings.



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Abacus - Access Options

- **Dwell Mode** Select from:
 - Dwell Lock (default) Cursor snaps to object when gaze is within proximity of object.
 - 2. Cursor Dwell Cursor moves with gaze and does not snap to object.
 - 3. Gaze Switch Gaze to object and use switch to activate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = red.
- 3 **Cursor Type** Select whether to have an animated or growing cursor.

Default = Animate.



Dwell Time – Select dwell time from between 0

-5 seconds in increments of 0.1. Default = 1

second


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Abacus - Images Options

Background Image – Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own.

Default = None.

(2)

Object Image – Add an image you would like to use abacus beads. Select from the Sensory Eye FX 2 Media Library or upload your own.

The image must be a PNG with transparency and sized between 126 x 126 – 512 x 512 pixels.



Abacus - Sounds Options



Drop Sound – Add your own sound for when the abacus beads drop. Select from the media library or upload your own .mp3 audio file.

2 Pop Sound – Add a pop sound for abacus beads that have been gazed on along the top row. Select from the media library or upload your own .mp3 audio file. Game Options for Abacus



TIP! We recommend choosing a short sound clip that is below 1 seconds.





Asteroids

Asteroids appear in the centre of the screen and grow larger as they move toward the user. Can you shoot them before they whizz by? This is possibly the hardest of the targeting applications due to the trajectories the asteroids take. It requires users to be accurate with their targeting skills. The asteroids are programmed to cover all areas of the screen and explode on gaze impact. For extra difficulty increase the dwell time. Asteroid image can be changed in settings.





Asteroids - Access Options

Cursor Type – Select whether to have an animated or growing cursor or to hide it.

Default = Animate.

2 **Cursor colour** – Click select colour to customise cursor colour. Default = red

Dwell Time – Select dwell time from
 between -0 – 5 seconds in increments of 0.1.
 Default = 0





Asteroids - Images Options

Background Image – Add an image you would
like to use as your main background. Select
from the Sensory Eye FX 2 Media Library or
upload your own.

Default = None.

Object Image – Add images you would like to use as targets for destruction. Select from the Sensory Eye FX 2 Media Library or upload your own.

The image must be a PNG with transparency and sized between 126 x 126 – 512 x 512 pixels.

Images Access Sounds \otimes Image 1 2 (1)Background Image Image 2 Ç **Restore Default** 0

Game Options for Asteroids



Asteroids - Sounds Options

Hit Sound – Add your own sounds for when an object is destroyed. Select from the media library or upload your own .mp3 audio file.



Game Options for Asteroids



TIP! We recommend choosing a short sound clip that is below 1 seconds.

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Object Control

Can you target and control the balloon to prevent it drifting off the screen? When the user looks at the balloon the gaze cursor latches on to it and it can be moved around the screen. When the user shifts their gaze, the balloon becomes detached from the gaze cursor and floats down to the bottom of the screen. If the user does not reengage with the balloon, it will pop when it hits the bottom edge of the screen and immediately reappear at the top of the screen – this animated visual shift is designed to reengage the user's attention. Change stimulus image, background in settings.





Object Control - Game Options

Image Size- Choose the size of the stimulus image between 0.1 - 1 in increments of 0.1.1 is the largest size. Default = 1.

2 Show Clouds – Turn clouds on/off. Default = Yes (on)





Object Control - Access Options

Cursor Type – Select whether to have an animated or growing cursor or to hide it.

Default = Animate.

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Cursor colour – Click select colour to customise cursor colour. Default = green

Dwell Time – Select dwell time from
 between -0 – 5 seconds in increments of 0.1.
 Default = 1





Object Control - Images Options

Background Image – Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own.

Default = None.

2

Object Image – Add your own object image to control with gaze. Select from the Sensory Eye FX 2 Media Library or upload your own.

The image must be a PNG with transparency and sized between 126 x 126 - 512 x 512 pixels.

Game Options for Object Control





Sound Squares

Sound Squares is a set of 6 funky sound pads. Each pad has as sound, and colour assigned to it. The uppermost left cell has a dwell function which acts like a toggled switch – when activated this will trigger a drum loop backing track, it can be stopped by dwelling over it again. Choose track builder mode to stop and start a sequence of sounds. Add your own sounds and use this activity as a gaze– controlled instrument.





Sound Squares - Game Options

Background Image – Add an image you would like to use as your main background. Select from the Sensory Eye FX 2 Media Library or upload your own.

Default = None.



Track Building –

Yes = Track sounds will stay on once selected. Use gaze dwell to turn on/off. This allows you to create multi-layered music.

No = Tracks only play whilst gaze is over the sound square.

	Game	O Access	Sounds	Track Sounds	\otimes
	Background Image		Track Building		
1)	ß		Yes	No (2)	C Restore Default
					Save Options

Game Options for Sound Squares

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Sound Squares - Access Options

- **Dwell Mode** Select from:
 - Dwell Lock (default) Cursor snaps to object when gaze is within proximity of object.
 - 2. Cursor Dwell Cursor moves with gaze and does not snap to object.
 - 3. Gaze Switch Gaze to object and use switch to activate.
- 2 **Cursor colour** Click select colour to customise cursor colour. Default = red.
- 3 **Cursor Type** Select whether to have an animated or growing cursor.

Default = Animate.



Dwell Time – Select dwell time from between 0 – 5 seconds in increments of 0.1. De<u>fault = 1</u>

second



Game Options for Sound Squares





Sound Squares - Sounds Options

Sound – When Track Builder is set to NO in Game Options, these are the sounds that play.

Add your own sounds for when the user hits a sound square. Select from the media library or upload your own .mp3 audio file.



TIP! We recommend choosing a short sound clip that is below 1 seconds.

(1)

Sound Squares – Track Sounds Options

Track Builder Sound – When Track Builder is set to YES in Game Options, these are the sounds that play.

Add your own sounds for when the user hits a sound square. Select from the media library or upload your own .mp3 audio file

TIP! Track sounds should be a few seconds long and loop.



Game Options for Sound Squares





MEDIA LIBRARY

Sensory Eye FX 2 Media Library is loaded with images, videos and sounds ready to use in your own applications. It is also possible to add your own media to use in applications. Any media files you would like to load can be loaded into Sensory Eye FX 2



How it works

The Media Library has a range of media assets that can be used when creating apps.

Download Sensory Eye FX 2 media assets which can be used as backgrounds, stimuli objects, sounds and painting masks for customizing activities.

Press download which will take a couple minutes to save the directory. Will be saved to the on my iPad



🗲 Back	Global Settings			
UI Language		Application Pop-up		
	English (English)	1	Save Options	
Game Exit Button		Show Settings Button		
Show	Hide			
Download Me	edia Library			
	Download Media Library	Downloading 12.0%		

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Media Library

How it works

Once downloaded, access the media library from my files on the iPad.

Select the Files app

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2 Check On My iPad is selected on the Sidebar on the left, under Locations. Select Sensory Eye FX 2 Folder

3 Open the Media Folder. Then select the preferred media type (images, sounds, videos etc)





How to use it



Eye movements activate a vibrant yellow flame-like effect iwhich appears against a dark background. The visual effect is accompanied by a dynamic swishing sound. The visual immediacy of the flare effect can be stimulating for users with reduced visual acuity – the shift between light and dark is dramatic, especially when used in dark environments. NB: The sound effect may startle some users if it is too loud. Change colour, background and more in settings.

Select an activity to modify. Open up the options panel

 Select Sensory Eye FX 2 > Media > then the media type you want to change (Background Images, Background Sounds, Masks, Objects Images, Object Sounds or Videos).



Select the asset you want to change (image, video or sound). Either take a photo, select one from the photo library or choose a file from On My iPad from the media library.

2





GLOBALSETTINGS

Global settings is where we configure software settings. It allows us to set up the UI language, alter pop up settings and download the media library.

Global Settings

← Back **Global Settings UI Language Application Pop-up** 2 0 i (English) $\mathbf{\nabla}$ On - Activity description and options pops up when an activity Game Exit Button Show Settings Button 3 (4) 0 Hide 5 **Download Media Library**

Download Media Library - Download the media library to the iPad. Read more on p160.

Off - Activity will bypass pop-up and load game

Ul Language - Select software language.

Game Exit Button:

is selected.

Application Pop Up:

Show – Exit button can be seen in-game

Hide - Exit button is hidden from games. Use ESC key to exit games when exit button is hidden.

Show Settings Button – Show/hide Settings button from options.



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RECORDINGS

Recordings contains the screen capture video sessions that have been recorded on the system. Videos can be invaluable when reviewing how users interacted during a session.

NB: To capture eye gaze sessions, press **"R"** on the keyboard to start recording and **"R"** again to stop.



How to use it:

Press **R** to start and stop recording.

A visible icon will appear on the screen to indicate when recording begins and ends.

The file will be saved on your iPad.

To play the file, follow the steps in the "On My iPad" section.

16:03 Thu 16 Jan ... **?** 77% 💕 2 \odot Q Search > On My iPad Select J Files 23 6 ٥ Recents Shared Sensory Eye FX 2 TD Snap TD Talk (TD30) 2 items 5 items Locations iCloud Drive 🔲 On My iPad 🔁 QuickSupport TeamViewer Recently Deleted Favourites Ownloads Tags Red Orange Blue Green Home Yellov Grev Important Work Purple 3 items







SCREENSHOTS

Screenshots contains the screen capture images that have been saved onto the system. Screenshots are HD resolution, meaning you can capture high quality images of a users painting using Splodge or Splodge colours to share online or print to frame and hang on your walls.

NB: To capture a screenshot, press P on the keyboard.

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How it works

Screenshots stores all screen capture images that have been saved to your PC. Here, you can view, download and delete images.







LICENSE CODES

License codes are used to activate and deactivate the software on different devices. Activating a license links it to a specific device, such as a Windows PC or iPad. Deactivating a license releases it, allowing it to be reused on another device.

Activate License Code

How it works

- Click Start to begin.
- Enter your activation code into the designated field.
- Read and accept the Licensing Terms by ticking the checkbox.
- Click **Submit** to complete the activation

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ensory Eye FX 2 Activation Code XXXXX-XXXX-XXXX-XXX Iconsing Terms Sensory Guru Limited Sensory Eye FX 2 Software Licensing Agreement Importan - Please Read Carefully Before Activating Your Account License This agreement sets forth the terms for activating your Sonory Guru account license on a mean etable agreement sets forth the terms for activating your Sonory Guru account license The agreement sets forth the terms for activating your Sonory Guru account license The agreement sets forth the terms for activating your Sonory Guru account license The agreement sets forth the terms for activating your Sonory Guru account license The agreement sets forth the terms for activating your Sonory Guru account license The agreement sets forth the terms for activating your Sonory Guru account license The agreement sets forth the terms for activating your Sonory Guru account license The agreement sets forth the terms for activating your Sonory Guru account license The agreement sets forth the terms for account account license and agree to the terms out account license The agreement sets forth the terms for account account license and agree to the terms out accoun	Windows or IPedDS device. By proceeding, you confir in agree to These terms, do not activate or use the S ensory Guru Limited and are protected by copyright i	r Sensory Gurd



Activate License Code

How it works

- If this is your first time using the activation code, you will need to verify your email address.
- Enter your email and follow the on-screen instructions to complete the verification process.
- Once verified, proceed with the activation by clicking **Submit**.

Sensory Eye FX 2		Sensory Guru
	2 9 5 4 1 7	
	Verify	
	Cancel	
	Submit	



Deactivate License Code

How it works

Deactivate means the license is free from use and can be used on Windows or another iPad.

How to use it:

- If this is your first time using the activation code, you will need to verify your email address.
- Enter your email and follow the on-screen instructions to complete the verification process.
- Once verified, proceed with the activation by clicking **Submit**.

← Back Licensing Info

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Sensory Guru Ltd, The Barn, Hodore Farm, Parrock Lane, Hartfield, East Sussex, TN7 4AR, United Kingdom T: +44(0)1892 771381 | info@sensoryguru.com | www.sensoryguru.com





The End! You made it!