



Access Features List

This document describes access features, intended user conditions, and key considerations.

Access Features	Intended User Conditions	Selection Options and Considerations
<p>Touch - Activate an object on the screen by touching it with a finger or, when using a mouse, by clicking on the object with the mouse cursor. Objects are activated as soon as they are touched or clicked.</p>	<p>Suitable for users who are able to touch the screen quickly and accurately or control and left click with a traditional computer mouse</p>	<p>Hold Time - the minimum amount of time needed to select and hold on an object in order to activate it</p> <p>Release Time - the window of time after an object is selected during which a new selection is not allowed</p>
<p>Touch Enter - Activate an object on the screen by physically touching and holding on it for a minimum amount of time or, when using a mouse, by clicking and holding on the object for a minimum amount of time. The hold time is set by the user.</p>	<p>Useful for users who may touch or click unintended objects accidentally</p>	<p>Key Guards</p> <ul style="list-style-type: none"> • A piece of clear plastic that covers the screen of the device with cutouts for the areas that need to be touched to activate a command or generate speech • Help improve accuracy and reduce mishits or unintended activations of the screen and can make communication faster and more efficient
<p>Touch Exit - This method is similar to Touch Enter, but a selected object is activated when the selection is released. This means that the user may slide a finger or a pointing device across the touch screen, or hold down on a mouse button while moving the cursor. A selection will not be made until the finger or pointing device moves away from the button, or when the mouse button is released.</p>	<p>Ideal for a person who may find it easier to drag a finger or a pointer across the touch screen while moving from selection to selection</p> <p>Allowing a user to maintain contact with the touch screen without accidentally making a selection</p>	<p> Explore the inherent options in a communication system before deciding the needs of using a key guard</p>
<p>Mouse Dwell - The Mouse Dwell access method requires that a computer mouse, track ball, or head mouse control the cursor on the screen. An object is selected when the cursor pauses on an object for a specified amount of time or when the user activates a switch.</p>	<p>A good option for a person who has the physical ability to maneuver a mouse, but who lacks the ability to press down on the mouse button to make selections</p>	<p>Selection tools - joystick, trackball, head mouse, and computer mouse</p> <p>Dwell - selections are made by holding the cursor on an object for a specified length of time (dwell time - the amount of time that the cursor must remain on an object in order to select it)</p> <p>Switch - selections are made by activating a switch while the cursor is on the desired object</p>

<p>Eye Tracking (or Eye Gaze, Gaze Interaction) - This method allows the user to control software applications, computer or other devices using only their eyes. Selections are made either by fixating the gaze on an object for a specified amount of time (dwell), activating a switch, or by blinking.</p>	<p>Ideal for eye gaze users; it may require an eye tracking device</p>	<p>Dwell - select by fixating the gaze on an object for a set amount of time (dwell time)</p> <p>Switch - direct the highlight on the screen using gaze, then make selections using a switch</p>
<p>Scanning - When Scanning is the active selection method, objects on the screen highlight in a specific pattern. Scanning requires a switch, keyboard key or mouse to make a selection when the desired item is highlighted.</p>	<p>Intended for individuals whose motor skills may prevent them from effectively using direct selection methods</p>	<p>One Switch Autoscan - progresses automatically</p> <p>Two Switch Step Scan - 1 switch progresses, 2 switch selects</p> <p>One Switch Scan - 1 quick switch progresses, 1 long switch selects</p> <p>One Switch Dwell Scan - progresses automatically; waiting generates selection</p> <p>Inverse Scan - progresses while holding switch down; release generates selection</p> <p>Group Scan - selects group with desired item (by row, column or customized rule), then scan each item</p> <p>Scan Speed - the time rate that a scan pattern moves along rows, columns, buttons, or groups</p> <p>Transition Time - the time between a selection of a row, column, button, or group and when the scan patterns resumes</p> <p>Scan Patterns - the way items in the selection set are presented to the user</p> <ul style="list-style-type: none"> • Column/Row Scan - this scanning method scans groups of columns first, then upon selection, begins a scan of each row within that selected column • Linear Scan - the scanning indicator systematically moves through each item, typically from left to right in a row <p>Zoom - a setting that enlarges buttons or groups being scanned</p> <p>Audio Feedback - audible prompts presented during auditory scanning</p> <p> Consider the cognitive and motoric load with the respective tasks of each scanning options</p>