# Eye Gaze Observation Form

This form is a tool to assist the Augmentative and Alternative Communication (AAC) evaluation process and to identify the potential needs of implementing eye gaze technology for communication. The form should be completed in collaboration with the entire team supporting the person using AAC.

**Name:** _____ **Date:** _____

## General Vision Condition

This section can be completed without a device. Information collected in this section helps pre-determine the positioning and calibration options. Check all conditions that apply to the AAC user.

| | | |
|---|---|---|
| Eyewear | ☐ Glasses ☐ Contact lenses<br>☐ Lined bifocals ☐ N/A<br>☐ Other: _____ | Eyewear may impact outcomes due to light reflection or movement of the lenses, etc. Take this into account when identifying the best positioning and calibration options. |
| Eye Health Condition | Normal visual acuity ☐ Left ☐ Right<br>Myopia/Nearsighted ☐ Left ☐ Right<br>Hyperopia/Farsighted ☐ Left ☐ Right<br>Quadrantanopia ☐ Left ☐ Right<br>Neglect ☐ Left ☐ Right<br>☐ Other: _____ | Various eye health conditions can impact outcomes by changing eye movement patterns or impeding eye tracking device readings.<br><br>Eye gaze calibration settings can be adjusted to accommodate many conditions. |
| Eye Closure | Partial ☐ Left ☐ Right<br>Complete ☐ Left ☐ Right | Changing angle, position, distance of device and/or wheelchair position (such as tilt) can help increase the visual field to read the screen. |
| Eye Movement | Involuntary ☐ Left ☐ Right<br>Move eyes separately from head ☐ Left ☐ Right<br>Blink on command ☐ Left ☐ Right<br>Tracking (direction, speed): _____<br>_____<br>Other: _____ | Sometimes eyes don't track together. This information helps identify best fit for positioning and calibration options. |

## Intended Uses

This section helps determine the best eye gaze solution (hardware/device capabilities, software types and functions) for the user. Check all the options that apply.

| | | |
|---|---|---|
| Environment | ☐ Outdoor ☐ Indoor ☐ Multiple locations<br>☐ Other: _____ | Consider an eye gaze device that works well outdoors and has more tolerance for position changes and body movement. |
| Activities | ☐ Independent use ☐ Use with a communication partner<br>☐ Use computer functions and software applications<br>☐ Use for environmental control (lights, TV, phone, air conditioner, door, etc.)<br>☐ Other: _____ | Consider an eye gaze system with improved and alternate access to computer functions (e.g., larger target areas with increased accuracy, computer access/control applications). |
| Motivation | ☐ Motivated to use eye gaze technology<br>☐ More motivated when a communication partner is present (parent, sibling, caregiver, friend, others)<br>☐ Occasional interest in eye gaze activities<br>☐ Other: _____ | Help determine the eye gaze activities, especially at the beginning to engage the user in practicing and developing gaze skills. |

## Positioning

| | | |
|---|---|---|
| Seating / Equipment | ☐ Wheelchair (Make: _____ Model:_____)<br>☐ Desk chair ☐ Recliner ☐ Bed<br>☐ Mounting equipment*: _____<br>☐ Other access tools**: _____ | User must be in the most comfortable position. Device needs to be positioned to accommodate the user's position.<br><br>*Consider different types of mounting equipment to best fit the eye gaze user's needs.<br>• Floor mount<br>• Tabletop mount<br>• Wheelchair mount<br><br>**Other access tools may include switch, joystick, head mouse, etc. This information helps identify the additional setup and configuration needs. |
| Body Positions (throughout the day when using a device) | ☐ Sitting upright ☐ Sitting reclined<br>☐ Standing upright ☐ Standing left/right lean<br>☐ Lying flat ☐ Lying reclined<br>☐ Head Tilt<br>☐ Frequently changes position throughout the day<br>☐ Other: _____ | |
| Head Movement | Stabilized/Supported ☐ Yes ☐ No<br>Impacted by conditions (e.g., tremor, heavy breathing, ventilation, etc.) ☐ Yes ☐ No<br>☐ Other: _____ | |

## Calibration and Gaze Options

This section helps determine the best calibration settings and gaze options to achieve better outcomes.

| | | |
|---|---|---|
| Eye(s) to Track | ☐ Left ☐ Right ☐ Both | Based on the above eye condition. |
| Stimulus | Calibration points: ☐ 1 ☐ 2 ☐ 5 ☐ 9<br>Keyboard Step-Through*: ☐ Yes ☐ No<br>Calibration area**:<br>☐ Full Screen<br>☐ Partial Screen: _____<br>Preferred visual (shape, image): _____<br>Background color: _____<br>Speed: ☐ Slow ☐ Medium ☐ Fast<br>Size: ☐ Small ☐ Medium ☐ Large<br>Sound: ☐ Yes ☐ No<br>☐ Other: _____ | *Keyboard Step-Through allows evaluator to use keyboard to move the stimulus when the user is ready for the next calibration point rather than automatic advancement.<br><br>**Calibration area can be adjusted to cover either the entire screen or only the part of the screen where the user has the most success, for example, left or right half, lower-right quadrant section, or any part of the screen. |
| Dwell Time<br>(For general and non-keyboard gaze options, such as communication buttons) | ☐ Fast (# of milliseconds if applicable): _____<br>☐ Medium (# of milliseconds if applicable): _____<br>☐ Slow (# of milliseconds if applicable): _____<br>☐ Other: _____ | Dwell time is the amount of time a user must fixate upon an object to make a selection. It depends on the user's attention level and visual abilities. |
| Keyboard Dwell Time | ☐ # of milliseconds: _____<br>Longer dwell time for keyboard prediction buttons:<br>☐ Yes ☐ No | Some eye gaze users may need different dwell time for general communication buttons and keyboard buttons. |
| Visual Accommodations | ☐ High contrast: _____<br>☐ Color blindness: _____<br>☐ Enlarged font/symbols:_____<br>☐ Other: _____ | To help set up color or color themes for calibration, buttons, or page sets. |

## Additional Resources

Calibration options and settings are device dependent. Refer to the following resources for more information.

- Calibration in Communicator 5
- Calibration Settings - Snap Core First
- Calibration Settings - Tobii Dynavox Gaze Interaction Software (TGIS)
- Calibration Settings - Gaze Point and Windows Control 2
- Eye Gaze Calibration on the New I-Series (I-13, I-16)