

# TD Eye Gaze Pathway for TD I-Series



## Welcome to the TD Eye Gaze Pathway

The goal of this Pathway is to guide families, professionals, and eye gaze users through purposeful activities that build toward successful eye gaze access. The most important themes throughout are to explore, play, and have fun!



For instructions and supporting resources, see the TD Eye Gaze Pathway for TD I-Series: Instructions & Resources.

<https://qrco.de/bffXQE>



## Step 1: Spark interest

### Activity goals

Choose one or more of these sample goals to address in any order, or create your own:

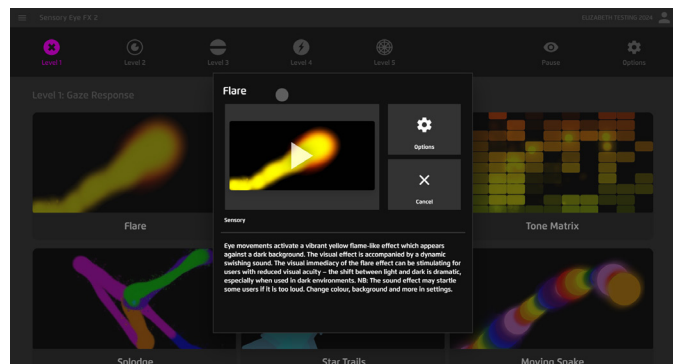
- Increased tolerance to having the eye gaze equipment positioned near them.
- The individual demonstrates more than fleeting glances at the screen.
- In response to various stimuli on the screen, the individual shows observable signs of engagement (e.g., facial expression, vocalization, head movement).
- Increased number of times gazing toward the screen when motivating stimuli are presented.

### Communication at this step

The communication partner reacts to the movements on the screen. Be sure your comments are not distracting, but instead redirect attention to the screen and reinforce they are controlling the interaction. For example, “you just made the star explode when you looked at it!”

### Setup

- 1 Open Sensory Eye FX2 from the TD I-Series desktop.
- 2 Ensure that you have a working trial or a demo version. You may need to set up your account if you have paid for the full software. Perform any suggested updates before you begin. Create a User if desired.
- 3 Position the individual so they are comfortable and supported.
- 4 Position the device to best suit the individual. See the FAQ in the [TD Eye Gaze Pathway Instructions and Resources](#) document for more information on positioning.
- 5 Ensure the user's eyes are seen in the Track Status Box and use default calibration. There is no need to have the individual calibrate for this step. The Track Status Box can open with the accessible buttons on the device's bottom left corner.
- 6 In Sensory Eye FX2's Options under Global Settings, set a dwell time less than 0.8 seconds.
- 7 Under Options in Global Settings, select **Game Exit Button** as shown if you do not want the hidden exit on the right bottom corner of the screen.
- 8 Decrease distractions in the environment.



#### Note

If you do not have Sensory Eye FX2 available, or if you prefer to do a different activity, see the table of other suggestions.

## Activity: Spark Interest

- 1 Under Activities, select **Level 1** and pick any of the games that look most motivating for your client. In the Demo version, you will see Flare under Gaze Response.
- 2 Each game has its own Options menu. Look through and change to favorite colors, videos, or sounds as needed.
- 3 In the Media Library, you can upload media files of photos of family or videos of pets would work better to spark the individual's interest.
- 4 See the full guide for more information about Sensory Eye FX2 and how to personalize the stimuli:  
<http://qrco.de/sefx2qg>

## Tips for Spark Interest Activity



There are no standardized, formal assessments for eye gaze, so it will be necessary to use observations.



Eye gaze performance can be variable day to day or even hour to hour. Keep sessions short and on days where this is harder, try something easier or move on to something new.



Sensory Eye FX 2 has built in data collection and heat mapping to gather more information on where they are looking at the screen or for how long. To see a heat map during an activity, hit the H key and to record hit R on an external keyboard. (A wireless keyboard may be helpful.)



Do not get stuck in this step. The individual does not have to reach a certain accuracy to move on. Use clinical judgment and observation to determine how to progress through this step and when to move to the next one.



Demonstrate the activity with your own eyes if possible.



To access activities outside of TD Snap®, Communicator 5, or Boardmaker, you will use a program called TD Control. See the Setup Guide in the [TD Eye Gaze Pathway Instructions and Resources](#) document for help setting up TD Control.



Encourage focus on the screen by gesturing towards it without blocking the camera with your hand when you point and without touching the screen. In this step, it may be important to keep auditory and visual cueing to a minimum to not distract from the device.













## What does progress in Step 1 look like?

- 1 The individual attends to the screen for longer intervals of time.
- 2 The individual attends to the screen for more types of stimuli than before.
- 3 The individual moves toward the screen or uses facial expressions to show interest.
- 4 The individual seems to focus on the screen in motivating situations.
- 5 The individual looks toward the screen more times during a session than before.

**Move on to Step 2 at any time as you can present multiple steps together.**

## Additional Activities for sparking interest

If you choose not to use Sensory Eye FX2 games for this step, or if you want to try other options as well, use the table below to find activities for your TD I-Series device. It may take time for the individual to realize they are in control of the screen, so repetition with variety will help.

App/Site/Software	Specific activity	Settings to adjust	Notes
 Boardmaker Bookshelf in the TD Snap® Dashboard Requires a free myTobiiDynavox account logged in in TD Snap® and a free myBoardmaker account.  Requires internet connection initially. Downloaded activities can be played offline.	Emergent Games – Colors and Shapes	Ensure that eye gaze access method is enabled in TD Snap®	Not available in all languages. See the <a href="#">TD Snap® User's Manual</a> section <i>Play Boardmaker Activities in TD Snap®</i> for instructions.
 <i>Communicator 5 &gt; All Page Sets &gt; Emerging Communicators</i> May require initial setup if not used before (free on TD I-Series devices).	Scenes, Music, and Videos (in left menu bar)	Ensure eye gaze method is on in C5 settings	Jungle, Ocean, Garden, Space themes are available in Scenes.
<a href="http://www.jacksonpollock.org">www.jacksonpollock.org</a> Website accessed via browser on TD I-Series Dashboard	Basic painting	 Access using TD Control on Repeat Click	See the Setup Guide in the <a href="#">TD Eye Gaze Pathway Instructions and Resources</a> document for more information.
 YouTube Player in TD Snap® (add a YouTube link to a button anywhere in TD Snap® with custom start/end times)  Requires internet connection.	Play a favorite video within TD Snap®	Interaction is not required at this stage, only attending to videos	Play preferred videos in full screen mode and observe where they look and for how long they attend.
Microsoft PowerPoint or Google Slide (Google Slides is available through a web browser or downloaded as an app)	Create a slideshow with photos, videos, and sounds tailored to the user's interests	 Will need to use TD Control to advance the slides via eye gaze	Can be sent home to access on a regular Windows computer as well.
<a href="http://www.theapogeeproject.com/studios">www.theapogeeproject.com/studios</a>  Requires internet connection.	Visual Scenes, Sensory Flames, Sound Box, etc.	 Use TD Control on Repeat Click to access	Use TD I-Series Dashboard to launch web browser  Subscription required for games.
<a href="http://www.helpkidzlearn.com">www.helpkidzlearn.com</a> (Inclusive Technologies)  Requires internet connection.	Early Interaction Games-Sensory Room and Finger Paint	Settings available per game	Use TD I-Series Dashboard to launch web browser  Subscription required to access all games (fill out a request form for a trial).



## Step 2: Large targets

### Activity goals

Choose one or more of these sample goals to address in any order, or create your own.

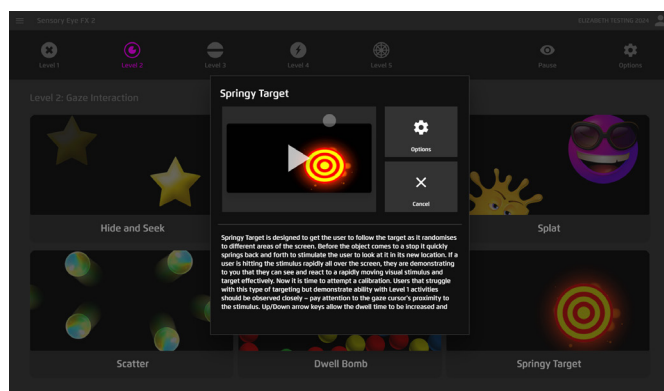
- The individual will locate personally motivating targets on an otherwise empty screen.
- The individual will hold their gaze on motivating, large, animated targets on various parts of the screen.
- When presented with a visual scene or busy background, individual will attend to a large, interesting stimulus with cueing.

### Communication at this step

The communication partner reacts to the movements on the screen. These comments are directly linked to where the learner is looking. Make sure that your comments are not distracting, but instead redirect attention to the screen and reinforce they are controlling the interaction. For example, “you found the target in the corner!” At this step, you can practice using eye gaze with large targets to communicate. This can be done with large paper-based symbols or on the device.

### Setup

- 1 Position the individual so that they are comfortable and supported.
- 2 Position the device to best suit the individual. Check out the Mounting and Positioning for Eye Tracking guide for help: <http://qrco.de/SC2en>
- 3 Set the dwell time to less than 1 second in the eye gaze settings menu.
- 4 Ensure that the user's eyes are seen in the Track Status Box and use the default calibration. There is no need to have the individual calibrate for this step. The Track Status Box can be opened using the triangle button on the TD I-Series device.
- 5 Decrease distractions in the environment so it easier for the user to maintain attention on the activity.
- 6 Open Sensory Eye FX2.
- 7 If you do not want the hidden exit on the right bottom corner of the screen, go to *Global Settings > Options > Game Exit Button*.



#### Note

If you do not have Sensory Eye FX2 available, or if you prefer to do a different activity, see the table of other suggestions.

## Activity: Large Targets

- 1 Under Activities, select Level 2 and pick any of the games that look most motivating for the AAC user. In the Demo version, you will see one option only.
- 2 Each game has its own Options menu. Look through the options and change to favorite colors, videos, or sounds as needed.
- 3 In the Media Library, you can upload media files such as photos of family or videos of pets that might work better to spark the individual's interest.
- 4 See the full guide for more information about Sensory Eye FX2 and how to personalize the stimuli:  
<http://qrco.de/sefx2qg>

## Tips for Large Targets Activity



A specific measurement of what is considered large is not given because this will mean something different to everyone based on their visual acuity and other visual considerations. Speak with their OT or vision specialist for suggestions.



Significant repetition with variety (e.g., same activity but with different targets) may be required at this step for the individual to stay engaged and understand that they are controlling the screen.



Observation is often more useful than a formal assessment at this point. In Sensory Eye FX2 you can use keyboard shortcuts (H and R) for heat maps and to record sessions.



Model or demonstrate the activity with your own eyes or by touching the screen with your finger.



The most important aspect is making things fun and motivating. Focus on keeping the activity easy, low stress, and entertaining. Pay attention to which games they like best and what motivates them.



Vary the stimuli, background, and audiovisual cues. For example, try a plain black background with bright and noisy targets or a visual scene with moving targets.



To access activities outside of TD Snap®, Communicator 5, or Boardmaker, you will use a program called TD Control. See the Setup Guide in the [TD Eye Gaze Pathway Instructions and Resources](#) document for help setting up TD Control.

## What does progress in Step 2 look like?

- 1 The individual attends to an on-screen activity for longer intervals of time.
- 2 The individual attends to the screen for more types of stimuli than before.
- 3 The individual focuses on large targets that they find interesting.
- 4 The individual tracks or follows an animated target as it moves on the screen.
- 5 The individual begins to understand that by gazing at a large target, something interesting will happen.

**Move on to Step 3 at any time as you can present multiple steps together.** →

## Additional activities for large targets

If you choose not to use Sensory Eye FX2 games for this step, or if you want to try other options as well, use the table below to find activities. It may take time for the individual to realize they are in control of the screen, so repetition with variety will help.

App/Site/Software	Specific activity	Settings to adjust	Notes
 Boardmaker Bookshelf in the TD Snap® Dashboard Requires a free myTobiiDynavox account logged in in TD Snap® and a free myBoardmaker account.  Requires internet connection initially. Downloaded activities can be played offline.	Emergent Games folder – All games	Ensure eye gaze method is on in TD Snap®	Not available in all languages
 <i>Communicator 5 &gt; All PageSets &gt; Emerging Communicators</i>	Selection, Scenes, Games, Play Together	Ensure eye gaze method is on in C5 settings	Use the left toolbar to scroll through the options and to located Settings
 YouTube Player in TD Snap® (add a YouTube link to a button anywhere in TD Snap® with custom start/end times)  Requires internet connection	Play a favorite video within TD Snap®	Do not require interaction at this step, only attending to videos	Put preferred videos in full screen mode and observe where they look and for how long they attend
<a href="http://www.theapogeeproject.com/studios">www.theapogeeproject.com/studios</a>  Requires internet connection	Floating Faces, Eye Paint, Visual Scenes, etc.	 Will need to use TD Control on Repeat Click	Use Dashboard of TD I-Series to locate Web Browser  Subscription required for games
<a href="http://www.helpkidzlearn.com">www.helpkidzlearn.com</a> (Inclusive Technologies)  Requires internet connection	Attention and Timing, Cause and Effect games, etc.	Settings available per game	Use Dashboard of TD I-Series to locate Web Browser  Subscription cost for access to all games but can fill out a request form for a trial
IR Toys and Remotes with large buttons	Remote controlled toys	Size of targets, contrast, dwell speed	Look for these options within the software or on external websites



## Step 3: Smaller targets

### Activity goals

Choose one or more of these sample goals to address in any order, or create your own.

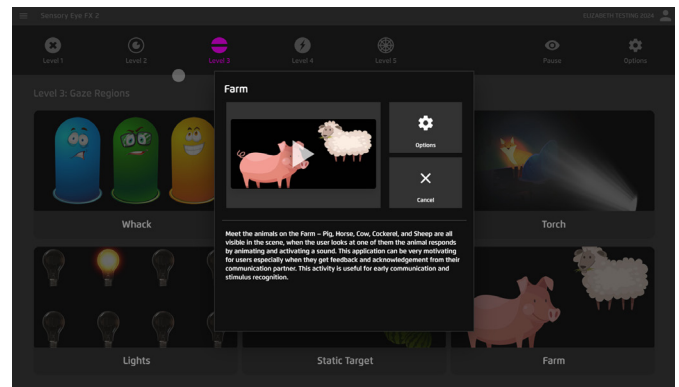
- The individual will look and find personally motivating targets on a plain screen with no distractions.
- When presented with a visual scene or busy background, the individual will attend to a smaller sized, interesting stimulus with cueing.
- Noted increased selections of smaller targets on various parts of the screen with or without intention.
- Using active exploring, the individual will activate motivating targets with cueing.

### Communication at this step

Interactions are generated by the learner looking and the communication partner responding. The vocabulary modeled by the communication partner depends on what the learner is looking at and any attempts at communication should be acknowledged. For example, “you made the cow go moo!” Practice using eye gaze with large targets to communicate choices or comments. This can be done with large paper-based symbols or on the device.

### Setup

- 1 Position the individual so they are comfortable and supported.
- 2 Position the device to best suit the individual. See the FAQ in the [TD Eye Gaze Pathway Instructions and Resources](#) document for more information on positioning.
- 3 Keep the dwell time around 1 second in the eye gaze settings menu.
- 4 Ensure the user's eyes are seen in the Track Status Box. This is a good place to try calibration. See page 8 in the FAQ for more information on calibration. You can continue with this step even if the individual is unable to calibrate.
- 5 Decrease distractions in the environment.
- 6 Open Sensory Eye FX2 on their desktop.



#### Note

If you do not have Sensory Eye FX2 available, or if you prefer to do a different activity, see the table of other suggestions.

## Activity: Smaller Targets

- 1 Under Activities, select Level 3 or 4 and pick any of the games that look most motivating for your client. In the Demo version, you will see one option per level only.
- 2 Each game has its own Options menu. Look through and change to favorite colors, videos, or sounds as needed.
- 3 In the Media Library, you can Upload Media Files if photos of family or videos of pets would work better to spark the individual's interest.
- 4 See the full guide for more information about Sensory Eye FX2 and how to personalize the stimuli:  
<http://qrco.de/sefx2qg>

## Activity: Smaller Targets



A specific measurement of what is 'small' is not given because this will mean something different to everyone based on their visual acuity and other visual considerations. Speak with their OT or vision specialist for suggestions. In some cases, it may be appropriate to skip smaller targets and move on to the next step.



We are teaching the individual to track objects on the screen and use their eye gaze to reach desired targets, but this is errorless practice and no "right/wrong" is necessary here.



Throughout this pathway, vary your stimuli and background along with visual and auditory cues. For example, try a plain dark background with bright and noisy targets or a visual scene with moving targets.



Continue to make it fun. Focus on keeping things easy, low stress and make it a game or entertainment for the individual.



On new activities, continue to model or demonstrate with your own eyes first or point to the screen, being careful to touch the screen or get in the way of the camera.



To access activities outside of TD Snap®, Communicator 5, or Boardmaker, you will use a program called TD Control. See the Setup Guide in the [TD Eye Gaze Pathway Instructions and Resources](#) document for help setting up TD Control.














## What does progress in Step 3 look like?

- 1 The individual begins to look for specific targets.
- 2 The individual enjoys activities that require look and find actions.
- 3 The individual focuses on smaller targets that they find interesting.
- 4 The individual tracks or follows a small target as it moves on the screen.
- 5 The individual begins understanding that by gazing at a small target, something interesting will happen.

**Move on to Step 4 at any time as you can present multiple steps together.** ➞

## Additional activities for small targets

If you choose not to use Sensory Eye FX2 games for this step, or if you want to try other options as well, use the table below to find activities. It may take time for the individual to realize they are in control of the screen, so repetition with variety will help.

App/Site/Software	Specific activity	Settings to adjust	Notes
 Boardmaker Bookshelf in the TD Snap® Dashboard Requires a free myTobiiDynavox account logged in to TD Snap® and a free myBoardmaker account	Access Games folder	Ensure eye gaze method is on in TD Snap®	Not available in all languages
 <i>Communicator 5 &gt; All PageSets &gt; Emerging Communicators</i>	Music, Videos, Play Together	Ensure eye gaze method is on in C5 settings	Use the left toolbar to scroll through the options and to locate Settings
<a href="http://www.theapogeeproject.com/studios">www.theapogeeproject.com/studios</a>  Requires internet connection	Eye Paint Detailed, Free Kick, etc.	 Will need to use TD Control on Repeat Click	 Subscription required for games
<a href="http://www.helpkidzlearn.com">www.helpkidzlearn.com</a> (Inclusive Technologies)  Requires internet connection	Moving Targets and Cause Effect games, etc.	Settings available per game	 Subscription required for games
<a href="http://www.eyegazegames.com/carousel">www.eyegazegames.com/carousel</a> Free online games  Requires internet connection	Try Four in a Row, Open Drive, and other games	Use software settings needed by the individual	Create a page with photos and recordings with a mix of personalized, fun targets
  Communication software: TD Snap® or Communicator 5	Create a fun page with appropriate sized buttons or use Photo Albums in the Dashboard	Use software settings needed by the individual	Create a page with photos and recordings with a mix of personalized, fun targets
Audiobooks or digital books: Epic Kids ( <a href="http://www.getepic.com">www.getepic.com</a> ), Kindle, Audible, or <a href="http://Monarchreader.com">Monarchreader.com</a>	Read digital books or play audiobooks	 Will need to use TD Control on Repeat Click	Monarch Reader is free for most digital books that can be used via eye gaze online  Epic has a subscription fee  Kindle/Audible will charge for most books



## Step 4: Choice making

### Activity goals

Choose one or more of these sample goals to address in any order, or create your own.

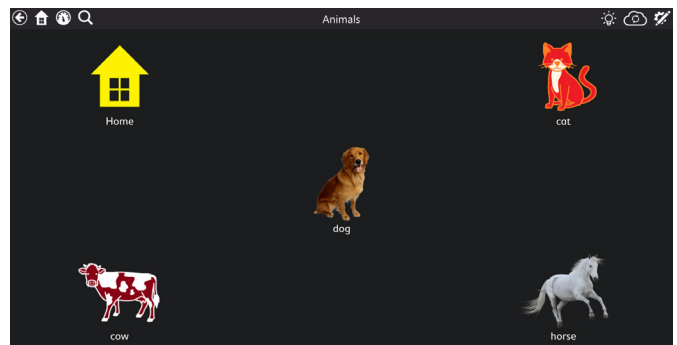
- The individual will select motivating targets via eye gaze with dwell time or switch.
- The individual communicates preferred choices through eye gazing at preferential targets.
- The individual makes intentional selections during an interesting activity on various areas of the screen.
- The individual will look at and dwell to produce a desired effect or communicate a choice.

### Communication at this step

Communication can include functional choices made by the individual. The choices made within a visual scene, communication grid, or game lead to full two-way communication, where the communication partner responds appropriately to the choices made by assisting with the action or request said by the learner. Choice making can go beyond requesting, you can also work on communicating thoughts, questions, or opinions.

### Setup

- 1 Ensure proper positioning of both the device and the individual. Complete calibration if not done already.
- 2 See the FAQ in the [TD Eye Gaze Pathway Instructions and Resources](#) document for more information on calibration.
- 3 Increase dwell time slightly if accidental selections occur. Start around 1 second.
- 4 Decrease distractions in the environment.
- 5 Open their preferred communication software (TD Snap®, or Communicator 5).



#### Note

If you do not have a communication software determined yet, or if you prefer to do a different activity, see the table for other suggestions.

## Activity: Choice Making

- 1 You may need to modify a page and hide choices or change the background. Note the screenshot above is from the CVI Sample Pages in Pageset Central for TD Snap®.
- 2 Add real photos using web search or fun symbols to improve the individual's motivation. Use vocabulary and targets that are of special interest to them.
- 3 Model with your own eyes or touch with your finger before beginning the activity.
- 4 Do not quiz or test, (e.g., Find the \_\_\_\_), instead model how you could use the symbols to make choices, for example, "I looked at the horse because I want to turn that horse video back on."
- 5 Adjust the targets, settings, and interaction as needed to keep it functional, while responding to all communication attempts, (e.g., "you told me to throw the slime!")

## Tips for Choice Making Activity



This is a great step to introduce more independent use and exploration of the AAC system. Start with concepts and vocabulary the student is familiar with, and motivated by, to minimize the activity's cognitive demands (e.g., animal sounds, types of trucks, 90's rock stars).



We are starting to look for purposeful intent when selecting a choice or target out of a field of other selections. Use play and purposeful interactions, not quizzing and testing. For example, instead of saying, "look at the dog." Try saying something like "I wonder which animals you like."



Continue to make learning eye gaze fun and exciting! Focus on keeping things easy, and low stress while continuing to work with motivating and interesting activities.



Performance can still be variable day to day or even hour to hour at this step. Keep sessions short and on days where this is harder, try something easier or move on to something new.



Vary your activities and avoid tasks that involve language skills. For example, do not play a game that requires word identification if you are not yet sure they can read at word level. Also, do not ask questions with specific answers if you have not yet assessed comprehension and language.



To access activities outside of TD Snap®, Communicator 5, or Boardmaker, you will use a program called TD Control. See the Setup Guide in the [TD Eye Gaze Pathway Instructions and Resources](#) document for help setting up TD Control.









## What does progress in Step 4 look like?

- 1 The individual begins to communicate preferred choices and avoids non-preferred options.
- 2 The individual activates targets of various sizes with various backgrounds.
- 3 The individual focuses on items around the screen and moves their eyes to locate them.
- 4 The individual intentionally selects choices in a variety of activities or games.
- 5 The individual begins understanding that by activating a target, they are communicating a choice or controlling an action.

**Move on to Step 5 at any time as you can present multiple steps together.** 

## Additional activities for choice making

If you choose not to use communication software for this step, or if you want to try other options as well, use the table below to find activities. It may take time for the individual to realize they are communicating an actual choice to you by using their eyes, so repetition with variety will help.

App/Site/Software	Specific activity	Settings to adjust	Notes
Sensory Eye FX2 App on TD I-Series Desktop (has built-in eye tracking)	Level 5 Games Memory Grid	Colors/Sounds/ Personalize Stimuli and Background (import photos or videos)	If needed, turn on recording feature to see exactly where they are looking  Requires purchase once trial runs out for full version
 Boardmaker Bookshelf in the TD Snap® Dashboard	Bookshelf for Books, Access Games folder	Ensure eye gaze access method is on in TD Snap®	Not available in all languages
 <i>Communicator 5 &gt; All PageSets &gt; Emerging Communicators</i>	Games	Ensure eye gaze method is on in C5 settings	Use the left toolbar to scroll through the options and to located Settings
<a href="http://www.theapogeeproject.com/studios">www.theapogeeproject.com/studios</a>  Requires internet connection	Treasure Hunts, Trick Shot, Walk Through games	 Will need to use TD Control on Repeat Click	 Subscription required for games
<a href="http://www.helpkidzlearn.com">www.helpkidzlearn.com</a> (Inclusive Technologies)  Requires internet connection	Introduce Choice Games	Settings available per game	 Subscription required for games
<a href="http://www.eyegazegames.com/carousel">www.eyegazegames.com/carousel</a> Free online games  Requires internet connection	Othello, Checkers, Snakes and Ladders, etc.	 Basic settings available, will need to use TD Control in Repeat Click	More information: <a href="http://www.specialeffect.org.uk/how-we-can-help/eye-gaze-games">www.specialeffect.org. uk/how-we-can-help/ eye-gaze-games</a>
TD Snap® Photo Album in Dashboard in TD Snap®	Create a photo page with preferred and non- preferred choices	Use software settings needed by the individual (e.g., text size)	Create a book of photos and recordings with a mix of personalized, fun choices
Streaming Video Sites like YouTube Kids or Netflix  Requires internet connection	On a page of preferred and non-preferred videos, make selections and control play/stop	You can use Accessible Apps through C5 for this step or TD Control/ TD Browse with a browser	To create success, close all pop-ups and try to hide advertisements to improve access to targets



## Step 5: Expanding use

### Activity goals

Choose one or more of these sample goals to address in any order, or create your own:

- The individual independently activates desired targets via eye gaze with dwell time or switch.
- The individual can utilize tools like scroll or click and drag.
- The individual utilizes tools like Pause/Resume eye gaze as needed in specific activities.
- The individual modifies their settings or modes with assistance to improve eye gaze accuracy.
- The individual reports feeling efficient when using eye gaze as an access method.
- The individual actively participates in troubleshooting with their eye gaze device as needed.

### Setup

- 1 Complete calibration if not yet completed.  
If the lighting or position of the individual has not changed, calibration does not need to be redone.
- 2 Understand eye gaze modes in TD Control for advanced functions.  
See the next page for more TD Control resources.
- 3 Have additional information on TD Browse, TD Control, TD Phone and other eye gaze programs available for caregivers and support staff if needed. See the next page for more information and resources.

### Tips for Expanding Use Activity



You may still need to consider the size of targets on the screen to ensure success in the functional activities.



Use this step to ensure all caregivers or support staff are confident with setup, use, and with troubleshooting any eye gaze related issues.



Involve the individual when deciding what specific skills to target at this step.



Ask the individual what programs they would want to add to their communication device. Use this time to practice making phone calls, sending texts, reading emails, shopping online, etc. Ensure they have access to those apps and can return easily to their communication software (e.g., Switcher).

## Links for additional eye gaze tools



### TD Control

In previous steps we have used TD Control in Repeat Click Mode. In other modes, TD Control has numerous features for all types of computer access.



#### TD Control Video Learning Path

This guide contains direct links to videos that demonstrate how to use the tools, settings, and additional features available in TD Control.

<http://qrco.de/tdcvlp>



### TD Browse

TD Browse is an eye gaze accessible web browser for general internet use. TD Browse can be opened from the same location you used to open TD Control.



#### Meet TD Browse

Watch this video for a brief introduction to the software.

<http://qrco.de/meettdb>



#### Teaching TD Browse to Beginners

Review this guide for more information and activities for teaching how to use TD Browse.

<http://qrco.de/beTaKT>



### TD Phone

TD Phone is an app that uses Bluetooth to connect to a mobile phone. TD Phone may be an appealing option if the individual would like to call and text with their eye gaze device. Use of TD Phone does not require additional eye gaze modes or functions.



#### Tobii Dynavox Learning Hub

Log in to the Learning Hub to view access courses.

<http://learn.tobiidynavox.com>



#### Setting Up TD Phone

Get this course to learn how to connect your smartphone and start calling and texting with your eyes.










<http://qrco.de/lhphsu>

## What does progress in Step 5 look like?

- 1 The individual begins operating programs outside of their communication software via eye gaze.
- 2 The individual independently pauses and resumes use of eye gaze as needed.
- 3 The individual understands and utilizes different activation purposes (e.g., click and drag, right click, scroll).
- 4 The individual focuses on items around the screen on a webpage and selects the desired item.
- 5 The individual uses eye gaze independently to participate in all functional activities outside their communication software, (computer access, educational activities, environmental control).


## Activities for expanding use of Eye Gaze

Focus on what is motivating to this specific individual. Use the table below to find activities that can be used during this step. It may take time for them to realize that they are in control of the screen.

App/Site/Software	Specific activity	Any settings to adjust	Notes
 TD Control for taking photos	Use various modes/tools to access camera, save photos, & even edit	Modify Mode Menu in TD Control depending on user's needs	TD Control can also be used with websites like Google Photos to create albums
 TD Browse for online shopping  Requires internet connection.	Go on a preferred site to practice scroll/click	Settings are located under Off-Screen Menu	See the Teaching TD Browse to Beginners guide ( <a href="http://qrco.de/beTaKT">http://qrco.de/beTaKT</a> ) for more ideas to systemically teach TD Browse
<a href="http://www.eyegazegames.com/carousel">www.eyegazegames.com/carousel</a> Free online games  Requires internet connection.	Solitaire, Chess, etc.	 Access using TD Control	More information: <a href="http://www.specialeffect.org.uk/how-we-can-help/eye-gaze-games">www.specialeffect.org.uk/how-we-can-help/eye-gaze-games</a>
Social Media and Entertainment apps like Spotify, Netflix, or TikTok  Requires internet connection.	Practice using scroll, tap, and volume adjustments	  Access using TD Browse or TD Control	Ask the individual which social media or entertainment apps appeal most to them and start there
Choose from the list of games that work well with eye gaze: <a href="http://www.tobiidynavox.com/collections/games">www.tobiidynavox.com/collections/games</a>	Go through game options and select the one that they like the most	 Use TD Control to access the game	If the game requires specific timing, it may be necessary to adjust dwell time

# TD Eye Gaze Pathway progress tracker instructions

- 1 Fill in the date of the session and Step # you are working on.
- 2 Write the goal you are working on and the activity or activities you are using.
- 3 Use the Data and Observations section as you choose, such as:
  - Write observations of the individual's behaviors or facial expressions
  - Note time spent with the activity or preferred stimuli
  - Use numbers or +/- to indicate whether the skill was observed or not
  - Indicate cues required for skill demonstration

**Note**  
Each step will give you examples and ideas on how to note progress.

The TD Eye Gaze Pathway is not a fixed progression. An individual can be working in different steps at once and may need to take a step backward or forward at times to consolidate skills.

See the sample below for an example of how to use this data sheet:

Date and Step #	Goal Addressed	Activities Used	Data	Observations
02/02/2024 Step 1 - Spark Interest	More than fleeting glances at the screen	Colorful flares and Firetruck with siren	5 out of 10 7 out of 10	Activity 1: 3 times independently, 2 times with verbal cue  Activity 2: 2 times independently, 5 times after screen tap, noted bigger smile with firetruck
03/01/2024 Step 2 - Large Targets	Locate personally motivating targets on an otherwise empty screen.	TD Photo Album with his sister's photo	+ + + - - +	Sister photo in black background worked best noted happy vocalizations each time he looked up and saw it

# TD Eye Gaze Pathway progress tracker

Participant's name: \_\_\_\_\_

Dates covered: \_\_\_\_\_

Name of observer: \_\_\_\_\_

Date and step #	Goal addressed	Activities used	Data	Observations

**Additional notes and observations**