

Eye Gaze Quick-Start Guide for Supporting Learners

What is Eye Gaze?

Eye gaze (or eye tracking) allows users to operate a device using only their eyes. It can support:

-  Communication
-  Play and leisure
-  Learning and literacy
-  Employment
-  Environmental control

Before You Begin

Environment

- Choose a quiet, low distraction setting. Reduce glare from windows and lights.
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Positioning & Comfort

- Make sure the learner is seated or supported comfortably.
- Ergonomic alignment is essential— the screen should be at eye level or just below, with minimal strain.
Move the device to suit the learner, rather than having the learner adopt uncomfortable/unsustainable positions.

Use Mounting Equipment

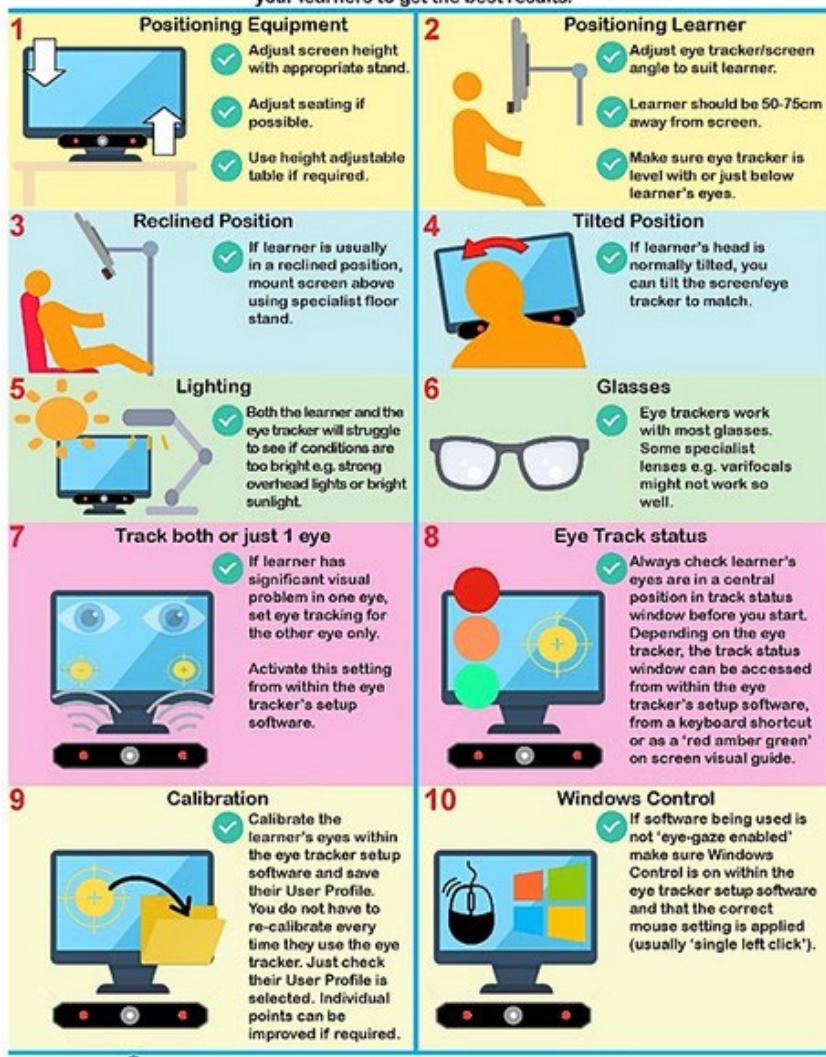
Mounting is critical for consistent access and learner comfort.

Consider:

- Floor stands, desk clamps, or wheelchair mounts depending on the learner's posture and environment.
- Tilt and swivel features to fine-tune the angle of the screen or tracker.
- Adjustable arms for easy repositioning during sessions.

Eye Gaze Setup Guide

Considerations and tips for setting up Eye Gaze with your learners to get the best results.

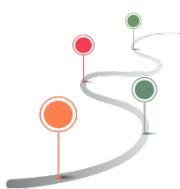


Poster from [Call Scotland 2018](http://www.callscotland.org.uk/information/eye-gaze/)

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Key Strategies for Early Use

- Start simple – Use cause-and-effect or sensory apps before introducing complex tasks.
- Watch gaze patterns – Are they consistently missing part of the screen?
- Tweak settings – Adjust dwell time or add a switch if needed. Some systems will allow for the tracking of one eye rather than both eyes if the child has a visual difficulty.
- Use engaging media – Bright visuals, favourite characters, or personal photos. Make it fun – Games and videos support motivation and learning.



Tailor Activities to Eye Gaze Development Stages

Screen Engagement

Goal: Encourage the user to look at the screen.

Activities: Use high-contrast visuals, animations, or videos to attract attention.

Skills Developed: Visual attention, screen awareness.

Cause and Effect

Goal: Help the user understand that their gaze can trigger an action.

Activities: Gaze at an object to make it move, play a sound, or change colour.

Skills Developed: Intentional gaze, basic interaction.

Targeting

Goal: Improve accuracy in looking at specific areas on the screen.

Activities: Games or tasks that require selecting specific images or zones.

Skills Developed: Visual motor control, gaze precision.

Choice Making

Goal: Enable the user to make selections between two or more options.

Activities: Choosing between foods, toys, or activities using gaze.

Skills Developed: Decision-making, preference expression.

Communication

Goal: Use gaze to communicate needs, wants, or ideas.

Activities: Use of symbol-based communication grids or AAC software.

Skills Developed: Symbol recognition, language development, social interaction.

Functional Use

Goal: Integrate eye gaze into daily life for learning, play, and communication.

Activities: Using eye gaze for writing, browsing, or controlling the environment.

Skills Developed: Independence, task completion, digital literacy.

AT Loan Library Equipment

Eye Gaze Devices

- [Irisbond Hiru eye tracker](#)
- [Gridpad 12 with Alea](#)
- [Tobii PC Eye 5](#)
- [Tobii PC Eye](#)

Mount Setup 1

- [Rehadapt GA Notebook 15-](#)
- [17" Cradle](#)
- [Rehadapt table mount TS-XL](#)

Windows Devices

- [Inspiron 16 inch 2-in-1](#)
- [Laptop](#)
- [Surface Pro 6](#)

Mount Setup 2

- [EyeMobile Mini bracket](#)
- [Daessy Desk Mount](#)
- [DAESSY Positioner Mount Kit](#)

Software

- [LooktoLearn](#)
- [GazeViewer](#)