

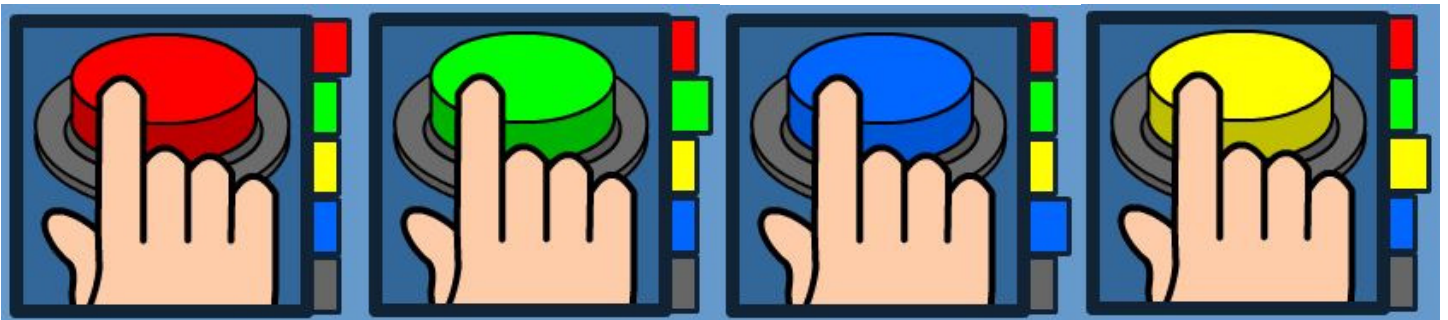
SENICT Software

Personalisation Settings

All of the activities on our web site have options to enable you to personalise the activity to meet the specific access needs of the students you are working with.

Switch Settings

Use this setting if your student is using a switch. Switch interfaces should be set to send either [SPACE] or [ENTER]. Switch interfaces that send mouse clicks or switch adapted mice will not work with this setting.



Use the tabs to select a switch prompt colour to match the colour of the switch the student is using.



Some students respond better when no switch prompt is used. Choose the blank screen option to work with this method. The student will be presented with a blank, black screen and prompted to press the switch by a short auditory prompt.

If you are using the blank screen option, it's important to use an image on the switch which relates to the reward of the activity.

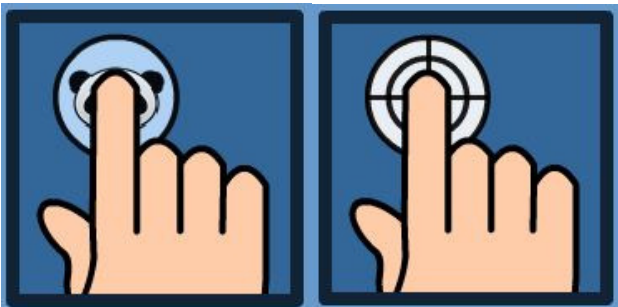
Image or 'bullseye targets



All of our students are individuals and each may respond differently to stimulation, for example some students, especially those with additional challenges associated with their vision, may respond better to high contrast 'bullseye' targets rather than images. Our activities allow you to use either depending on the needs of the student you are working with.

To switch targets, simply click on the target type that you want to use. Your selection will be highlighted. Settings buttons for mouse, eye gaze and touch screen access will change to reflect your choice.

Touch Screen Settings



Choose this setting to work with a touch screen.

Targets will appear on the screen accompanied by an auditory prompt. Students must touch and release the target to trigger the reward.

Five targets will appear one at a time, first in the centre of the screen then in each of the four corners.

Pointing Device Settings



Choose this setting to work with any pointing device including a mouse, rollerball, joystick or head pointing system. Students must move the large pointer over the target and click the left button.

Five targets will appear one at a time, first in the centre of the screen then in each of the four corners.

Eye Gaze Settings

All of our activities can be used with eye gaze systems. Please set your eye gaze system to 'mouse' control. Our eye gaze activities work by using dwell clicking. Our activity handles all of the timing and clicking. There is no requirement to the student to perform the clicking. We set the dwell timing to approximately one second, which we believe is a shortest dwell time which still enables the student to see and process the target.

When the student looks at the target, a red circle will appear to grow over the target. This process is the dwell mechanism. The target is clicked by our program when the red circle covers the whole target which normally requires the student to maintain their gaze on the target for one second.



Choose this setting to work with an eye gaze system.

Five targets will appear one at a time, first in the centre of the screen then in each of the four corners. Students must maintain their gaze on the target for one second to trigger the reward phase.

More information

You can find more information about access devices and how to use them with your students on our website.

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