



These “Bite-sized” Training Program guides are designed to help Lifelites Volunteers and champions to train and support hospice staff on the use of the magical Lifelites equipment in small bite-sized chunks.

Introduction to the myGaze - Software



1. Introduction – checking previous knowledge

Begin the session by checking if your trainees have used a myGaze or any eye tracking system before.

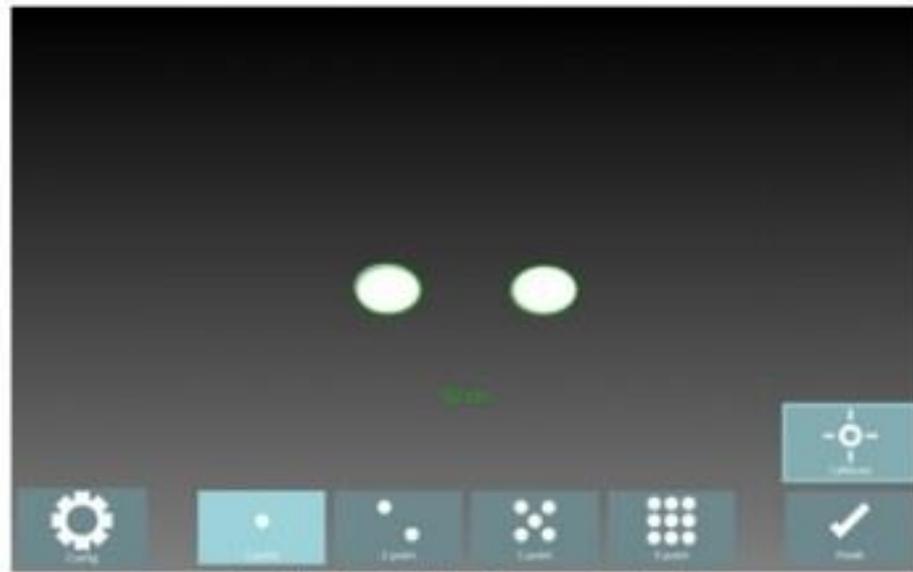
2. Explain the benefits

- The myGaze is an entry level, peripheral eye tracker that opens up the wonderful world of gaze interaction to everyone.
- It allows users to navigate and control a desktop or laptop computer using only their eyes.
- The myGaze allows you to move around the screen and left click with the mouse.
- Its high accuracy, precision and robustness make the myGaze ideal for environments with different users. It can track most individuals, regardless of glasses, contacts lenses or dark or light pupils and supports multiple user profiles.

3. Basic operation

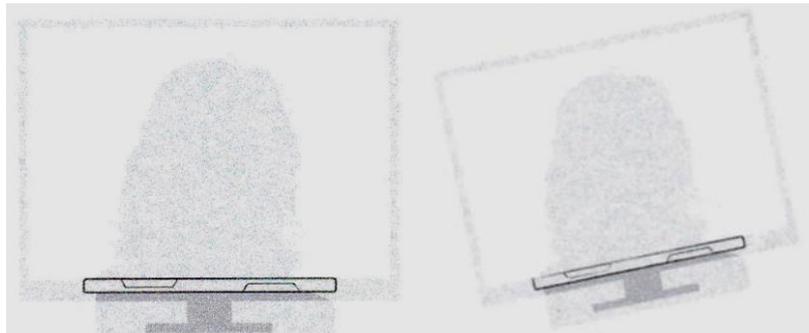
- Show that the myGaze is mounted on a magnetic strip on the PC/laptop/tablet device.
- Demonstrate that the myGaze unit is connected via a cable on the end of the unit to the USB port of the PC/Laptop/tablet device.
- The computer is set to open the calibration for myGaze automatically. However if this doesn't occur open the myGaze EyeMouse Play software by clicking on the icon. Next go to settings, and then under the calibration tab click calibrate.
- Explain the correct positioning and colour indications to help assess the correct distance from the myGaze. Explain the choice of a 1, 2, 5 and 9 point calibration and the advantages of these. Explain how to configure the calibration should tracking of just one eye be required or the stimulus require alteration e.g. colour or type.



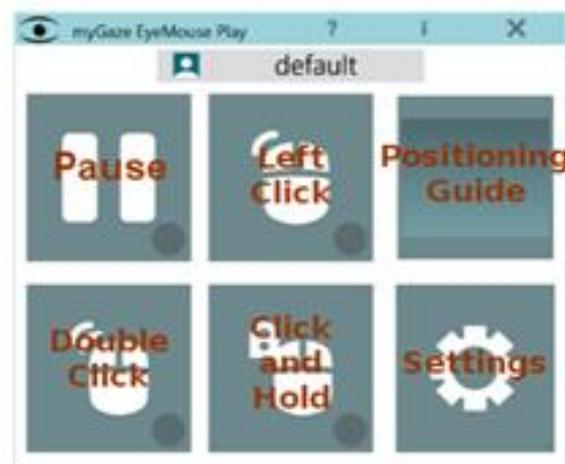


Positioning Guide - Green (optimal)

- Correctly position the screen so it is parallel to the users head (moving the screen rather than the user for comfort). You ideally want the user's eyes in the middle of the screen and parallel to it. The software will give you clues as to the optimum distance and centring



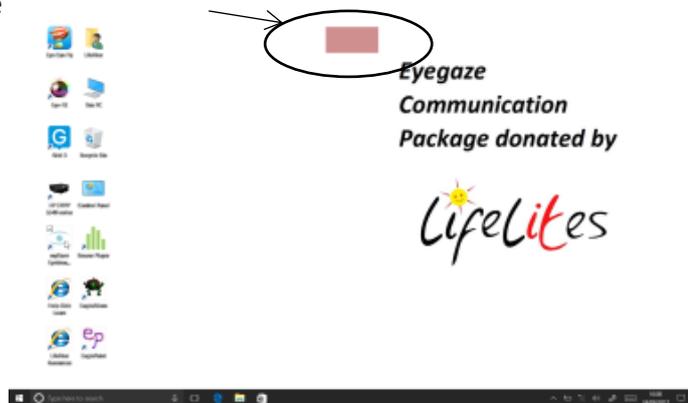
- Do not calibrate at this point just close the window.
- Explain the different functions in the myGaze EyeMouse Play software.



myGaze Menu



- Explain the rectangle in the top centre of the desktop screen and its use in providing a positioning guide



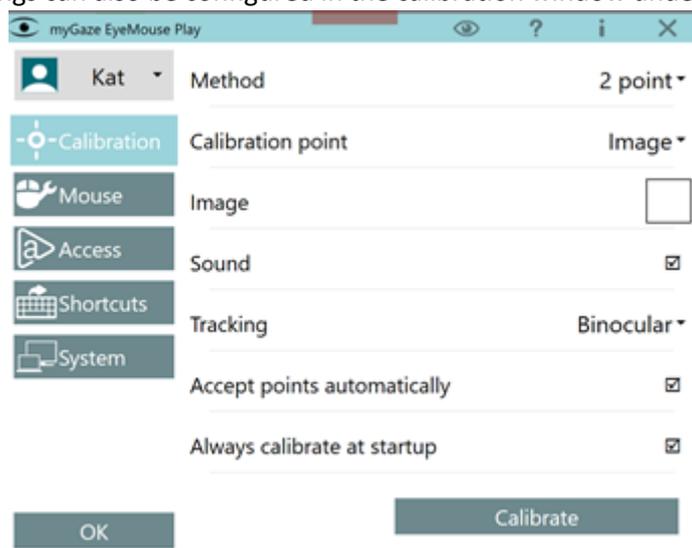
4. Play some games and apps

Choose a simple application such as Sensory Eye-FX and open the 'no fail' games to illustrate the myGaze user experience. Choose higher level 'targeting' games to illustrate the experience pre-calibration.

Explain that some common problems with use can be reflections on the screens, reflections from very dark framed glasses or perhaps sequins, light room conditions. Discuss the need for minimal distractions and also the portable nature of the system so it can go to a bedroom or quiet area for use.

5. Calibration for specific users

- Go back to the myGaze Eyemouse Play software by clicking the rectangle on the desktop.
- Go to the settings page and add a user. Click the user icon at the top of the screen and click add and then name the user. Go to Calibration and decide on method, calibration point, image, sound and tracking. Once all settings have been chosen then click calibrate (calibration settings can also be configured in the calibration window under configure)





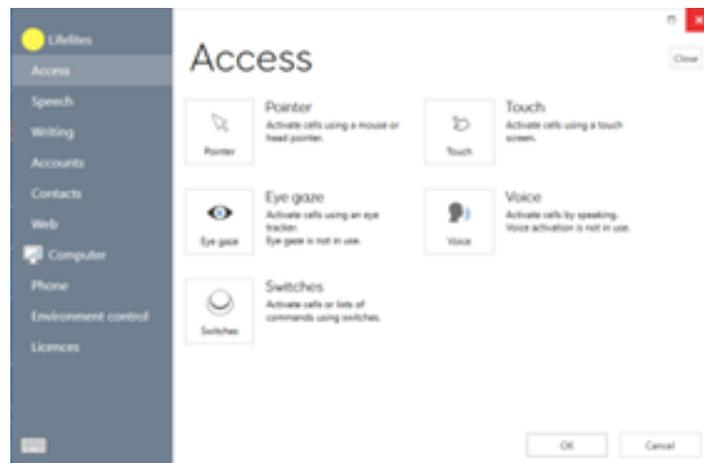
6. Calibrate a user and play some games

Choose a simple application again such as Sensory Eye-FX and open the 'targeting' games to illustrate the eye gaze user experience now they have been calibrated to the system

Allow other users to calibrate a profile and go through the process.

7. GRID 3

- Open Grid 3 and Settings. Navigate to Access and select Eye gaze. Select myGaze from the drop down list if required then choose to track one or both eyes. Click 'Calibration'.



- Explain that correct positioning is required before actual calibration. Explain that the face indicates good and bad positioning; a smiley white face for good positioning, a red sad face for bad positioning.





- Explain the configuration of the calibration process and the alterations that can be made for specific users e.g. the colour and size of the target can be customized, the number of targets – choose 2, 5 or 9. Explain that more targets will result in greater accuracy. Also the speed of calibration can be altered
- Calibrate a user. Explain the results that are displayed (numbers and colours) and that single calibration point can be picked to improve it or ‘Improve Calibration’ can be selected to improve all points. The colour and number in the points is an indication of if a calibration needs improvement. If the calibration is OK then click close.



8. Calibrate a user and play some games

Choose a simple communication packages on Grid 3 such as Symbol Talker A and explore some of the games such as Dilbert the Dog or Mountain Biker

Allow other users to calibrate a profile and go through the process.