Quick Reference

Step 1: **Positioning** is key for the end user to be successful using eye gaze.

To begin, ensure that:

- the user is in a comfortable, stable position – ideally, the device should adapt to the user, not the other way around.
- the device is in an upright position.
- there is little to no direct light shining on the user's eyes or the camera itself.

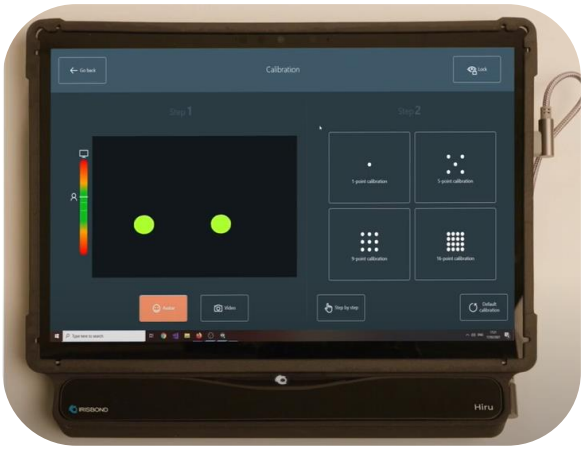
The user should have their eyes in line with the top of the screen approximately 50 – 60 centimeters from the camera.

🎯 PRO TIP: when positioned at the appropriate height and distance, the user should be able to see a reflection of their eyes in the camera face plate.

The feedback ring on the camera will indicate when the eyes are detected.

Step 2: Calibration is a unique set of user data that places the cursor on the screen. A successful calibration will ensure accurate and efficient tracking for the end user.

Quick Reference



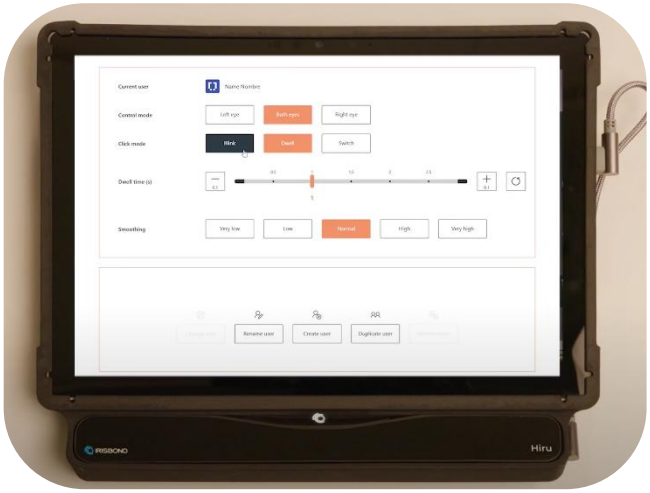
Use either the avatar or video features to position the user's eyes in the correct location.

Use the indicator bar on the left to achieve proper distance. You want the indicator to be within the green (middle) zone. Readings at the top of the bar mean the user is too close; the bottom means they are too far.

There are a number of factors to consider when selecting from the calibration options.

1-point calibration	5-point calibration	9-point calibration	16-point calibration
✓ User is brand new to eye tracking ✓ User does not understand/finds it difficult to attend to calibration ✓ Need to calibrate quickly ✓ Selection of small objects is not required	✓ User has some experience with eye tracking ✓ User can attend to calibration for a short time ✓ User wants to reach all areas of the screen with more accuracy	✓ User requires more accuracy for selecting smaller objects that are closer together ✓ User can attend to calibration for a short time	✓ User requires a high level of accuracy for selecting small icons ✓ User can attend to calibration for a longer period of time ✓ User has good head control

The **step-by-step** option in some apps, will allow a user's support person to control calibration as the user looks at a calibration point.



🎯 PRO TIP: The calibration object can be customized to engage and motivate young users in the early stages of eye gaze learning.

Once calibrated, take some time to customize the user options:

- Click mode - how a left click is indicated
- Dwell/Blink speed – 1second is generally a good starting point
- Smoothing - the higher the smoothing, the more stable the mouse movement