Tobii Dynavox Snap Scene
User's Manual

tobii dynavox

User's manual Tobii Dynavox Snap Scene

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1 Introduction

Tobii Dynavox Pathways is the implementation tool that will help you learn the research-proven techniques for using Snap Scene effectively. Visit the App Store to download the free Tobii Dynavox Pathways app for iPad and start learning the powerful strategies for using Snap Scene with your child. If you do not have an iPad, all of the Pathways instructional videos are also available at myTobiiDynavox.com.

Learning to communicate starts as soon as a baby hears the voices of family and friends and cries for the first time. But, some children may be at risk for communication challenges. Snap Scene is an augmentative-alternative communication (AAC) solution designed for infants, toddlers, preschoolers, and others at the beginning stages of learning communication who:

- do not speak,
- may be slower in learning to talk,
- may speak but are difficult to understand, or
- are at risk for communication challenges.

The purpose of Snap Scene is to build communication and language skills by introducing AAC in everyday social and play interactions that are fun and motivating to learners.

The Snap Scene design, as well as the concepts and strategies in Pathways, are based on the research completed at Pennsylvania State University's Department of Communication Sciences and Disorders by Janice Light, PhD, Distinguished Professor, and Kathryn Drager, PhD, CCC-SLP, Professor, in collaboration with Invotek. They found that application of this design and approach resulted in significant gains in language and communication skills including:

- initiating and maintaining social interactions,
- sharing information and expression of wants and needs,
- using of new words and concepts including colors, numbers and letter sounds, and
- combining words and concepts to express more complex ideas.

Snap Scene is designed to facilitate development of communication, language and literacy skills in beginning communicators so that each individual can reach their full potential.

For research citations, see *Appendix A* .

2 Play Scenes

You and your child can choose scenes from the scene list and then interact with those scenes. When an interactive area in a scene, called a hotspot, is selected, an audio recording will play and you may see the text label for that hotspot. Audio and text label interaction can be customized.

Your scene interaction response is determined by the settings currently enabled as well as the content (audio recording and text label) associated with each hotspot. Show Hotspot Labels is set to Animate by default. To change the Show Hotspot Labels setting, see *4.1.3 Show Hotspot Labels*.

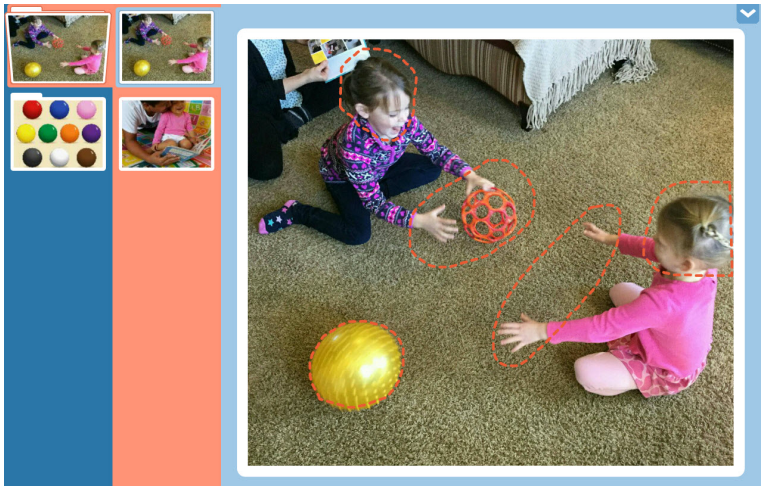


Figure 2.1 Playing a scene

3 Scene Tools

3.1 Create a New Scene

1. Select **Show Tools**.
2. Select the category folder in which you would like to create your new scene.

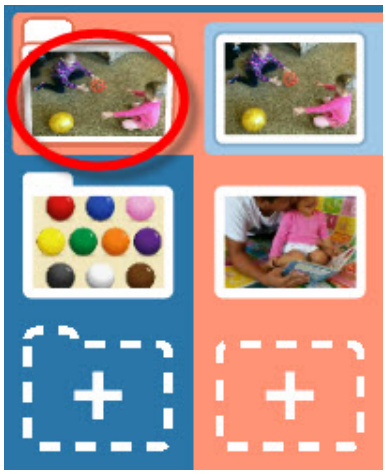


Figure 3.1 Select Category

3. Select the new scene button (**+**). Photo mode will open.

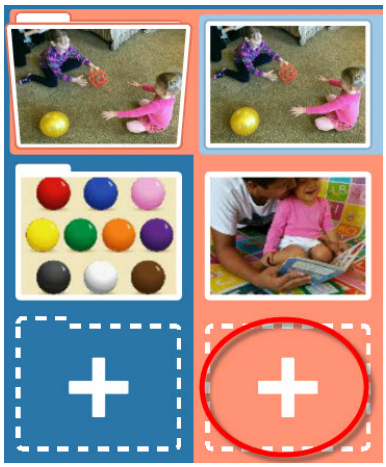


Figure 3.2 New Scene Button

4. Add a photo to your scene by taking a new photo or select an image file stored locally on your device:

a. **Take Photo** — Take a photo with the currently selected camera. The viewfinder on the screen shows the image that will be captured when you select this option.

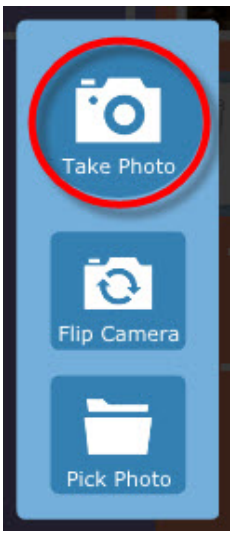


Figure 3.3 Photo Mode — Take Photo

b. **Flip Camera** — If your device has both front and back facing cameras, you may use the **Flip Camera** button to select the other camera on your device. When you see the desired view in the viewfinder on your screen, select the **Take Photo** button to capture the image.

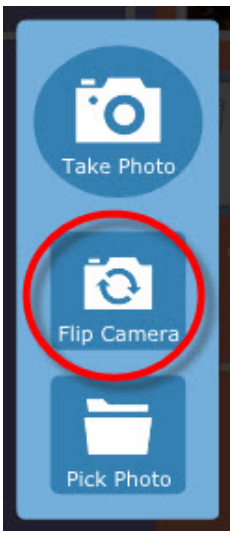


Figure 3.4 Photo Mode — Flip Camera

c. **Pick Photo** — To choose a photo file stored locally on your device, select the **Pick Photo** button. Browse the folders using the up arrow button or File... button. Select the desired photo file, then select the green **Acceptt** button.

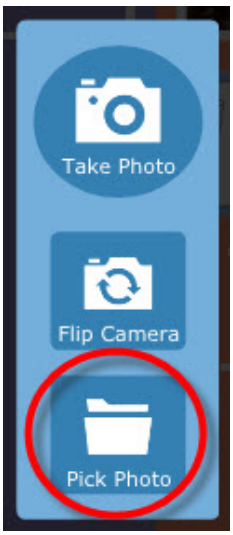


Figure 3.5 Photo Mode — Pick Photo

d. If you would like to quit Photo Mode without creating a scene, select **Exit Photo Mode**.

5. Use the slider at the bottom of the photo to scale the image to the desired size. Drag the slider knob toward the **+** to zoom in and toward the **—** to zoom out. On iPad, you can pinch the image to zoom.

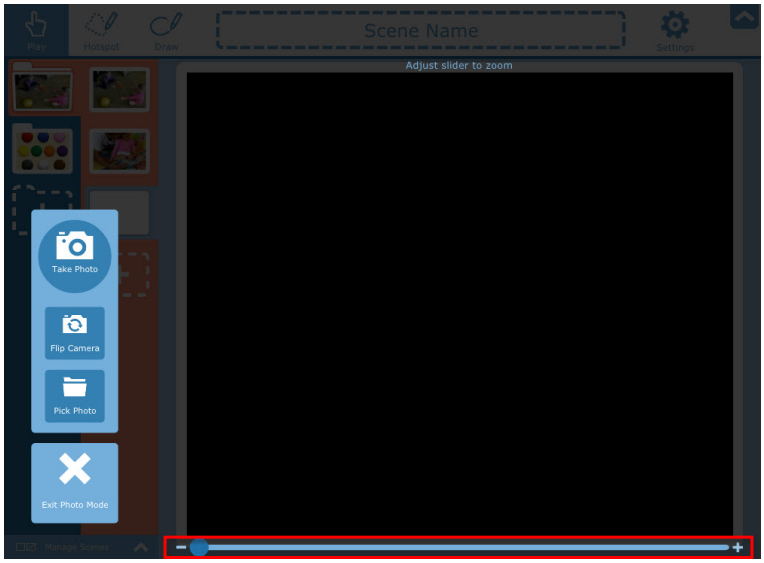


Figure 3.6 Photo Mode — Scale Tool

6. Drag the photo image to center it.

7. When you have finished scaling and centering your photo, select **Accept** to save. To retake the photo or choose a different image file, select **Retake** or **Back**. To quit the photo screen without saving, select **Exit Photo Mode**.

3.2 Edit a Scene

1. Select **Show Tools**.
2. Select the scene that you would like to edit.
3. (Optional) Add or Edit the Scene Name by selecting, then typing in the text field at the top of the screen.

Figure 3.7 Toolbar

4. Use the tools in the toolbar to make changes to your scene.

3.2.1 Editing Tools

Edit your scene using the tools in the toolbar: Play, Hotspot, and Draw.

3.2.1.1 Play Hotspot

Use the **Play tool** to see how a Hotspot will respond when selected.

3.2.1.2 Create and Edit a Hotspot

Create a new hotspot by using the **Hotspot tool** to outline an object or area in the scene. A hotspot is a selectable area of a scene that, when selected, can play an audio recording and display a text label.

When you have created the hotspot (or selected an existing hotspot), you will have the option to give the hotspot a label and make an audio recording.

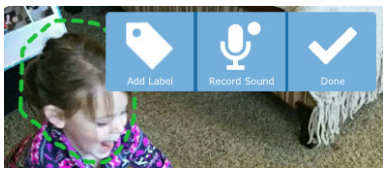
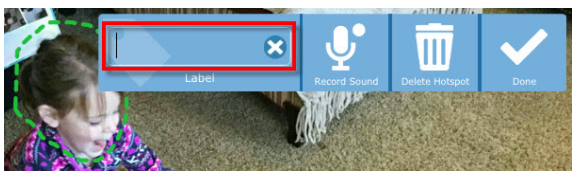


Figure 3.8 Hotspot Options

3.2.1.2.1 Add a Hotspot Label

1. Select **Add Label**.
2. Select in the text field, then type a label.



3.2.1.2.2 Hotspot Sound Recording

1. Select **Record Sound**. Recording will begin immediately (indicated by a flashing red circle).

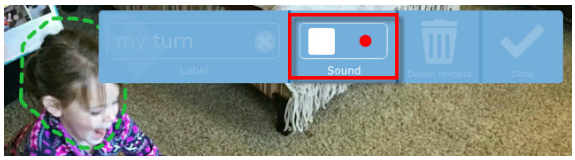


Figure 3.9 Record Sound

2. When you have finished recording, select the square button to stop recording.
3. To hear your recorded sound, press the triangle (play) button.

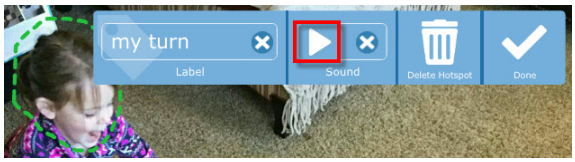


Figure 3.10 Preview Sound

If you would like to make a new recording for a hotspot that already has a sound, select the **delete** icon beside the Play button to remove the existing recording, then select **Record Sound** to create a new recording.

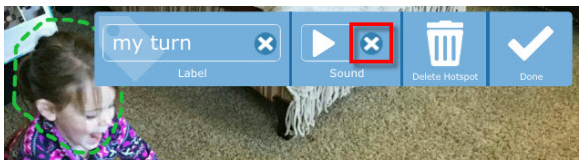
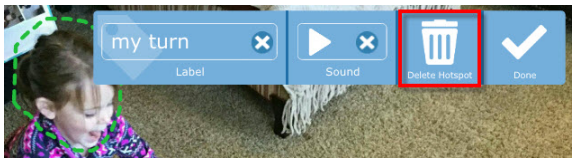


Figure 3.11 Delete Sound

3.2.1.2.3 Delete a Hotspot

1. Use the **Hotspot tool** to select a hotspot.
2. Select **Delete Hotspot**.



3.2.1.3 Draw

Use the **Draw tool** to create freehand lines anywhere in the scene.

Figure 3.12 Draw Tool

- You may select a **line color** from the six color swatches.
- The **Erase tool** is used to remove parts of your drawings in a controlled fashion.

- The **Clear** button will remove all drawings from your scene.

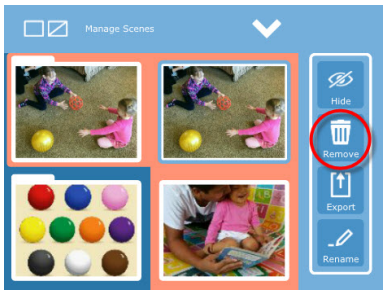
Figure 3.13 Scene with Drawings

3.3 Delete a Scene

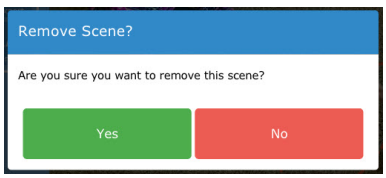
Scene deletion is a permanent operation. Only delete a scene that you are certain you will not need in the future or that you have previously backed up via export.

1. Select **Show Tools**.
2. Select **Manage Scenes**.

3. Select the scene or category folder that you would like to delete.
4. Select **Remove**.



5. At the prompt, select **Yes** to delete the scene/category or **No** to cancel.



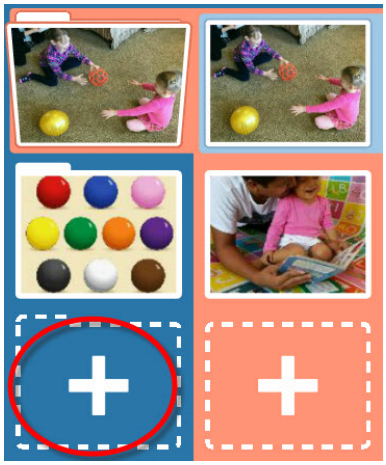
Removing a category folder will also remove all of the scenes contained within that category folder.

3.4 Using Category Folders

You can use category folders to organize your scenes by topic, location, or however you wish. Category folders also allow you to execute bulk operations such as import, export, hide, and delete on multiple scenes at a time. See *3.5 Manage Scenes*.

3.4.1 Create a New Category Folder

1. Select **Show Tools**.
2. Select the create category folder button (**+**).



3. You will be prompted to create a new scene. (A category folder must always contain at least once scene.) See *3.1 Create a New Scene*.

3.4.2 Delete a Category Folder

See section *3.5.2 Remove*.

3.4.3 Moving Categories and Scenes

You can move and reorder categories and scenes in the navigation bar by selecting and dragging.

A category must contain at least one scene. If you move the only scene in a category to a different category, the empty category will delete automatically.

1. Select **Show Tools**.
2. In the navigation bar, select and hold on the category folder or scene that you would like to move. The icon will grow bigger when it is ready to move.

Figure 3.14 Navigation bar — Scene Selected and Ready to Move

3. Drag the category folder or scene to its new location in the navigation bar, then release your selection to drop it there.

3.5 Manage Scenes

All of the following management operations may be performed on both scenes and category folders. When an operation is performed on a category folder, it is also applied to the scenes contained within that category i.e. if you hide a category, all of the scenes within that category will also be hidden.

1. Select **Show Tools**.
2. Select **Manage Scenes**.

3.5.1 Hide

Hiding a scene removes that scene from the navigation bar so that your child is not able to see or Play that scene. Hidden scenes can be reintroduced to the navigation bar at any time by unhiding (showing) them through Manage Scenes.

Hide a Scene or Category

1. In the navigation bar, select the category folder or scene that you would like to hide.
2. Select **Hide**. Observe that the icon in the navigation bar now shows a line across it to indicate that it is hidden.

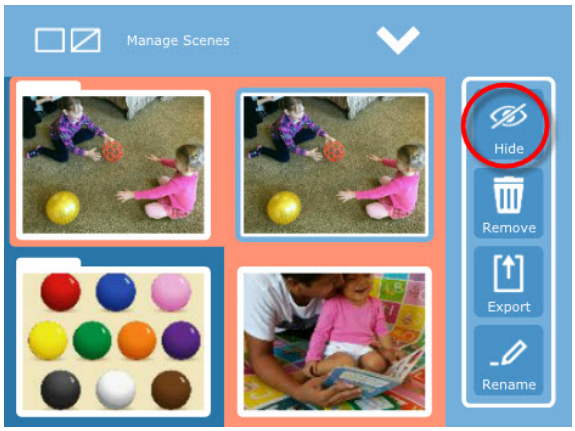


Figure 3.15 Manage Scenes — Hide

To unhide (show) a hidden scene or category, select the hidden item, then select **Show**.

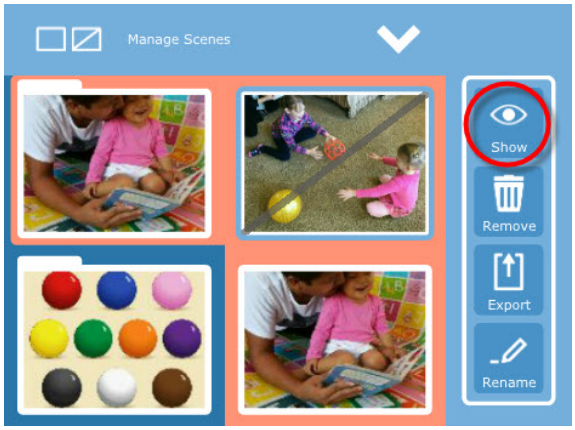


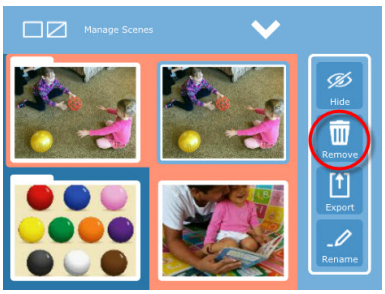
Figure 3.16 Manage Scenes — Show (Unhide)

3.5.2 Remove

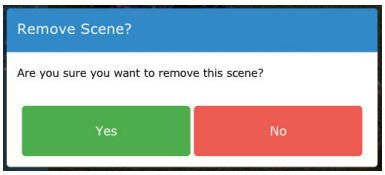
Removing a scene or category folder is a permanent operation. Only remove items that you have successfully exported as backup or if you are sure you will not need them again in the future.

When you delete a category folder, you also delete all of the scenes contained within it. Move any scenes that you would like to keep to a different category folder before deleting a category folder. See *3.4.3 Moving Categories and Scenes*.

1. In the navigation bar, select the scene or category folder that you would like to delete.
2. Select **Remove**.



3. At the prompt, select **Yes** to delete the scene/category or **No** to cancel.



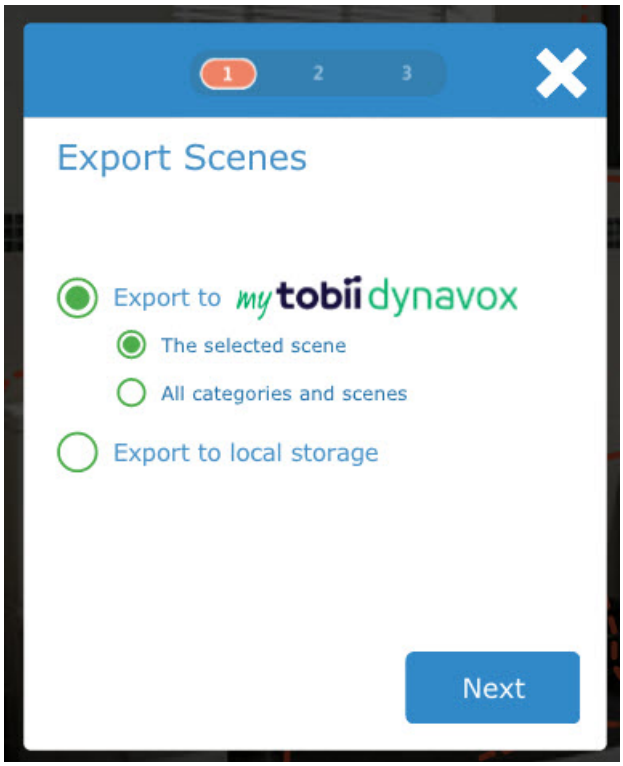
3.5.3 Export

You may export scenes and categories to save as backups or to share with other Snap Scene users. Export files may be saved to myTobiiDynavox or to your local device.

Export to myTobiiDynavox

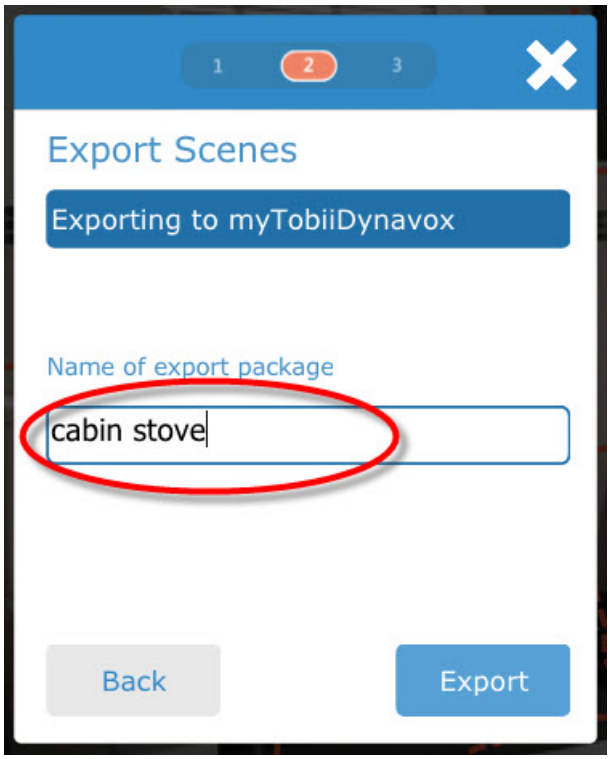
You must have an active internet connection and a myTobiiDynavox account to export to myTobiiDynavox.

1. Select the category or scene that you would like to export.
2. Select **Export**. The Export dialog will open.

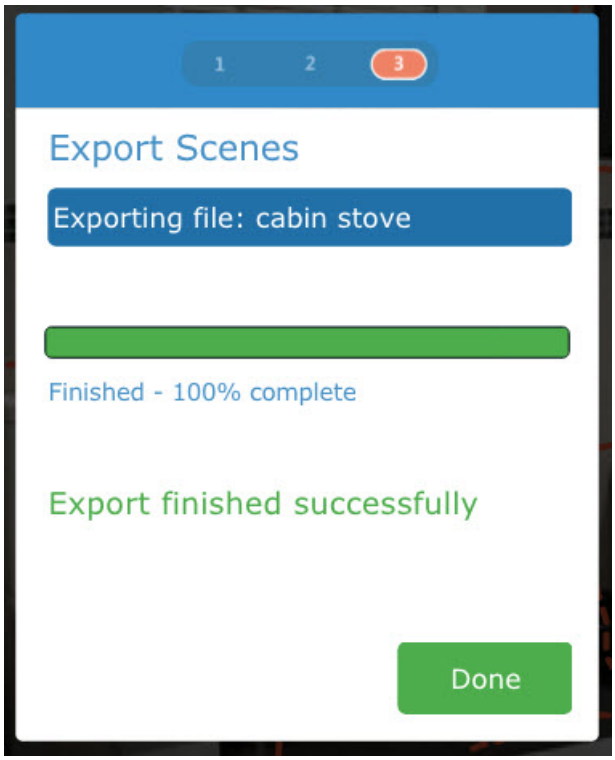


3. Choose **The selected scene/category** to export only what you have selected or choose **All categories and scenes** to export all categories and scenes in your navigation bar.
4. Select **Next**.

5. Enter a name for your export package file, then select **Export**.



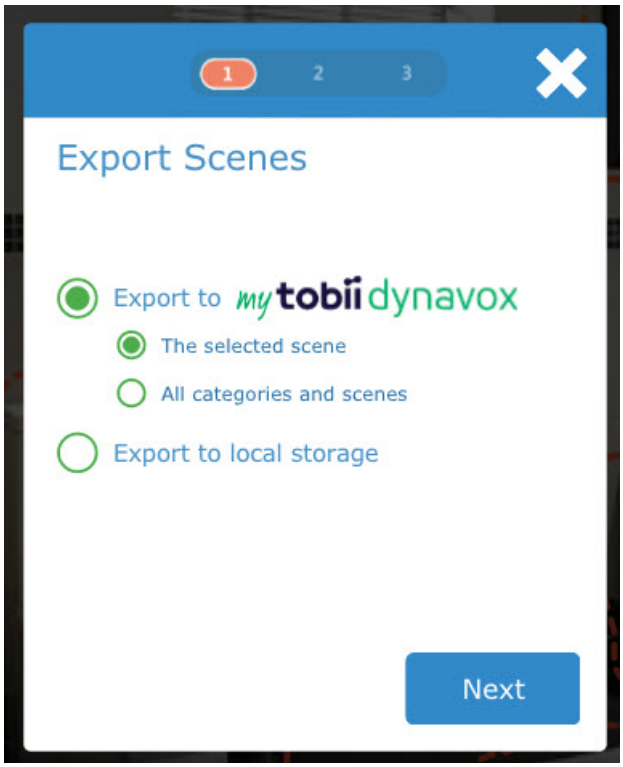
6. When the export is complete, select **Done**.



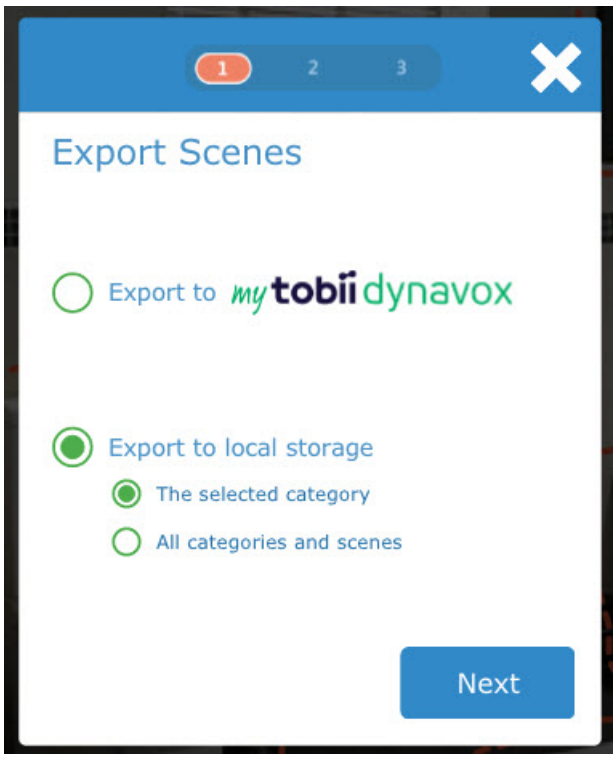
Export to a Local File

1. Select the category or scene that you would like to export.

2. Select Export. The Export dialog will open.

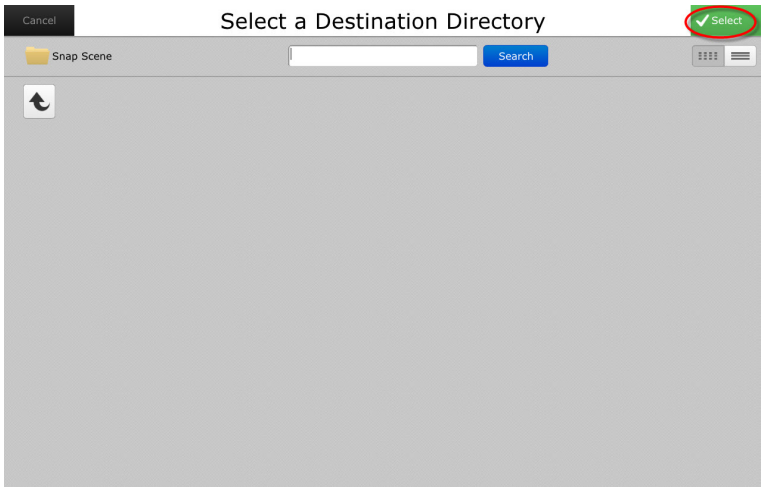


3. Select **Export to local storage**.

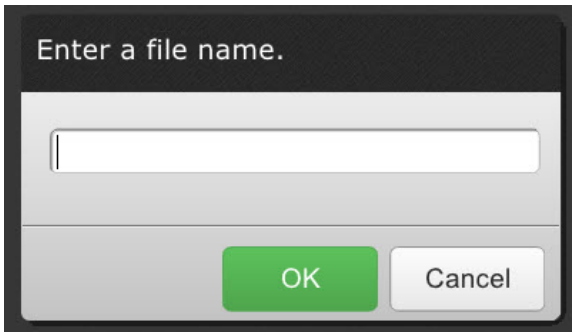


4. Choose **The selected scene/category** to export only what you have selected or choose **All categories and scenes** to export all categories and scenes in your navigation bar.
5. Select **Next**.

6. Select **Browse**. The Select a Destination Directory dialog will open.
7. Use the arrow button to navigate to the desired directory, then select the green **Select** button.

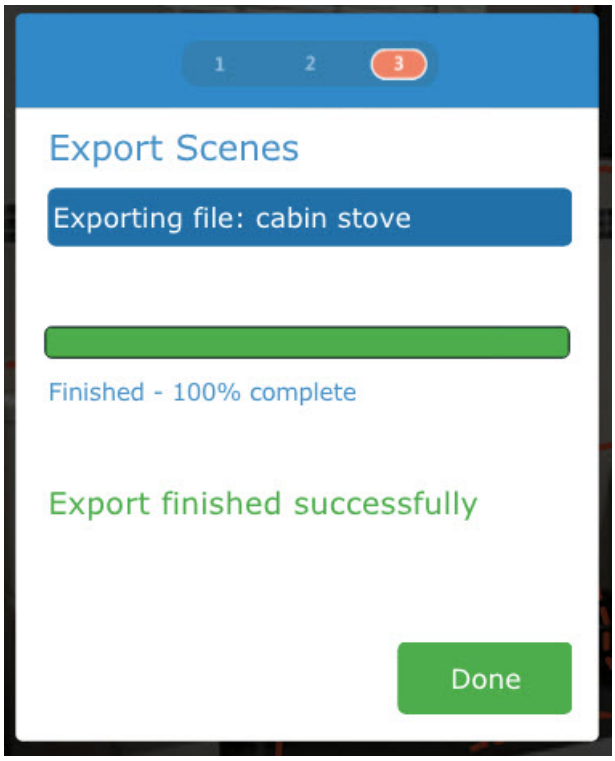


8. Enter a name for your export package, then select **OK**.



9. To complete your export, select **Export**. To choose a different destination directory, select **Back**. To cancel the export, select the **X** on the export dialog.

10. When the export has completed, select **Done**.



3.5.4 Import

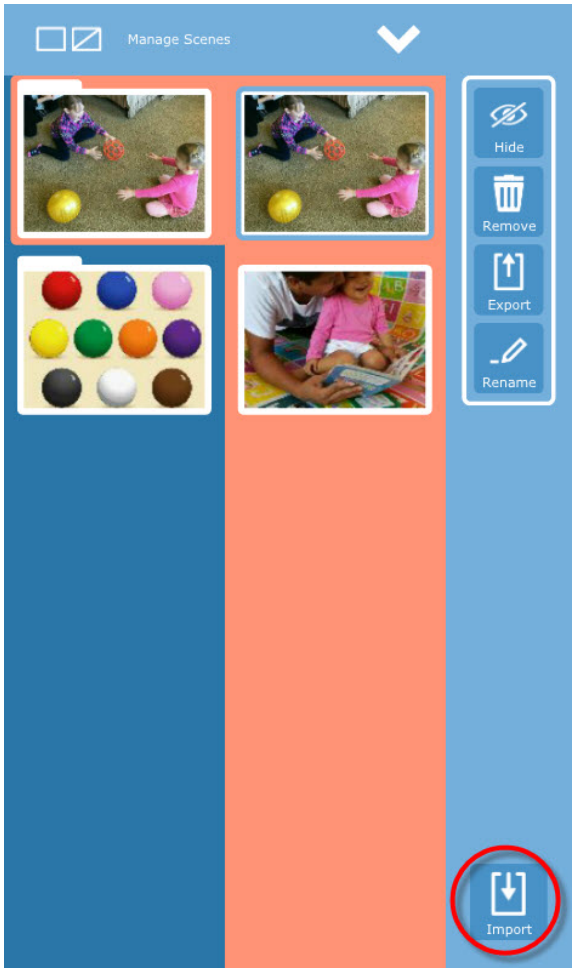
You can import Snap Scene export files (.ssp) from myTobiiDynavox or a local drive.

3.5.4.1 Import from myTobiiDynavox

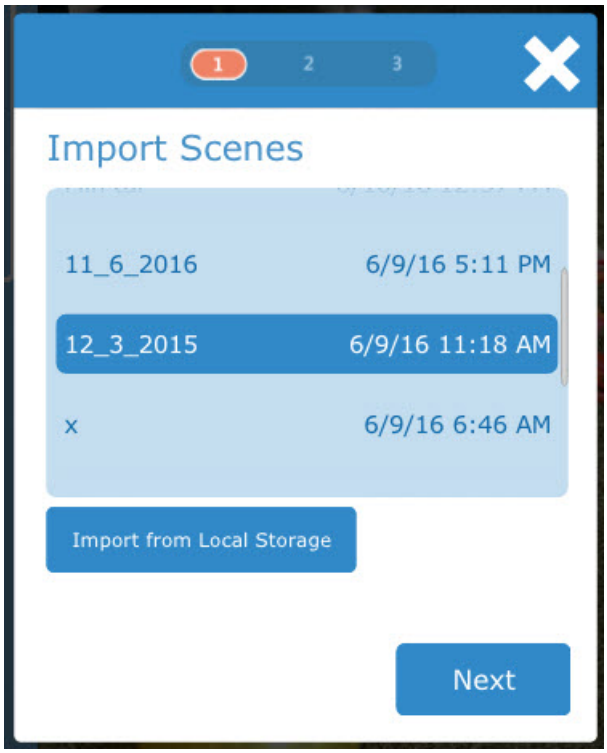
You must have an active internet connection to import from myTobiiDynavox.

1. Select **Show Tools**.
2. Select **Manage Scenes**.

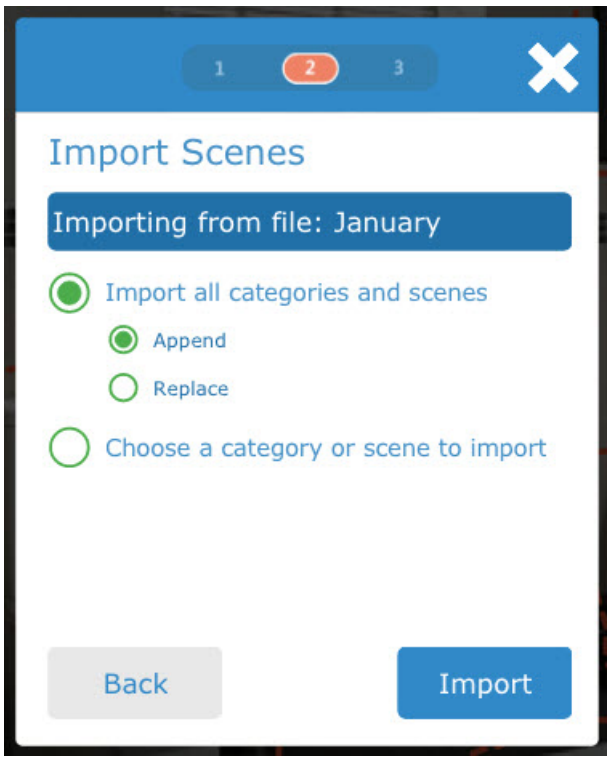
3. Select **Import**.



4. If you are not already connected to your myTobiiDynavox account, select the myTobiiDynavox logo to log in.



5. Select a file from the list, then select **Next**.
6. Here, you have the option to choose what you import and how it is imported.



a. If you would like to import the entire contents of the file package, select **Import all categories and scenes**, then select either **Append** (all scenes and categories will import as additions to your current scenes and categories,

even if they are duplicates) or **Replace** (all existing categories and scenes will be overwritten with the contents of the import package). Then, select **Import**.

b. If you would like to choose just one category or scene to import from the file package, select **Choose a category or scene to import**, then select either **Append** (all scenes and categories will import as additions to your current scenes and categories, even if they are duplicates) or **Replace** (all existing categories and scenes will be overwritten with the contents of the import package). Select **Next**, choose the category or scene, then select **Import**.

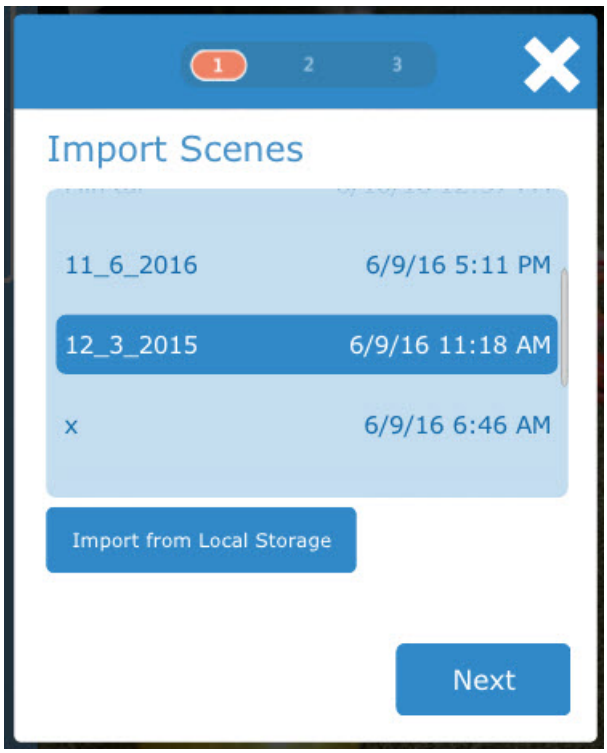
7. If you chose Append, a successful import message will appear. If you chose Replace, Snap Scene will restart and launch in Play mode with the imported categories and scenes.

If you chose Append, your newly imported categories and scenes will be indicated by a star icon in the Navigation Bar.

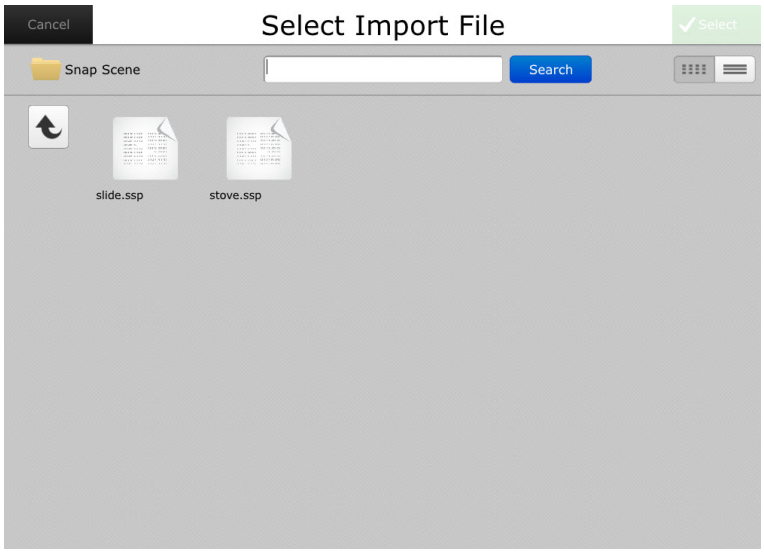
3.5.4.2 Import from Local Storage

1. Select **Show Tools**.
2. Select **Manage Scenes**.

3. Select **Import**.



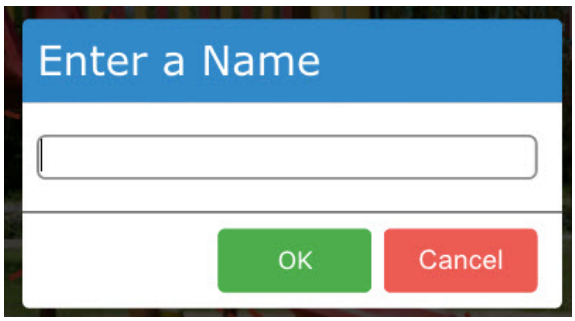
4. Select **Import from Local Storage**. The Select Import File screen will open.



5. Select a .ssp file to import. If necessary, use the up arrow button to navigate to the directory containing the file you would like to import. Then, select the green **Select** button.
6. Choose what you import and how it is imported:
   a. If you would like to import the entire contents of the file package, select **Import all categories and scenes**, then select either **Append** (all scenes and categories will import as additions to your current scenes and categories, even if they are duplicates) or **Replace** (all existing categories and scenes will be overwritten with the contents of the import package). Then, select **Import**.
   b. If you would like to choose just one category or scene to import from the file package, select **Choose a category or scene to import**, then select either **Append** (all scenes and categories will import as additions to your current scenes and categories, even if they are duplicates) or **Replace** (all existing categories and scenes will be overwritten with the contents of the import package). Select **Next**, choose the category or scene, then select **Import**.
7. If you chose Append, a successful import message will appear. If you chose Replace, Snap Scene will restart and launch with the newly imported categories and scenes.

3.5.5 Rename

1. In Manage Scenes, select a scene or category folder from the navigation bar.
2. Select **Rename**. The Enter a Name dialog will open.



3. Type a name into the text field, then select **OK** to save your changes or **Cancel** to quit without saving.

4 Settings

1. Select **Show Tools**.
2. Select

Settings.

4.1 Scene Options

4.1.1 Show Scene Name

When Show Scene Name is enabled, the scene names are visible in the navigation bar. When disabled, the scene names are hidden in the navigation bar.

Show Scene Name enabled

Show Scene Name disabled

4.1.2 Show Scene Selection Animation

When Show Scene Selection Animation is enabled, a scene that is selected from the navigation bar will animate its expansion from the navigation bar out to the main scene area. When Show Scene Selection Animation is disabled, the scene selected from the navigation bar will simply appear in the main scene area.

4.1.3 Show Hotspot Labels

The Show Hotspot Labels setting controls the way that labels appear on the hotspots in your scenes.

- Off — Labels are never visible.
- Animate — When a hotspot is selected, the label appears and animates. When the hotspot is not selected, the label is not visible.
- On — Labels are always visible.

Figure 4.1 Hotspot Labels Off

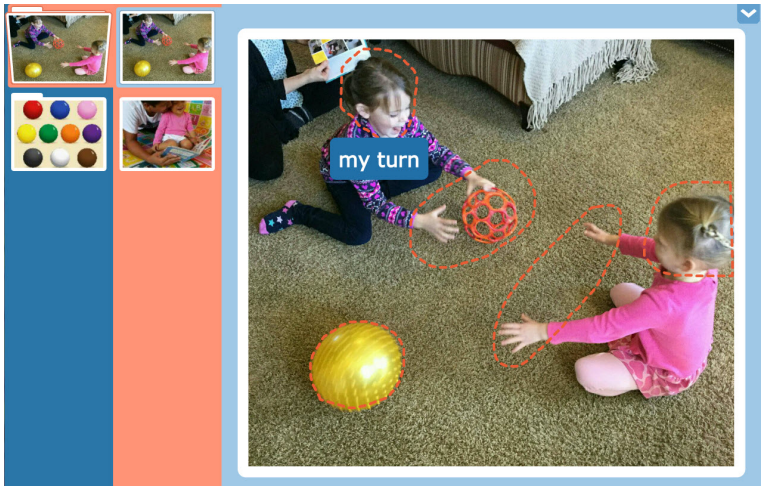


Figure 4.2 Animate Hotspot Labels enabled — hotspot selected

Figure 4.3 Hotspot Labels On

4.1.4 High-Contrast Hotspot Labels

When enabled, hotspot labels will appear in high-contrast colors.

This setting is only available when Show Hotspot Labels is set to either “On” or “Animate”

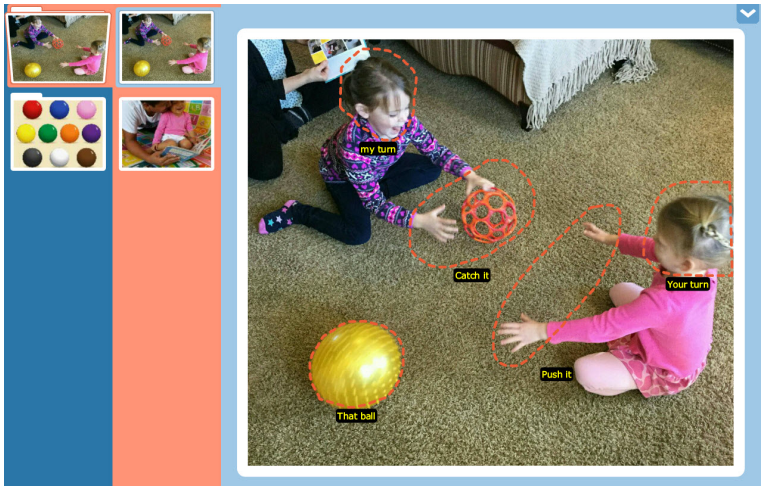
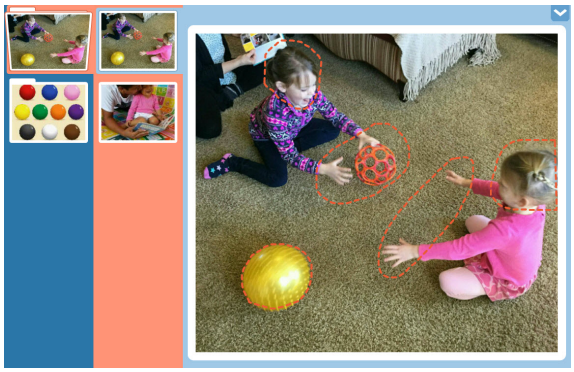


Figure 4.4 High-Contrast Hotspot Labels enabled

4.1.5 Show Hotspots

The Show Hotspots setting controls the way that hotspots appear in your scenes.

- On — Hotspots are indicated by a dashed line.
- Off — Hotspots have no visual indicator.
- Fade Out — Hotspots are outlined briefly when the scene opens, then fade away.



Show Hotspots On

Show Hotspots Off

4.1.6 Navigation Bar Size

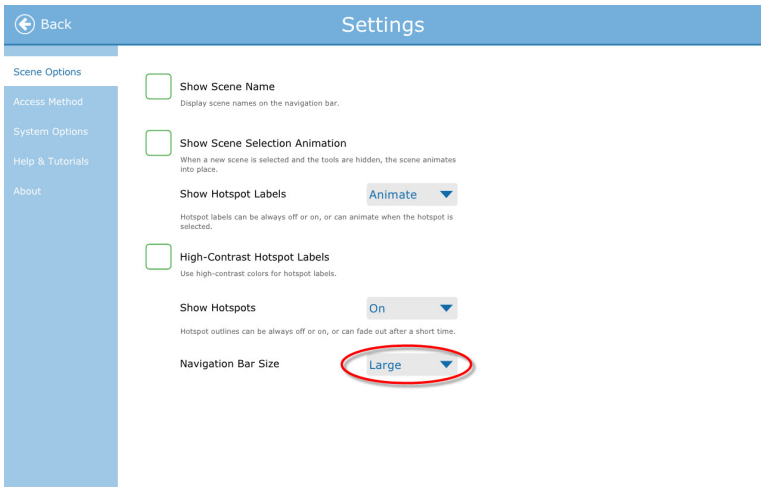


Figure 4.5 Settings — Navigation Bar Size

Use the menu to choose a Small, Medium, or Large Navigation Bar. Children with low vision, dexterity challenges, or who use the eye gaze selection method may benefit from a larger navigation bar.

Small Navigation Bar

Medium Navigation Bar

Large Navigation Bar

4.1.7 Volume

Snap Scene does not have application level volume settings. Use the volume controls on your device.

4.2 Access Methods

Change the access method in the **Settings** menu.

1. Select **Show Tools**.
2. Select

Settings.
3. Select **Access Method**.
4. Choose an access method.
5. Select the **Settings** button to open the settings menu for the selected access method.

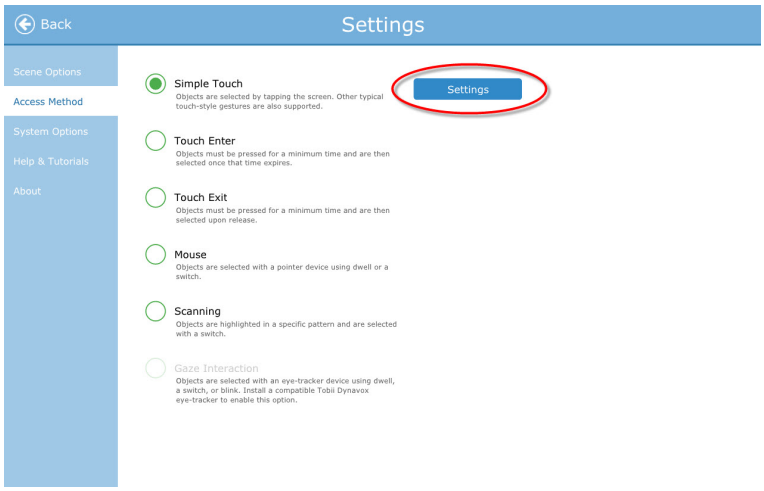


Figure 4.6 Access Method Settings

4.2.1 Access Method Descriptions

Simple Touch

Objects are activated by touching the object on the screen with a finger or, when using a mouse, by clicking on the object with the mouse cursor. This access method is suitable for learners who are able to touch the screen quickly and accurately or control and left click with a traditional computer mouse. Objects are activated as soon as they are touched or clicked.

Touch Enter

Objects are activated by physically touching and holding on the object on the screen for a minimum amount of time or, when using a mouse, by clicking and holding on the object for a minimum amount of time. The hold time is set by the user. This access method is useful for learners who may touch or click unintended objects accidentally.

Touch Exit

This method is similar to Touch Enter, but a selected object is activated when the selection is released. This method allows the user to maintain contact with the touch screen without accidentally making a selection. This means that the user may slide a finger or a pointer across the touch screen, or hold down on a mouse button while moving the cursor. A selection will not be made until the finger or pointer lifts off the touch screen, or when the mouse button is released. This makes the Touch Exit selection method ideal for a person who may find it easier to drag a finger or a pointer across the touch screen while moving from selection to selection.

Mouse

The Mouse access method requires that a computer mouse, track ball, or head mouse control the cursor on the screen. An object is selected in one of two ways: using Dwell (when the cursor pauses on an object for a specified amount of time) or using a switch (use the mouse to move the cursor over the object, then activate the switch to select). This access method is a good option for a learner who has the physical ability to maneuver a mouse, but who lacks the ability to press down on the mouse button to make selections.

Scanning

When Scanning is the active selection method, objects on the screen highlight in a specific pattern. The learner will use a switch or keyboard key to make a selection when the desired item is highlighted. This access method is intended for individuals whose motor skills may prevent them from effectively using direct selection methods.

Gaze Interaction

This method is for use with an eye gaze system such as the Tobii Dynavox PCEye Go, PCEye Mini, or I-Series devices. These systems allow the user to control the cursor on the screen using only their eyes. Selections are made either by holding the cursor on an object for a specified amount of time (dwell), activating a switch, or by blinking.

To learn more about access methods and see them in action, go to https://dynavoxtech.force.com/devices/apex/Videos and select **Access Method** from the drop down menu.

4.2.2 Simple Touch Settings

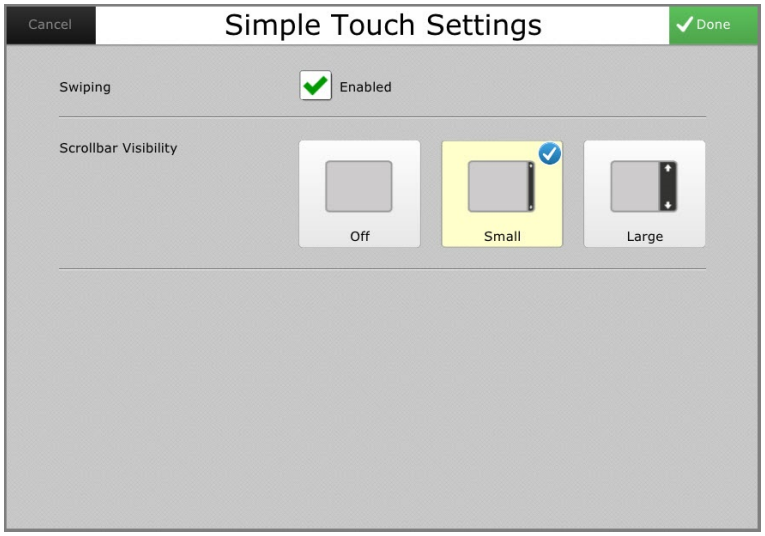


Figure 4.7 Simple Touch Settings

For Simple Touch, select the check box to enable swiping. Choose from the scrollbar visibility options.

4.2.3 Touch Enter Settings

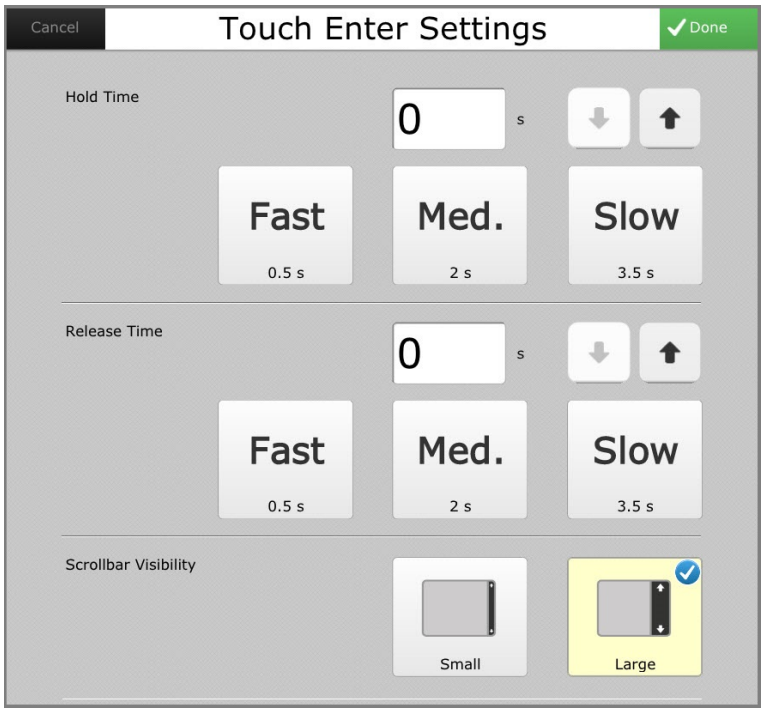


Figure 4.8 Touch Enter Settings

For the Touch Enter access method, select a Hold Time and Release Time. Choose from the Scrollbar Visibility options.

4.2.4 Touch Exit Settings

Figure 4.9 Touch Exit Settings

For the Touch Exit access method, select a Hold Time and Release Time. Choose from the Scrollbar Visibility options. Select a Highlight Style and color (see *4.2.8 Highlight Style and Color.*)

4.2.5 Scanning Settings

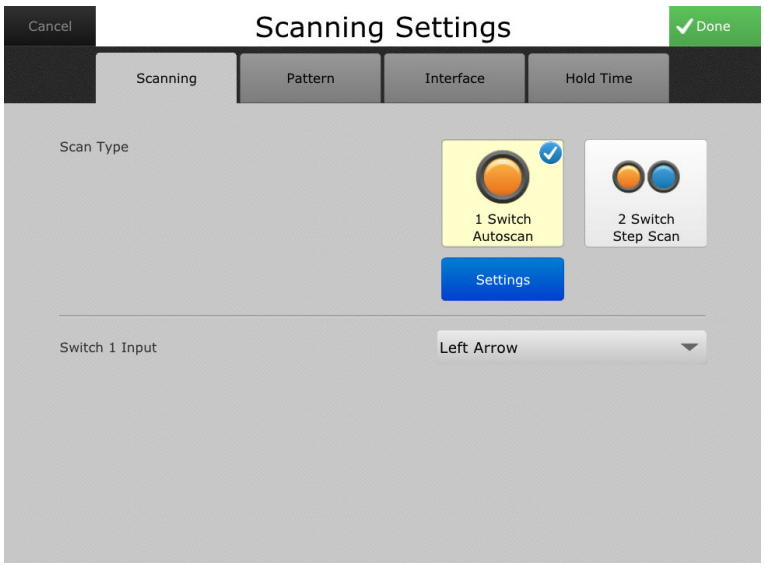


Figure 4.10 Scanning Settings

Scanning Settings - Scan Type

Select a scan type, 1 switch autoscan or 2 switch step scan

1 Switch Autoscan

1. Select the blue **Settings** button under **1 Switch Autoscan**. A dialog will open enabling you to select a scan speed. (Use the up and down arrows to adjust the speed.)

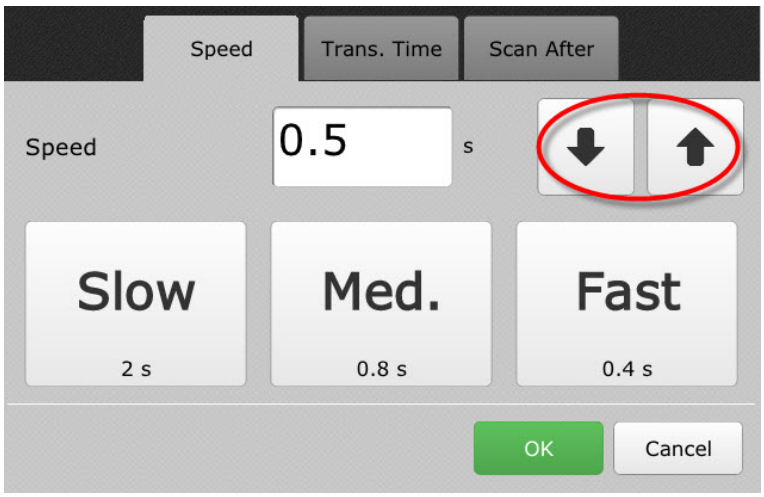


Figure 4.11 Autoscan — Scan Speed

2. Select the **Trans. Time** tab. A dialog will open enabling you to set the transition time (the pause time between levels in the scan pattern). (Use the up and down arrows to adjust the time.)

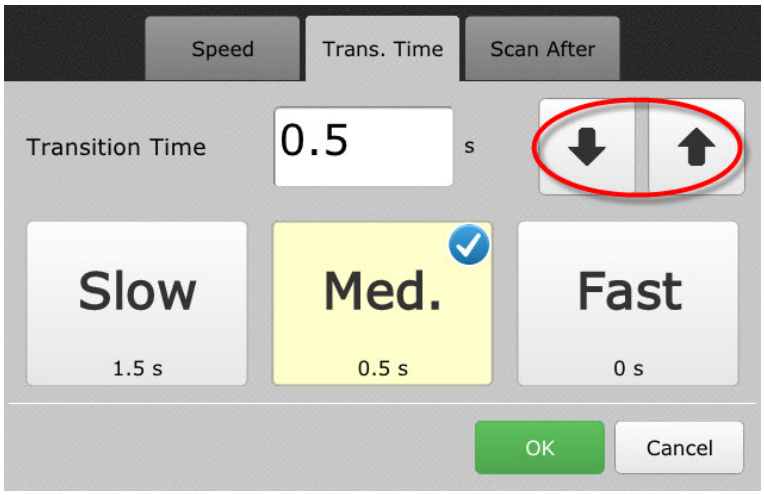


Figure 4.12 Autoscan — Transition Time

3. Select the **Scan After** tab to enable or disable scanning options.

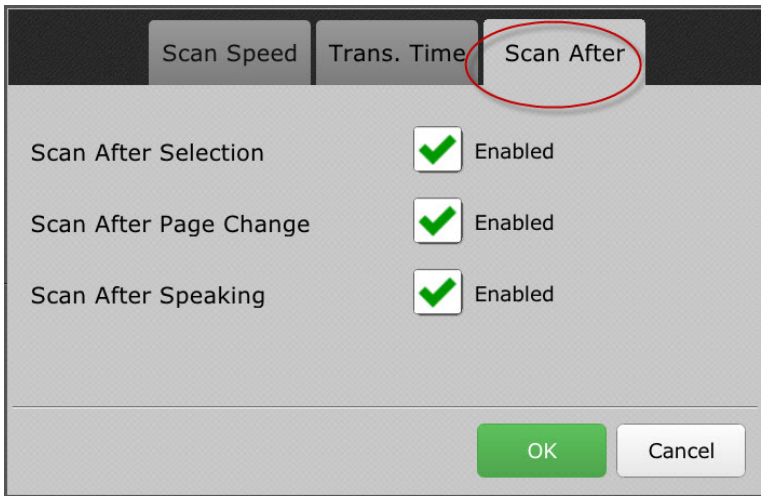
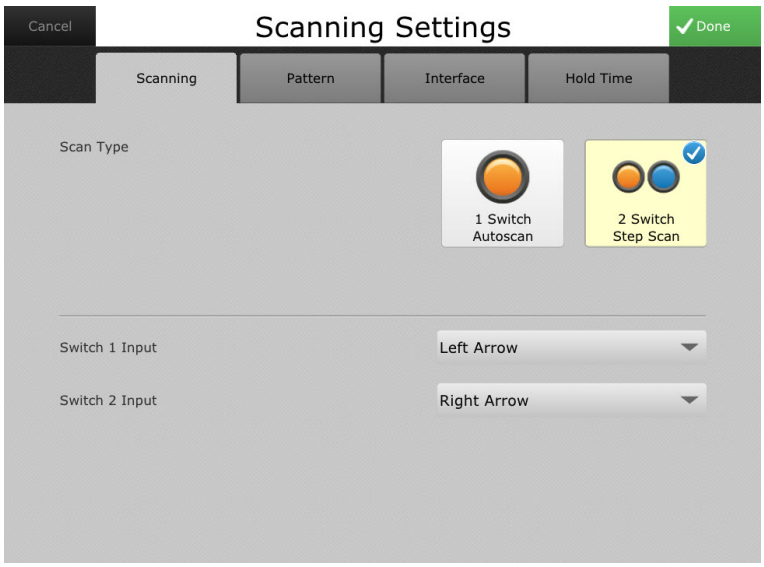


Figure 4.13 Autoscan — Scan After

4. Select **OK** on the **Scan After** dialog to return to the Scanning Settings menu.
5. On the **Scanning Settings** menu, select a switch input to signal the software to advance the scan highlight (if not using the device's built-in switch ports).

2 Switch Step Scan

1. Select **2 Switch Step Scan** on the Scanning Settings menu.



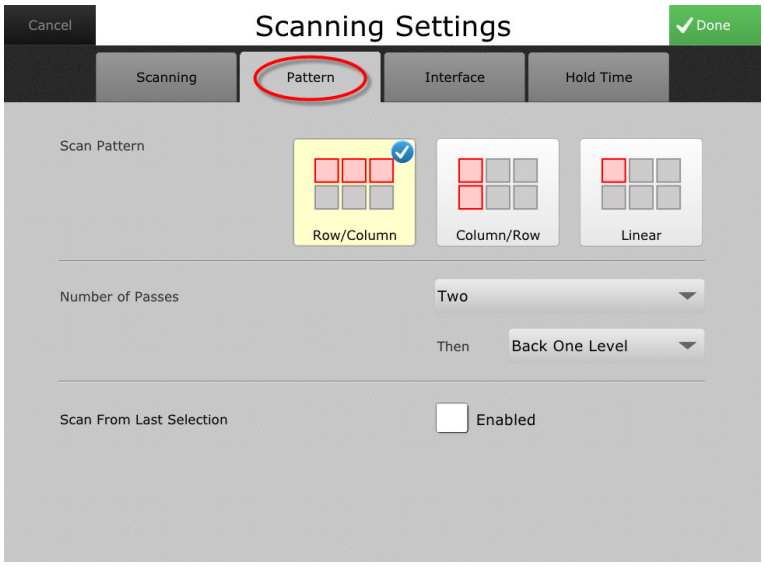
2. Select the **Switch 1 Input** drop-down list to choose the keyboard key that will provide a switch input to signal the software to advance the scan highlight (if not using the device's built-in switch ports).
3. Select the **Switch 2 Input** drop-down list to choose the keyboard key that will provide a switch input to signal the software to make a selection.

The default switch inputs are:

- Windows and Android — left arrow (switch 1) and right arrow (switch 2).
- iOS — A (switch 1) and B (switch 2).

Scanning Settings - Scan Pattern

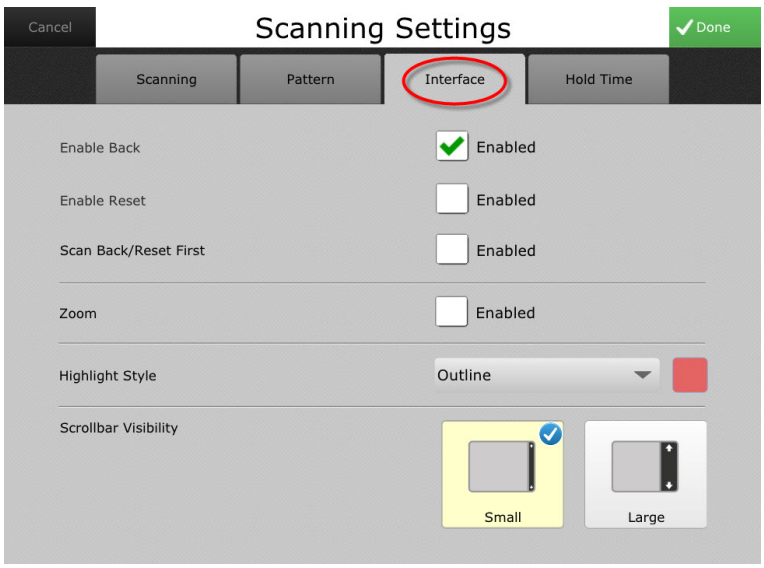
1. Select the **Pattern** tab on the Scanning Settings menu.



2. Select a **Scan Pattern** (row/column, column/row, or linear).
3. Select the **Number of Passes**. The software can be set to scan infinitely or to stop scanning if no selection has been made after the page has been scanned a set number of times.
4. To restart scanning where a selection was made, select the check box next to **Scan from Last Selection**.

Scanning Settings - Interface

1. Select the **Interface** tab on the Scanning Settings menu.



2. Select the **Enabled** check box next to **Enable Back** if you would like the scan highlight to return to the previous level after a selection has been made.
3. Select the **Enabled** check box next to **Enable Reset** if you would like the scan highlight to reinitialize after a selection has been made.
4. Select the **Enabled** check box next to **Scan Back/Reset First** if you would like to move the back or reset icon to the beginning of the scan pattern.
5. To automatically increase the size of each object as it is scanned, select the **Enabled** check box next to **Zoom**.
6. Select a Highlight Style and color. (See *4.2.8 Highlight Style and Color*.)

7. Make a selection next to **Scrollbar Visibility**.

Scanning Settings — Hold Time

Hold Time is not available on iOS.

1. Select the **Hold Time** tab on the **Scanning Settings** menu.

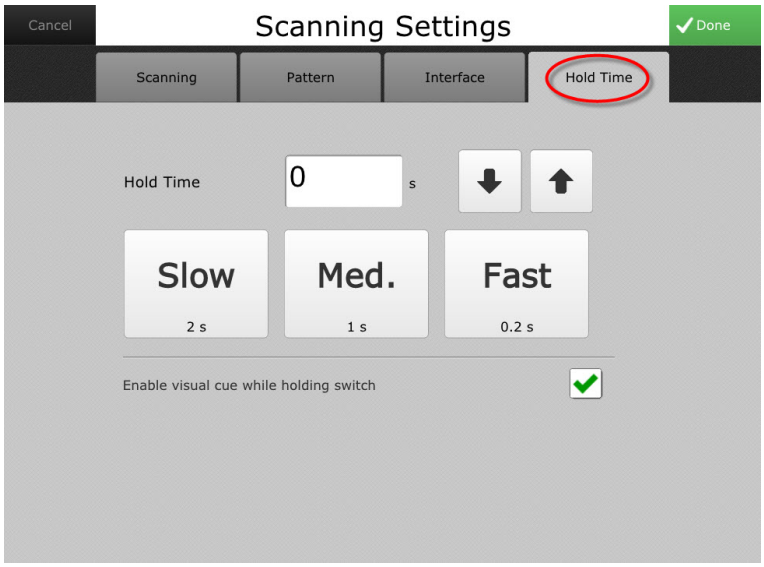
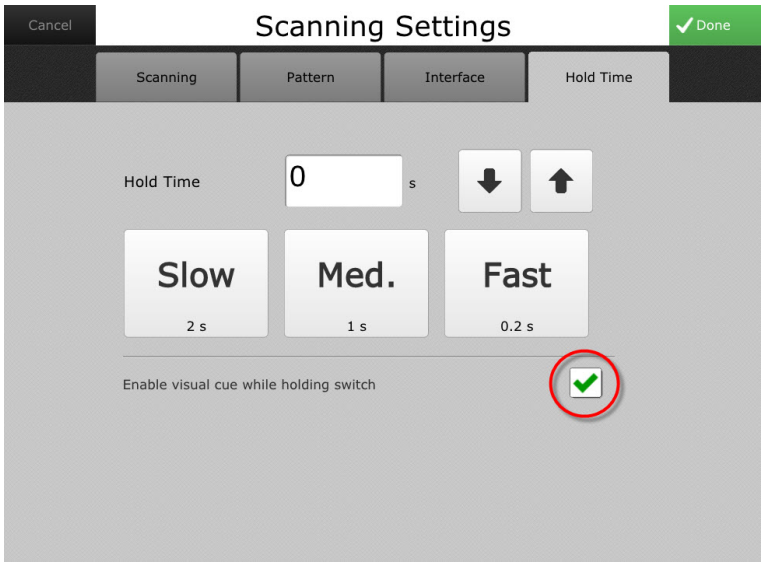


Figure 4.14 Scanning Settings — Hold Time

2. Set the **Hold Time** using the arrow buttons or by typing a number (greater than 0 and less than or equal to 5) into the text field.
3. Check the box beside **Enable visual cue while holding switch** to see an animation illustrating the required hold time when the switch is activated.



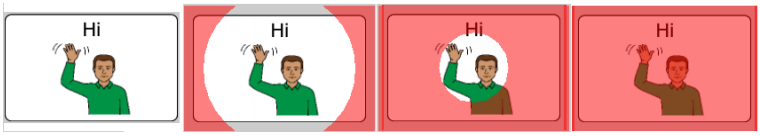


Figure 4.15 Scanning Settings — Scanning Hold Time Visual Cue Animation

4.2.6 Mouse Settings

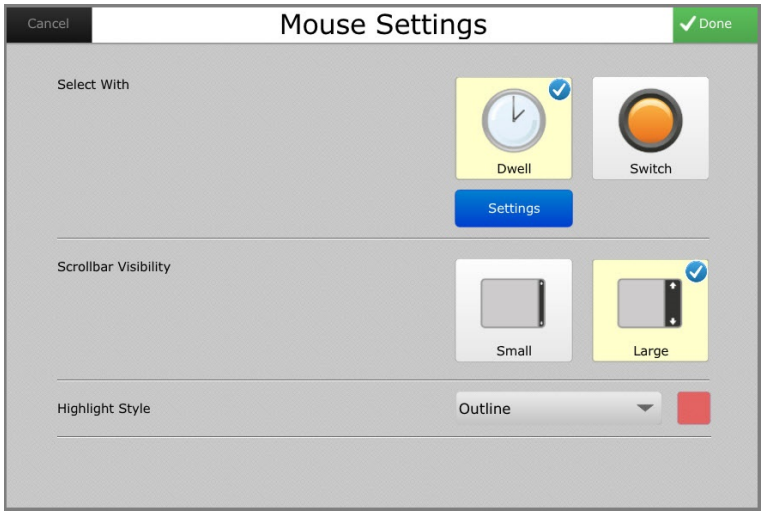


Figure 4.16 Mouse Settings

Mouse Settings - Select With

Dwell activation allows the user to select by placing the cursor over an object for a set amount of time (dwell time).

Switch activation allows the user to select an object by pressing an accessory switch or keyboard key when the object is highlighted by the mouse.

Select With Dwell

1. Select **Dwell**.
2. Select the blue **Settings** button under **Dwell**. A dialog will open enabling you to select a dwell time. (Use the up and down arrows to adjust the time.)

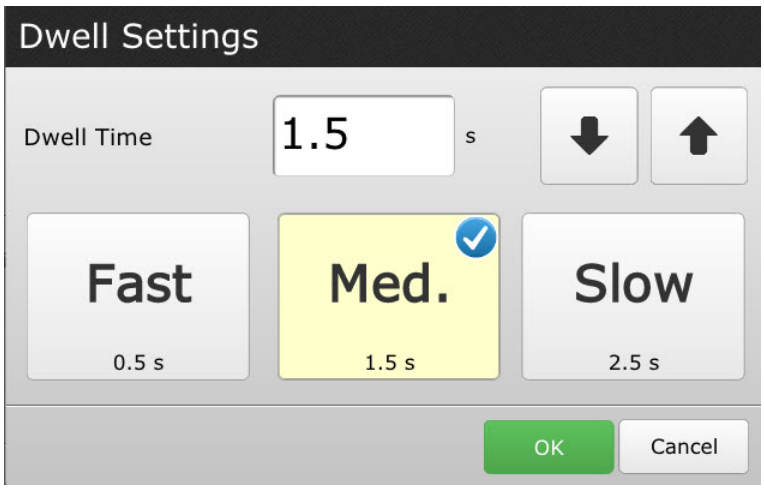


Figure 4.17 Mouse Settings — Dwell Time

Select with Switch

1. Select **Switch**.
2. Select the blue **Settings** button under **Switch**.

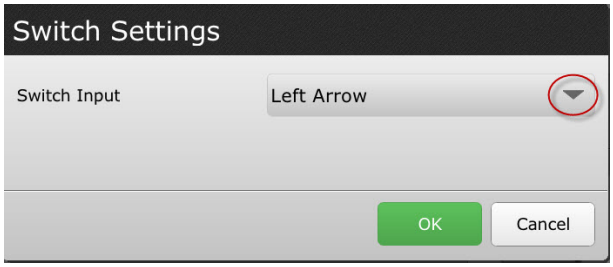


Figure 4.18 Switch Settings - Switch Input

3. Select a switch input. If using the built-in designated switch port on your device, the correct port will be selected automatically.
4. Select **OK**.

Mouse Settings - Scrollbar Visibility

Choose from scrollbar visibility options.

Mouse Settings - Highlight Style and Color

Choose a Highlight Style and color. (See *4.2.8 Highlight Style and Color*).

4.2.7 Gaze Interaction Settings

Gaze Interaction Settings are only available if you have a compatible eye tracker on your device (i.e. i-Series, PCEye Go, etc.).

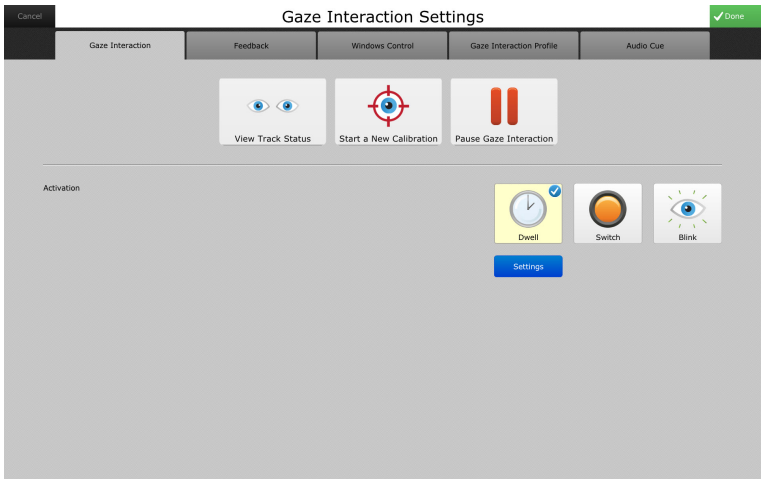


Figure 4.19 Gaze Interaction Settings Menu

View Track Status

Opens the **Track Status** viewer where you can verify that the Gaze Interaction software recognizes the user's eyes and that the user is well positioned in front of the device.

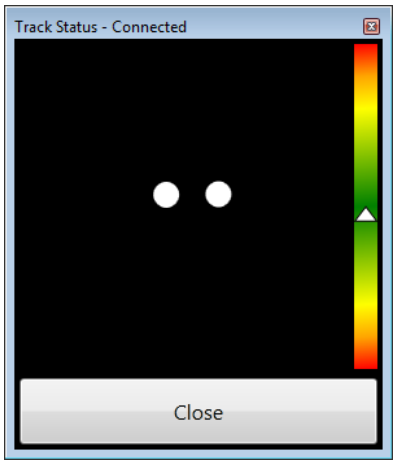


Figure 4.20 Track Status Viewer

The two dots that represent the user's eyes should be in the middle of the viewer. The white triangle in the distance meter on the right side of the viewer should be near the center, in the green, when the optimal distance from the device is reached.

Start a New Calibration

Opens a screen that begins the calibration process. The software will automatically calibrate the user's gaze as he or she follows the targets onscreen. When calibration is completed, a dialog will open with the results of the calibration.

Pause Eye Tracking

When this feature is enabled, a Pause icon appears onscreen - the user can temporarily stop gaze interaction to rest his or her eyes.

Activation Settings

Select an activation method:

- **Dwell Settings**
  Dwell activation allows the user to select by directing their gaze consistently on an object for a set amount of time (dwell time).

  Select **Dwell**, then select the **Settings** button under **Dwell**. The **Dwell Settings** dialog will open. Select a dwell time.
- **Switch Settings**
  Switch activation allows the user to select by pressing an accessory switch or keyboard key.

  Select **Switch**, then select the **Settings** button under Switch. A dialog will open.
  - Select an activation time. Then select **OK**.
  - Select the **Wait Time** tab, and select the time between switches. Then select **OK**.
  - Select the **Switch** tab, and select a switch input. (If you are not using the switch ports on the device.) Then select **OK**.
- **Blink Settings**
  Blink activation allows the user to select by blinking their eyes for a set amount of time (blink time).

  Select **Blink**, then select the **Settings** button under Blink. A dialog will open.
  - Select a minimum blink time. Then select **OK**.
  - Select the **Max. Time** tab, then select a maximum blink time. Then select **OK**.

Feedback

Select the **Feedback** tab on the **Gaze Interaction Settings** menu. Select a color, size, and type of feedback target to be used during use.

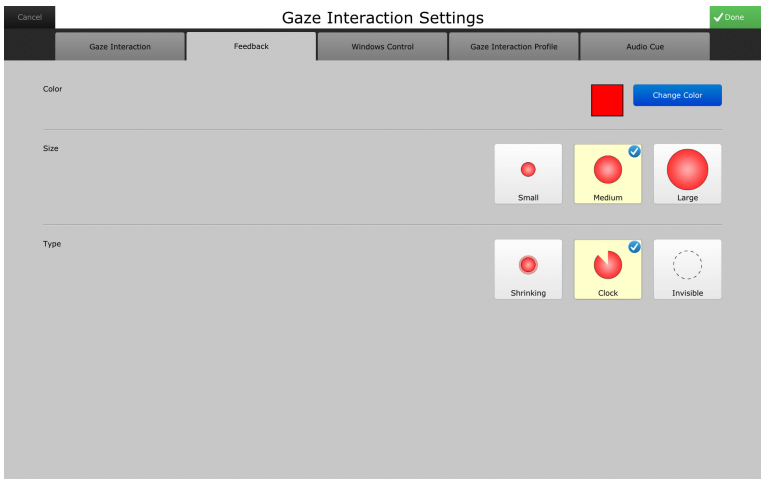


Figure 4.21 Gaze Interaction Settings - Feedback Tab

Windows Control

Select the **Windows Control** tab on the **Gaze Interaction Settings** menu to set the mode of desktop access.

Gaze Selection mode — makes it possible for the user to control a standard Windows desktop operating system with a two-step selection method, which reduces the risk of unwanted clicks.

Mouse Emulation mode — makes it possible for the user to emulate and control a standard PC mouse pointer on the screen.

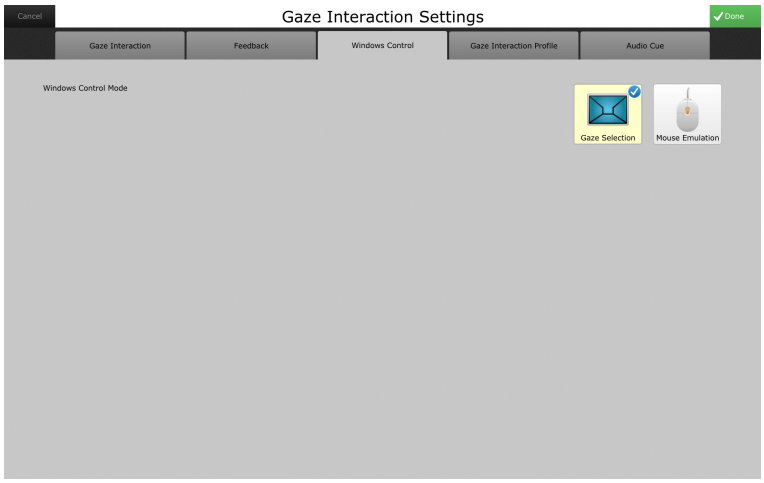


Figure 4.22 Gaze Interaction Settings - Windows Control Tab

Gaze Interaction Profile

Select the **Gaze Interaction Profile** tab on the **Gaze Interaction Settings** menu.

The **Gaze Interaction profile** tab is used to switch between different Gaze Interaction profiles. Profiles can be created using the **Gaze Interaction Settings** program on your desktop.

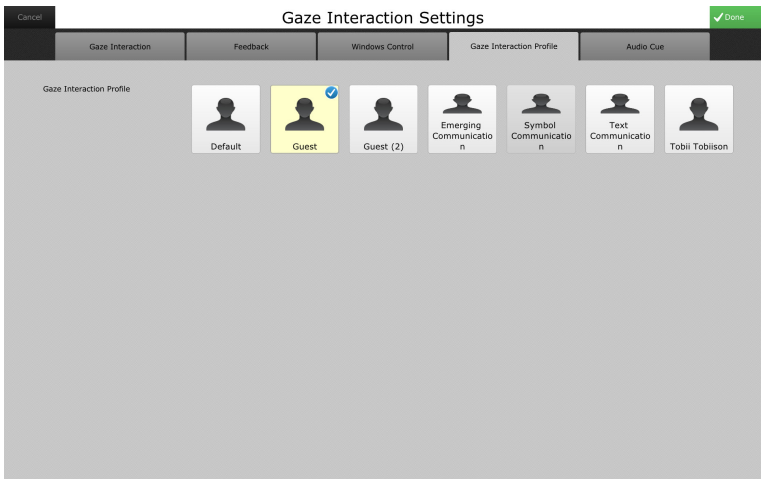


Figure 4.23 Gaze Interaction Settings - Gaze Interaction Profile Tab

4.2.8 Highlight Style and Color

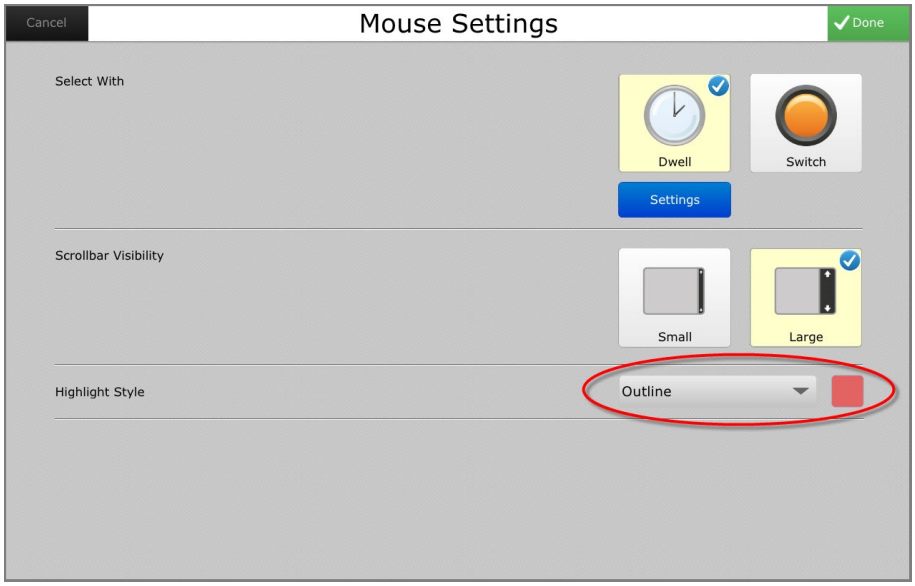


Figure 4.24 Highlight Style and Color

1. Use the **Highlight Style** drop-down list to select how selected objects will visually stand out on the page.

Highlight styles

1. No Highlight
2. Outline
3. Invert
4. Overlay

2. Select the **Color** button. The **Color Selector** dialog will open.
3. Select a highlight color. (You can also create a custom color using the **Color Selector** dialog.)

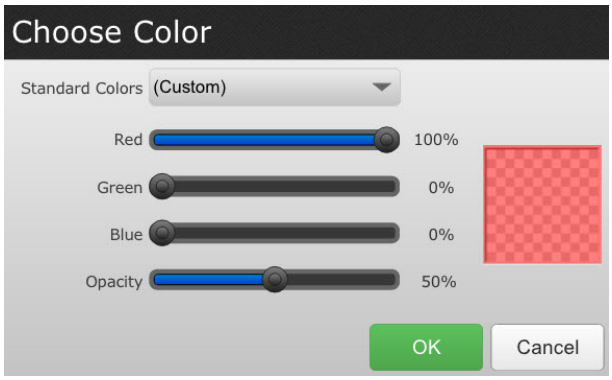


Figure 4.25 Highlight — Choose Color

For Overlay Highlight Style, set the opacity around 50%.

4.3 System Options

4.3.1 Enable Passcode

The Passcode can be used to keep unauthorized users (children) out of the editing tools in the Snap Scene software. When enabled, the correct passcode is required to access the tools.

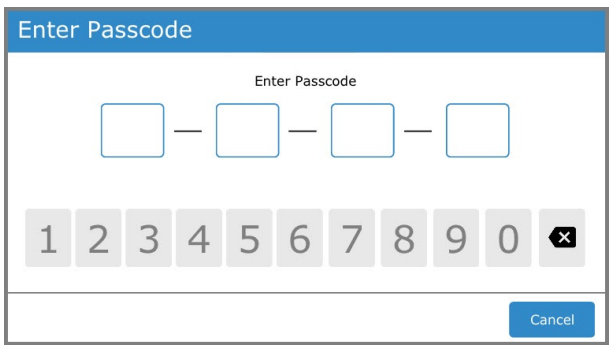


Figure 4.26 Passcode Prompt

Enable Passcode

1. Select **Show Tools**.
2. Select **Settings**.
3. Select **System Options**.
4. Check the **Enable Passcode** box. If the box is already checked, select **Change Passcode**.
5. Enter the four digit passcode you would like to use. Use something unique and difficult to guess.
6. Enter the passcode again to verify it.
7. To test your passcode, select **Back**, then **Hide Tools**, then **Show Tools**. The Enter Passcode popup will open.
8. Enter your passcode. The correct passcode will allow you to show the tools.

To disable the passcode, simply uncheck the box in the System Options section of the Settings menu.

If you forget your passcode, use the universal unlock code 0520 to access the Settings and reset your passcode.

4.3.2 System Keyboard

The System Keyboard is an onscreen keyboard that opens when a text field is selected. Enable the System Keyboard when you don't have a physical keyboard for your device. The System Keyboard is enabled by default.

The System Keyboard is only available on the Windows platform.

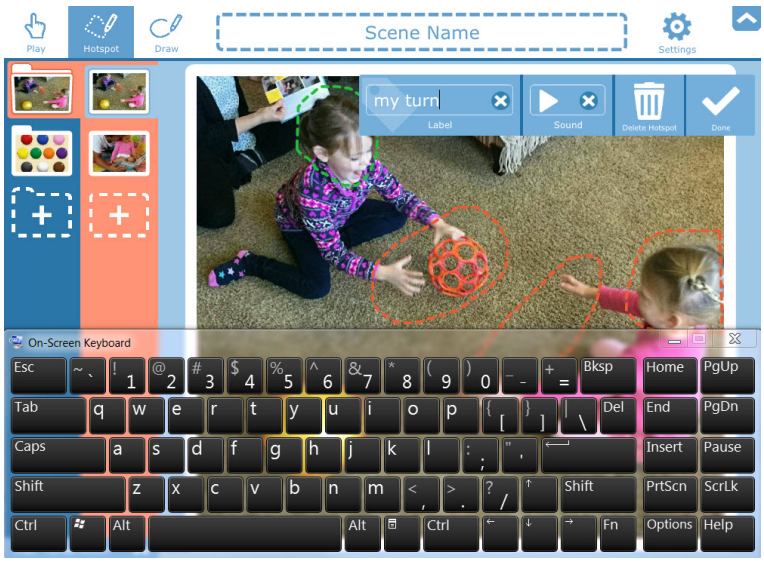


Figure 4.27 System Keyboard

Enable System Keyboard

1. Select **Show Tools**.

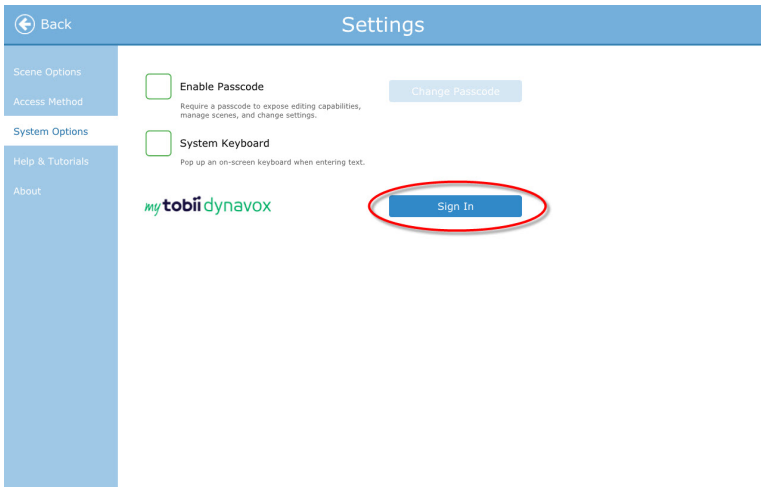
2. Select Settings **Settings**.
3. Select **System Options**.
4. Check the **System Keyboard** box.

To disable the System Keyboard, simply uncheck the box in the System Options section of the Settings menu. If you are using a physical keyboard, it is best to disable the System Keyboard.

4.3.3 myTobiiDynavox Login

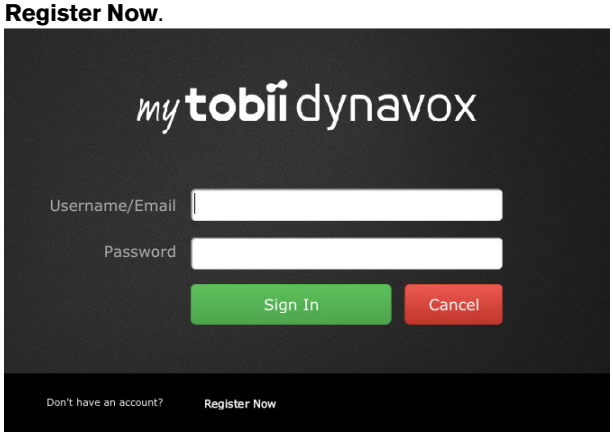
You can connect Snap Scene to your myTobiiDynavox account. Stay logged in to easily import and export scenes to myTobiiDynavox.

1. Select **Show Tools**.
2. Select Settings **Settings**.
3. Select **System Options**.
4. Select **Sign In**. The myTobiiDynavox login window will open.



If you are already signed in, you will see your myTobiiDynavox username on the button. Select the button if you would like to sign out.

5. Enter your myTobiiDynavox username and password and select **Sign In**. If you don't have an existing account, select **Register Now**.



You must have an active internet connection to sign in to myTobiiDynavox.

4.4 Help and Tutorials

Watch tutorial videos, access the User Manual and Quick Start Guide, and connect to the Knowledge Base online support page. You can also link to Pathways, the companion app for iPad that will teach you the powerful strategies for using Snap Scene most effectively with your child.

4.5 About

The About screen displays your current software version, serial number, license information, and update information.

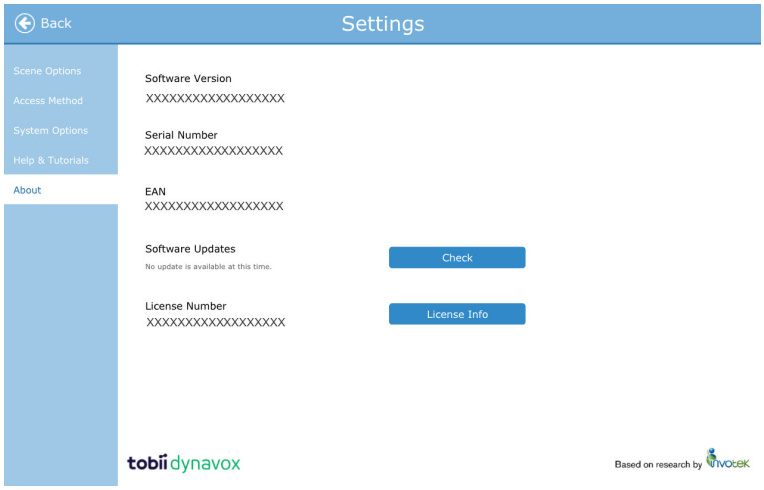


Figure 4.28 Settings — About Menu

4.5.1 Upgrade from Lite Edition to Full Edition of Snap Scene

When you purchase the full edition of Snap Scene for Windows or Android, you may be given a license number. Select **Activate** in the **About** menu to enter your License Number and complete your upgrade.

1. Select **Show Tools**.
2. Select

Settings.
3. Select **About**.
4. Select **Activate**. The Activation Dialog will open.

5. Enter your license number, then select **Activate**.

Figure 4.29 Activation Dialog

4.5.2 Software Updates

For Windows and Android platforms, follow the steps below to update the Snap Scene software. For iOS, software updates are delivered through the Apple App Store.

1. Select **Show Tools**.
2. Select

Settings.
3. Select **About**.
4. Select **Check**. The text will indicate if Snap Scene software updates are available.

Appendix A

Drager, K., Light, J., & McNaughton, D. (2011). Effects of AAC interventions on communication and language for young children with complex communication needs. Journal of Pediatric Rehabilitation Medicine, 3, 303-310.

Light, J. & Drager, K. (2010, November). Effects of early AAC intervention for children with Down syndrome. Miniseminar presented at the Annual Conference of the American Speech Language Hearing Association, Philadelphia, PA.

Drager, K. & Light, J. (2010). A comparison of the performance of 5-year-old children using iconic encoding in AAC systems with and without iconic prediction. Augmentative and Alternative Communication, 26, 12-20.

Costigan, F.A. & Light, J. (2010). The effect of seated position on upper extremity access to augmentative communication for children with cerebral palsy: Preliminary investigation. American Journal of Occupational Therapy, 64, 596-604.

Drager, K., Light, J., Devlin, C., Millsop, C., & Offitto, J. (2009). Adults With developmental disabilities who require AAC: Improving social interaction. American Speech and Hearing Association.

Drager, K.D.R., Light, J.C., & Finke, E.H. (2008). Using AAC technologies to build social interaction with young children with Autism Spectrum Disorders. In P. Mirenda, & T. Iacono (Eds.) Autism Spectrum Disorders and AAC. Baltimore, MD: Paul H. Brookes Publishing.

Light, J., & Drager, K. (2007). AAC technologies for young children with complex communication needs: State of the science and future research directions. Augmentative and Alternative Communication, 23, 204–216.

For more information on the research behind Snap Scene and Pathways, visit http://aackids.psu.edu/

tobii dynavox

#4016688-C Tobii Dynavox Snap Scene User's manual v.1.4 - en-US

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Support for Your Tobii Dynavox Device

Get Help Online

See the product-specific Support page for your Tobii Dynavox device. It contains up-to-date information about issues and tips & tricks related to the product. Find our Support pages online at: *www.TobiiDynavox.com* or *www.myTobiiDynavox.com*.

Contact Your Sales Representative or Reseller

For questions or problems with your product, contact your Tobii Dynavox sales representative or authorized reseller for assistance. They are most familiar with your personal setup and can best help you with tips and product training. For contact details, visit *www.TobiiDynavox.com/contact*