

**EyeGaze Progression Protocol**  
(Based on: Tobii's "EyeGaze Learning Curve")

<b>Stage 1 - Sensory</b>		
User will move eyes to actively look at screen	1a	User looks at screen for a period of 5 seconds or more
User tolerates eye gaze	1b	User does not become distressed or indicate they do not want to participate
User responds to EyeGaze	1c	User indicates they have recognised their gaze has an effect on the screen by vocalising, smiling or repeating the eye gaze movement
<b>Stage 2 - Early Eye Tracking</b>		
User can look at a target	2a	User demonstrates ability to focus their gaze
User responds to support staff when interacting with different targets	2b	User indicates a response when looking at familiar photos/videos being discussed with support staff
<b>Stage 3 - Exploration</b>		
User is able to use a number of different applications with their eye gaze	3a	User enjoys using / is able to use a number of different games/activities whilst using their EyeGaze
User can engage with their EyeGaze with minimal support i.e. verbal prompting only	3b	User is comfortable interacting/ able to interact and exploring their EyeGaze independently
Minimal quick dwell development	3c	User starts to develop minimal "quick dwell" selecting and basic, no-fail, targeting
<b>Stage 4 - Choosing</b>		
User begins to make choices using the dwell function	4a	User is able to make basic choices by focusing on a target long enough for it to be selected
User makes relevant/active choices	4b	User begins to make relevant choices in the correct context
User consistently makes choices	4c	User will consistently make choices in the correct context
<b>Stage 5 – Turn Taking</b>		
User takes part in a turn based activity with another	5a	User uses their EyeGaze to take part in a single turn based game or activity
User partakes in a range of turn based activities	5b	User enjoys using/ uses their EyeGaze to take part in a number of different turn based activities
<b>Stage 6 – Communication</b>		
User begins to use basic grid style symbol selection to make choices	6a	User can select from a small choice of 3 symbols to communicate a choice
User can select from a number of symbols to communicate	6b	User can communicate using at least 6 different symbols based in a grid
User further develops their skill and can navigate through different communication grid sets	6c	User is able to navigate between different pages of symbols and is beginning to construct sentences
User can make sentences independently	6d	User can construct sentences and use their communication system without support
<b>Stage 7 – Computer Access</b>		
Users can use basic windows functions	7a	Users are able use scroll functions, open different programs
Literate users are able to enter text using an on-screen keyboard	7b	Users are able to type text and write simple documents
Literate users further develop their ability to enter text using an on-screen keyboard	7c	Users further develop their skill with the on-screen keyboard to carry out internet searches and engage in online chat
Users are able to access distance communication	7d	Users are able to use such programs as email, Skype, Facebook etc...