









Visual perception training
User Guide

10. February 2017

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1 General

dob is an educational software suited for the promotion of basic visual and visuomotor skills. It is especially designed for the needs of visually impaired persons. The high extent of individualisation further allows its use in various fields of the curative as well as the special education, in rehabilitation, and as an assisting and observatory instrument in early education.

dob offers a broad range of exercises, covering easy stimulations, generally basic tasks as well as the training of cognitive skills.

Photosensitive Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

2 Setting up **dob**

2.1 **dob** online

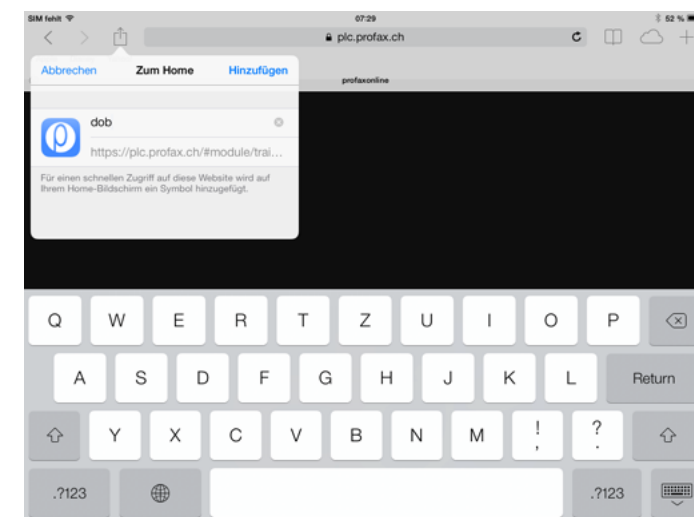
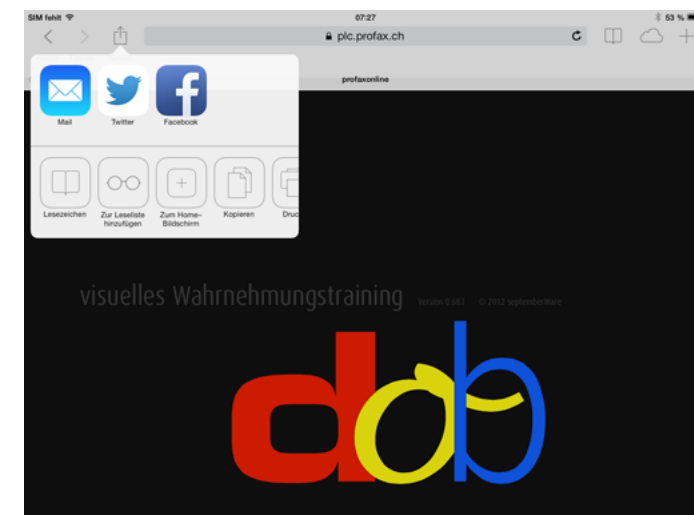
This software can be used immediately in a modern browser. **dob**'s most efficient use is with Chrome or Firefox where it has been extensively tested. Simply bookmark your interface, create a shortcut on your desktop, or add the respective start icon on your iPad/Android-Tablet.

After starting **dob**, press F11 (Windows) / $\uparrow\text{⌘}F$ (Mac) to switch to full screen mode. If you are using an iPad or Android tablet start **dob** by tapping the icon on the home screen.

Delete the browser history after program updates for new features to be adapted properly.

2.2 **dob** App

Download the app from the App Store on your iPad. Tap on **dob** tile to launch the app.



Create an icon on the Home screen (iPad/Android tablet)

3 Using **dob**

3.1 Requirements

3.1.1 General

Through the use of different entry options (touchscreen, switching device, mouse or key-pad) the programm takes into account the special conditions of multiply retarded people. In most of **dob**'s exercises, the user's options are limited to a number of two: *confirm* and *continue*, commanded by the keys SPACE ➤ and ENTER ✕. Those two commands can also be defined on a switching device, allowing a most individual approach within each exercise. In general, those learning with **dob** should be accompanied by a professional who can explain the exercises and give support where needed.

3.1.2 **dob** online

dob online can be used on desktop-computers as well as on laptops and tablets.

Desktop computers and laptops: Control by mouse, computer keyboard and switching devices. Connected with a Touchscreen, **dob** can be controlled by gestures additionally.

Tablets: Control by gestures. External bluetooth keyboards are not supported.

3.1.3 **dob** App

dob App works on iOS tablets.

Control with gestures. Connected with an external bluetooth-keyboard, the App supports all **dob** shortcut keys.

3.2 To Start Program

After starting **dob**, press F11 (Windows) / ⌘F (Mac) to switch to full screen mode.

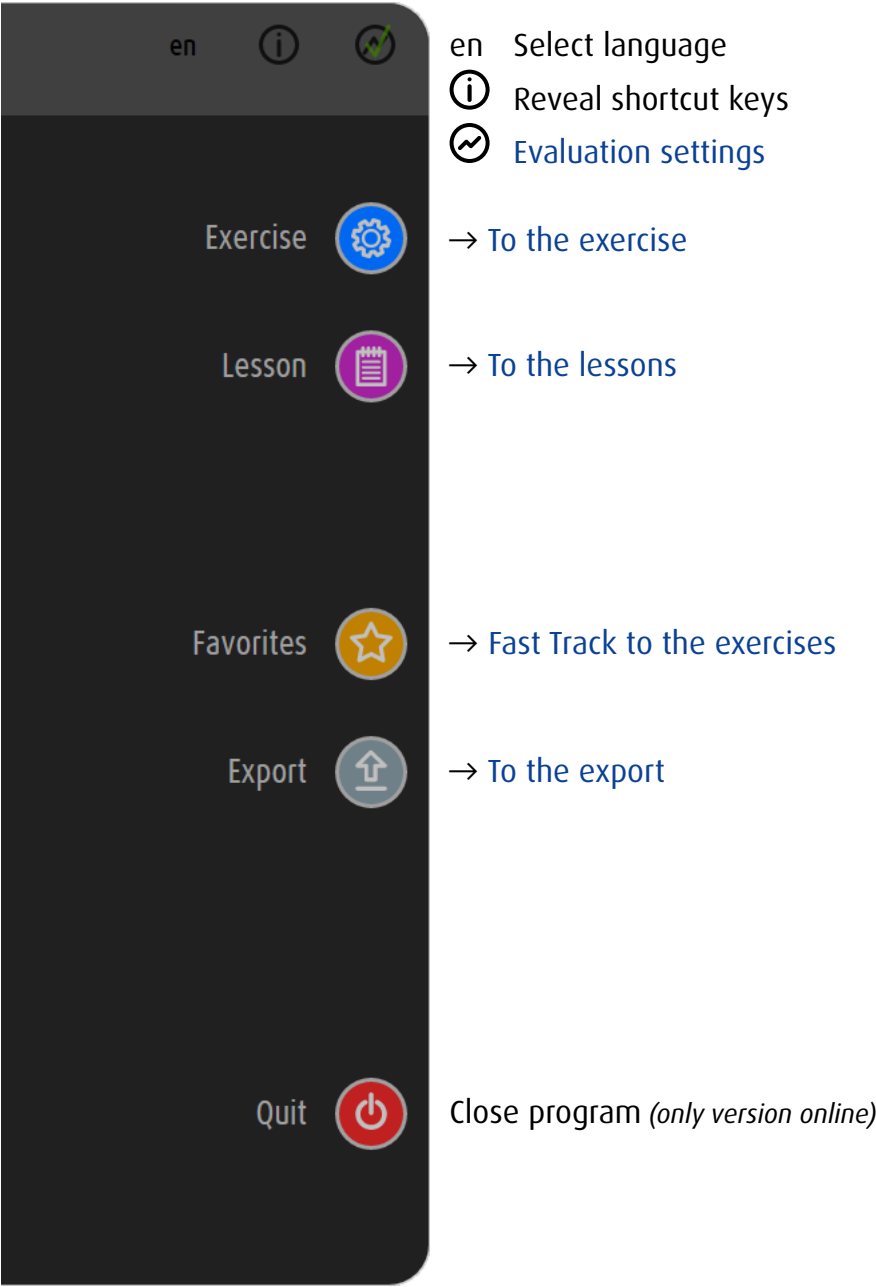
3.3 Main Menu and Navigation

After starting the program, the main menu will be displayed. It can be displayed at any time using the key combination + or gesture . At the end of a lesson the menu will be displayed automatically.

Usually, the following functions are available:

- Home
Back to the main menu
- Start
Alternative: SPACE

→ [overview of all keyboard shortcuts and touchscreen gestures](#)
It can be displayed at any time using the key combination + .



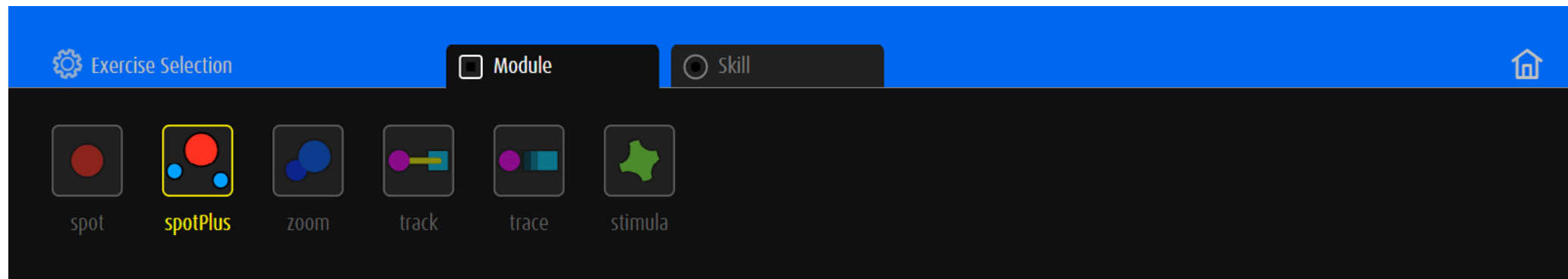
Main menu

4 Exercise Selection

4.1 Two Approaches

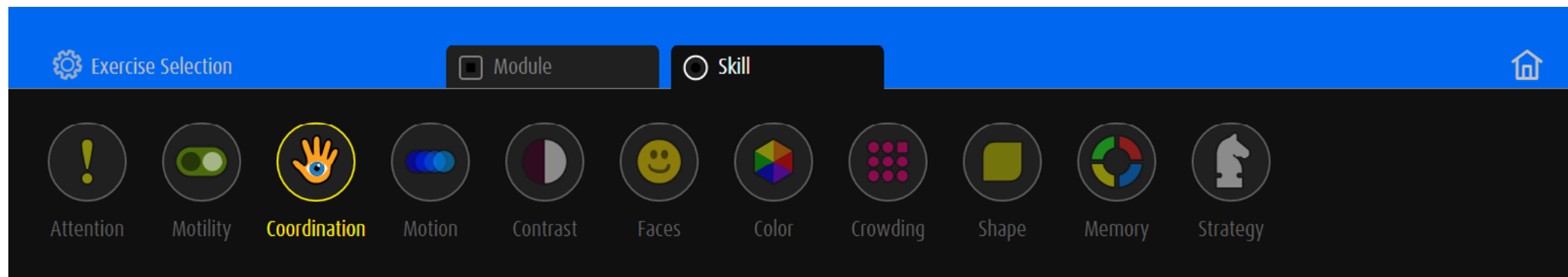
You have access to the individual exercises of **dob** either by choosing a module or by choosing a visual skill.

A module is a specific type of exercise. Within a module, different skills can be trained.



Module selection → [descriptions of the modules](#)

Visual perception ability requires different skills. The selection of an exercise can also be done by choosing a particular competence of vision.



Skill selection → [list of skills and subskills](#)

Press **T** to invert the order of the approaches.

4.2 Choose an Exercise by Module

The screenshot shows the 'Exercise Selection' interface with a blue header bar. The 'Module' tab is selected, and the 'spot' module is chosen. A list of 'Redefined Exercises' is displayed, with 'Frequency Differentiation L_pos_06, gratings' highlighted. A yellow tooltip is visible over the 'Frequency' type, showing a grating pattern and the text 'identify the direction of the lines' and 'opacity: 25%'. The 'Individual Exercises' panel on the right shows 'No Exercises'. The bottom bar contains navigation icons and a 'Start exercise or SPACE' button.

Module selection

Preview and description

Type of exercise

Supplement

Exercise name and associated skill

Start exercise or SPACE

Exercise Selection

Module

Skill

spot

spotPlus

zoom

track

trace

stimula

Type

Frequency

Recognition

Differentiation

Face

Color

Figure-Ground

Optotypes

Shape

Clock

Character

Redefined Exercises

Frequency Differentiation L_pos_01, gratings

Frequency Differentiation L_pos_02, gratings

Frequency Differentiation L_pos_03, gratings

Frequency Differentiation L_pos_04, gratings

Frequency Differentiation L_pos_05, gratings

Frequency Differentiation L_pos_06, gratings

Frequency Differentiation L_pos_07, gratings

Frequency Differentiation L_pos_08, gratings

Frequency Differentiation L_pos_09, gratings

Frequency Differentiation L_pos_10, gratings

Frequency Differentiation L_pos_11, gratings

Frequency Differentiation L_pos_12, gratings

Frequency Differentiation L_pos_13, various pattern

Frequency Differentiation L_pos_14, various pattern

Frequency Differentiation L_pos_15, various pattern

Frequency Differentiation L_pos_16, gratings contrast

Frequency Differentiation L_col_1, various pattern

Individual Exercises

No Exercises

identify the direction of the lines

opacity: 25%

Start exercise or SPACE

4.3 Choose an Exercise by Competence

The screenshot shows the 'Exercise Selection' interface with a blue header bar. The header contains a gear icon, the text 'Exercise Selection', and two tabs: 'Module' (selected) and 'Skill'. A home icon is in the top right corner. Below the header is a row of skill icons: Attention (exclamation mark), Motility (green pill), Coordination (hand), Motion (blue pill), Contrast (half-circle), Faces (smiley face), Color (color wheel), Crowding (dots), Shape (yellow square), Memory (circular arrows), and Strategy (horse). The 'Shape' icon is highlighted with a yellow circle. Below this is a 'Subskill' list on the left, including 'Figure', 'Optotypes', 'Shape', 'Alien', 'Search and Find', 'Where is ...?', 'Fixation', 'Eccentric Fixation', 'Gaze Switching', 'Smooth Pursuit', 'Size', and 'Spatial Relations'. The 'Figure' subskill is selected, and a yellow box highlights a 3x3 grid of 9 optotype icons. To the right of the 'Subskill' list is a 'Predefined Exercises' list, which includes various 'Search and Find Shape' exercises. The exercise 'Search and Find Shape L_neg_c_1, bw' is highlighted in yellow. To the right of the 'Predefined Exercises' list is an 'Individual Exercises' section that currently displays 'No Exercises'. At the bottom of the interface is a navigation bar with a star icon, a left arrow, a home icon, a right arrow, and a play button icon. An orange line with a dot at the end points to the play button icon.

Skill selection

Partial Skill selection

Preview and description

Exercise name and associated module

Start exercise or SPACE

4.4 Predefined Exercises

dob consists of more than 2000 predefined exercises.
→ [overview of all exercises](#) sorted by category on www.dob.li.

4.4.1 Name of Predefined Exercises

The titel of an exercise generally contains a two-part name, a code and is possibly followed by a specification. The first part of the name describes the type of the exercise (e.g. Gaze Switching), the second additional word (e.g. vertical) further limits the type of exercise. The code gives reference to the design of the visual environment.
→ [Exercise Catgories and Primary Skill](#)

Example: *Gaze Switching vertical L_col_2, animated*

Task	Object size	Colors, contrasts	Number
	XXL maximum size	pos Dark object on a light background	
	XL very large		
	L large	neg Bright object on a dark background	
	M medium		
	S small	col Colored object on a colored or patterned background	
	XS very small		
	XXS minimum size		
	R range, sequence		

The supplements after the code indicate further special features.

- bw: Black object on white background, optimum contrast
 second background color: light gray (glare sensitivity)
- animated: Animated object
- vehicles (for example): Representational objects of a certain category

4.5 Individual Exercises

4.5.1 Copy Predefined Exercises

Predefined exercises can be transferred to *individual exercises*. All exercises defined by the editor will be saved as *individual exercises* as well.

To create individual Exercises → [Editor](#).

The screenshot displays the 'Exercise Selection' window with a blue header bar. Below the header, there are tabs for 'Module' and 'Skill'. A row of exercise icons is shown: 'spot' (red circle), 'spotPlus' (red circle with plus), 'zoom' (blue circle), 'track' (purple circle with line), 'trace' (purple circle with line), and 'stimula' (green star). The 'Predefined Exercises' panel on the left lists various exercise types: Fixation, random, peripheral right-left, peripheral up-down, Gaze Switching, Smooth Pursuit, Movement, Contrast, Frequency, Face, Color, Figure-Ground, Optotypes, Shape, Clock, and Character. The 'random' type is highlighted. The 'Predefined Exercises' list on the right shows a scrollable list of specific exercises, with 'Fixation random L_col_3, pets' highlighted in yellow. The 'Individual Exercises' panel on the right shows the copied exercise 'Fixation random L_col_3, pets Copy'. An orange line connects the 'Copy' button at the bottom to the 'Individual Exercises' panel. Another orange line connects the 'random' type in the left panel to the 'Predefined Exercises' list. A third orange line connects the 'Fixation random L_col_3, pets' exercise in the middle panel to the 'Individual Exercises' panel.

Exercise Selection

Module Skill

spot spotPlus zoom track trace stimula

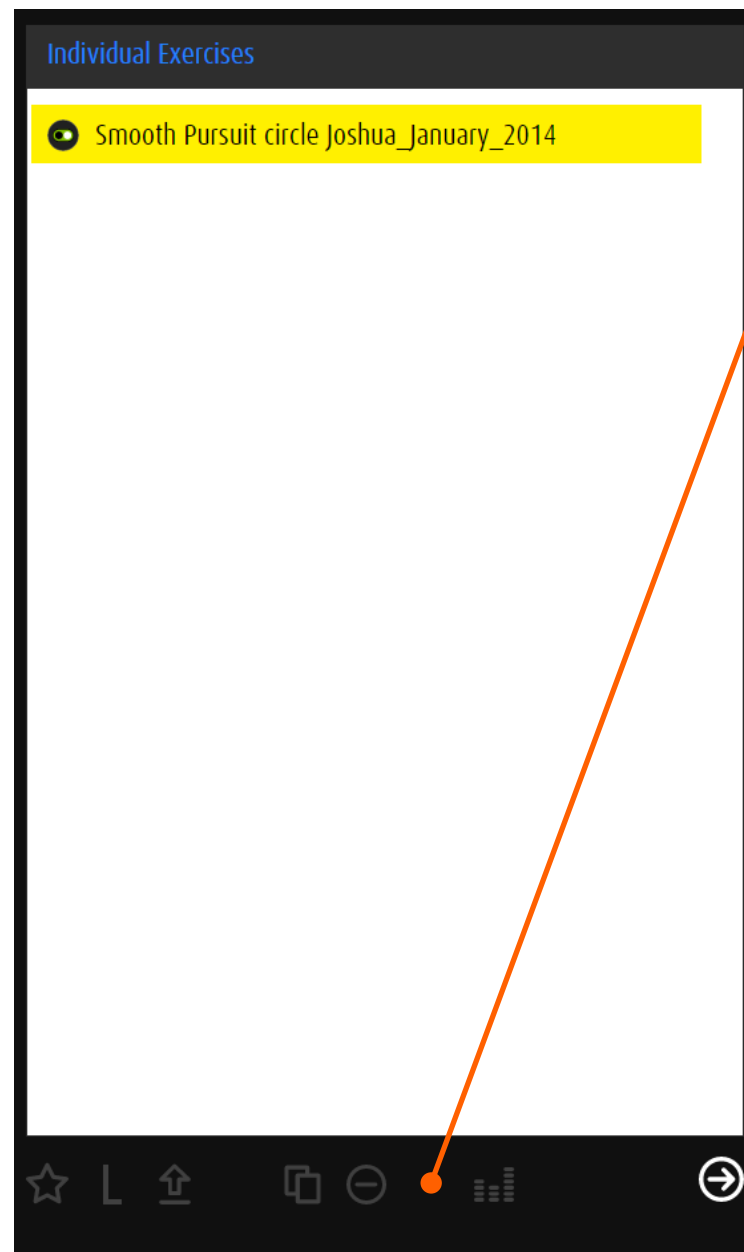
Predefined exercises

Individual exercises

Copy

Copy to Right

4.5.2 Manage Individual Exercises



Management options

- ☆ Add exercise to favorites
- L Add exercise to lessons
- ⬆ Add exercise to the export area
- 📄 Copy the selected exercise to *Individual Exercises*
- ⊖ Delete exercise
- ☰ Open the exercise in the editor

5 Favorites

5.1 General

Favorites takes you to a selection of exercises out of various modules. It can also be adapted according to individual needs. The list can be filtered by skill or by module. Click/tap on a thumbnail to start the exercise.

☆ Exercise Selection

Module

Skill

Back to the main menu

! Attention

👁️ Motility

👋 Coordination

🔄 Motion

🌓 Contrast

😊 Faces

🌈 Color

🔴 Crowding

📄 Shape

🔄 Memory

♟️ Strategy

📥 Import

👤 Own

🗪 All Show all favorites

Fixation random

Gaze Switching horizontal

Smooth Pursuit diagonal

Smooth Pursuit circle

Movement central

Movement central

Contrast

Contrast

Contrast

Face Recognition

Face Interpretation

Color Recognition

Color Matching

Shape Recognition

Clock

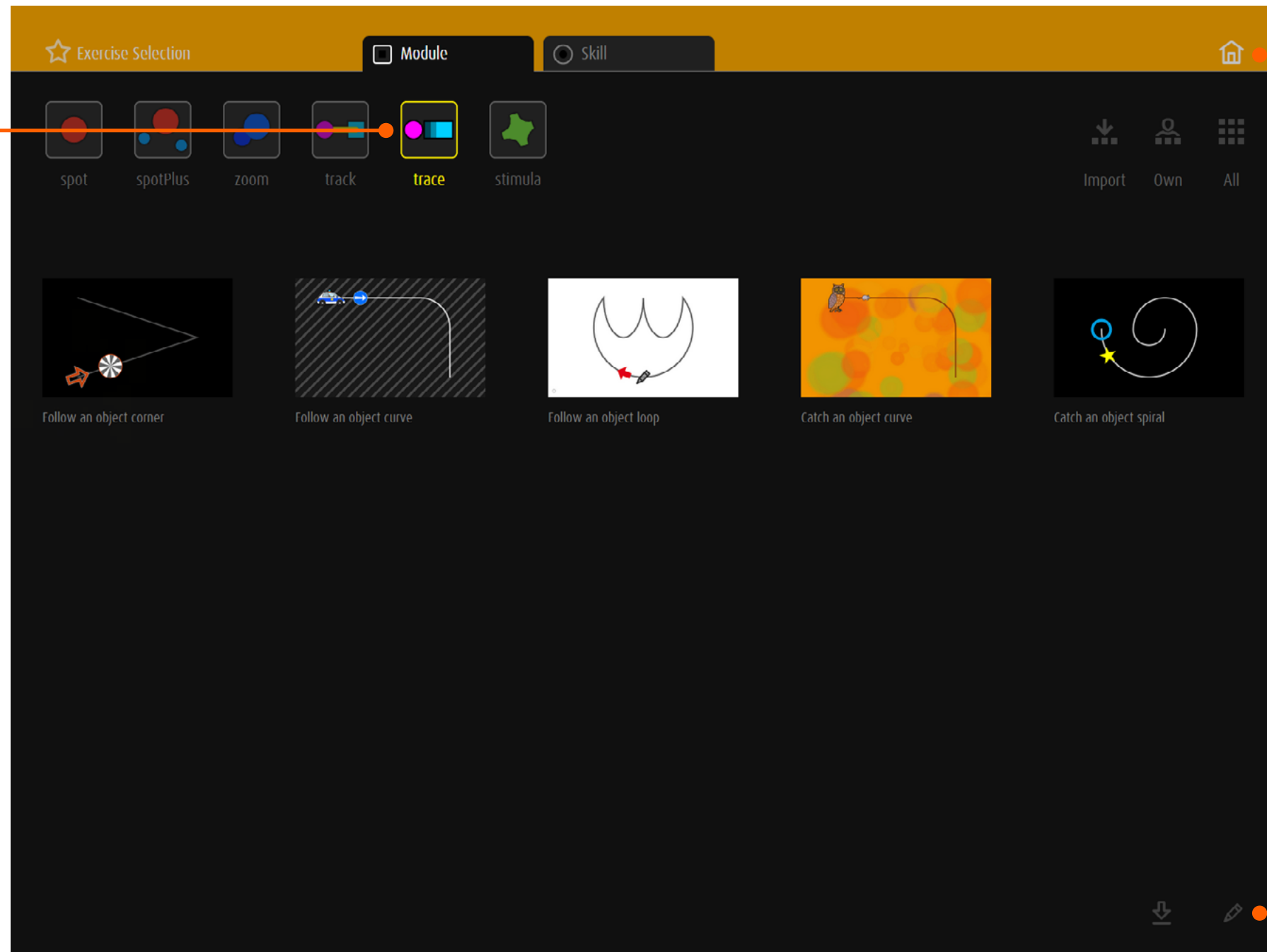
Page

Click/tap on the dots below or swipe left or right (touchscreen) to select another page.

📥

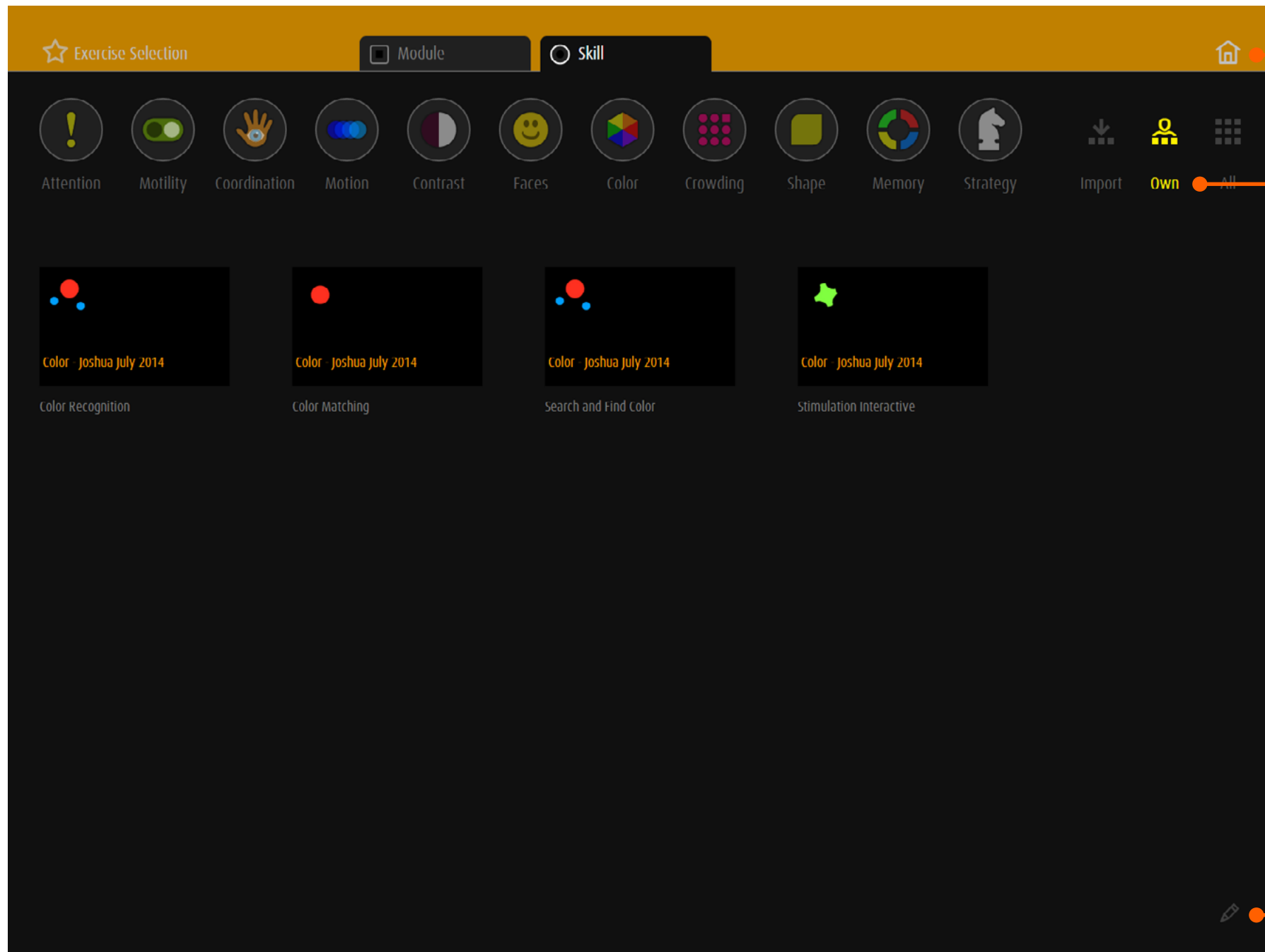
✎️ Customize favorites

Filter by Module
Only module **trace** favorites will be shown.



Back to the
main menu

Costumize favorites



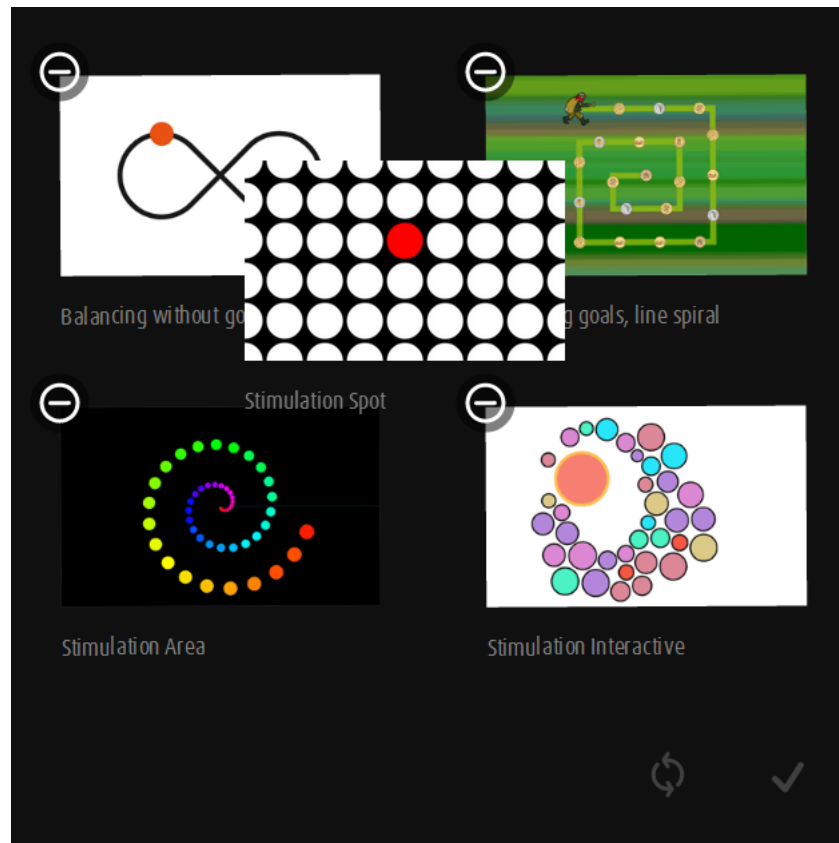
Back to the
main menu

Click/tap on *Own* will show exclusively
exercises that are stored in *Individual Exercises*
and marked as favorites.
→ [Manage Individual Exercises](#)

Costumize favorites

5.2 Customize favorites

Click/tap on  to edit the list.



Change the order

Drag the thumbnail with your finger (touchscreen) or mouse to place it wherever you want.

Drag the thumbnail to the edge of the screen to move it to a different page.



Remove exercise

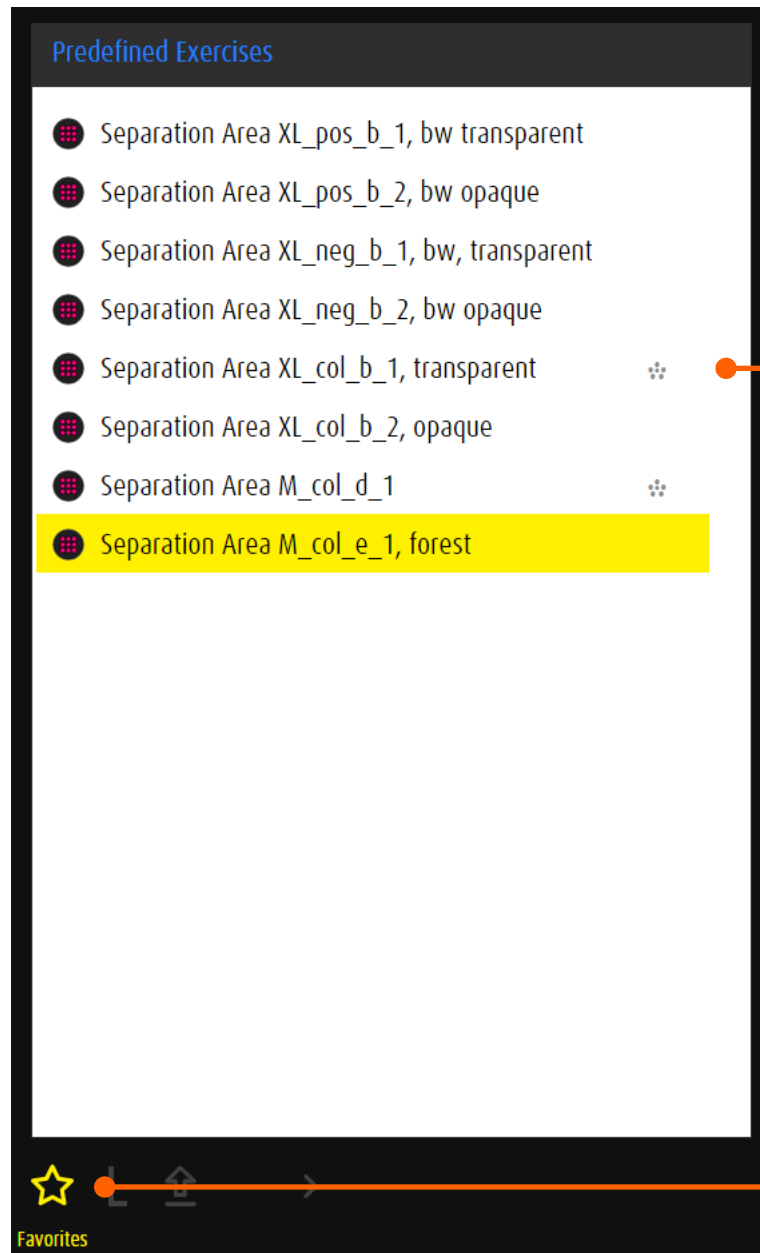


Restore default settings
All changes will be lost!



Exit editing mode

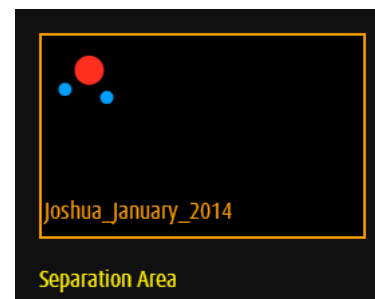
5.3 Save exercises as favorites



Predefined exercises as well as individual exercises can be added to favorites.

Exercise has already been saved as a favorite.

Individual Exercises will be saved with the module icon and their name.



Add selected exercise to favorites/Remove exercise

6 Lesson

6.1 General

A lesson consists of several exercises. They can be chosen and combined from all modules or skills.

List of lessons

Selected lesson

Management options

⊕

Add lesson

⊖

Remove lesson

📄

Duplicate lesson

⚙️

Lesson settings

Lesson Selection

Lesson

01 Horizontal Eye Movement

02 Contrast

03 Ishihara — Color Differentiation

04 Shape Diffentiation

Exercises

🔴

Contrast XL_pos_10, target °

Contrast

🔴

Frequency Differentiation L_pos_10, gratings °

Spatial Frenquency

🔴

Contrast M_col_1, vegetables °

Contrast

🟢

Stimulation Spot 105 °

Shifting Attention

🔵

Contrast L_neg_<_5, bw animated °

Contrast

🔵

Contrast L_neg_<_3 °

Contrast

🟢

Stimulation Spot 300 °

Shifting Attention

⊕

⊖

📄

⚙️

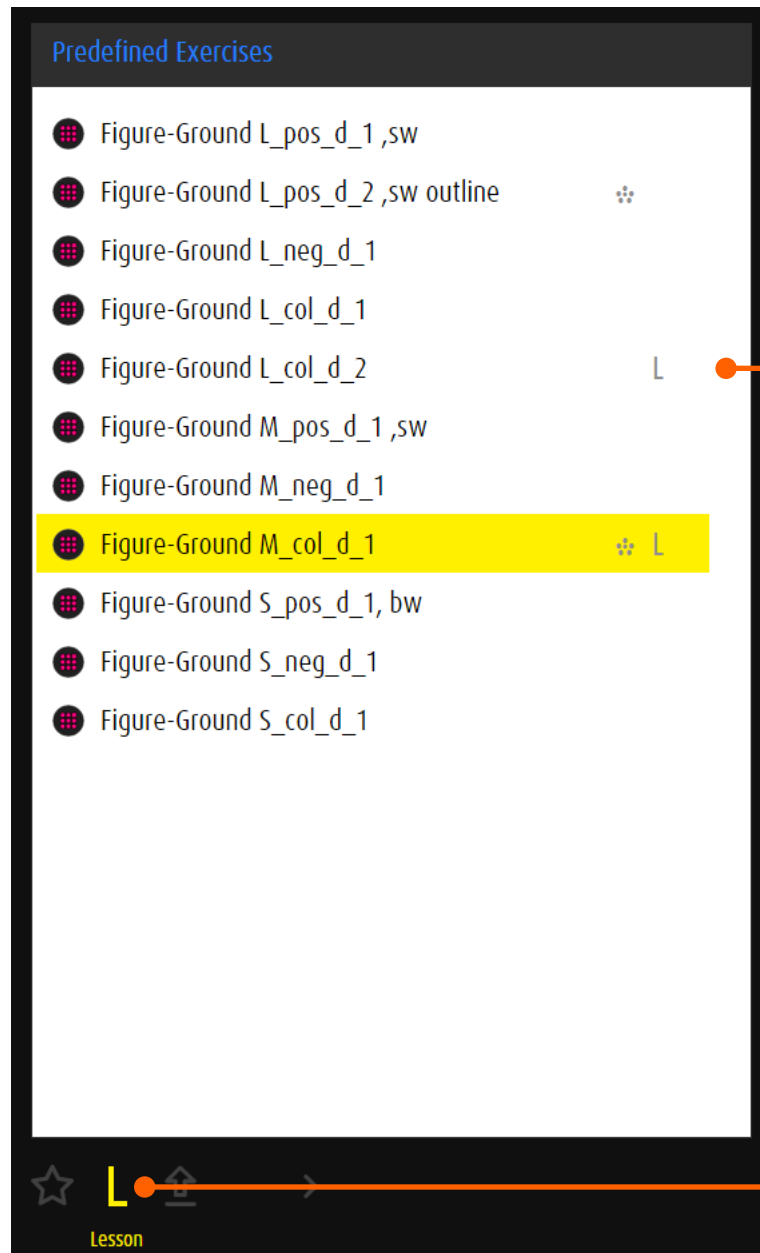
➡️

Back to the main menu

Exercises of selected lesson

Start Lesson

6.2 Save exercises for lessons



Predefined exercises as well as individual exercises can be added to lessons.

The exercise has been marked for lessons.

Add selected exercise to lessons/Remove exercise

6.3 Create a New Lesson

Before creating a lesson, it is advisable to collect the desired exercises in a separate list or to mark them with the L-function.
Click/tap + below the → [list of lessons](#) to generate a new lesson.
Note: Predefined exercises are marked with a star at the end of the name.
Individual exercises are listed at the very end.

6.3.1 Create a lesson by module or skill

Name of lesson
Text box

Exercise Selection by
ModuleSkillSelection L

Back to overview lessons

Module selection
Alternative:
Skill selection

Category selection

Exercise selection

Note: Predefined exercises
are marked with a * at the
end of the name..

Add to lesson

6.3.2 Create a lesson by selection L

Name of lesson
Text box

Exercise Selection by
Module *Skill*

Selection L

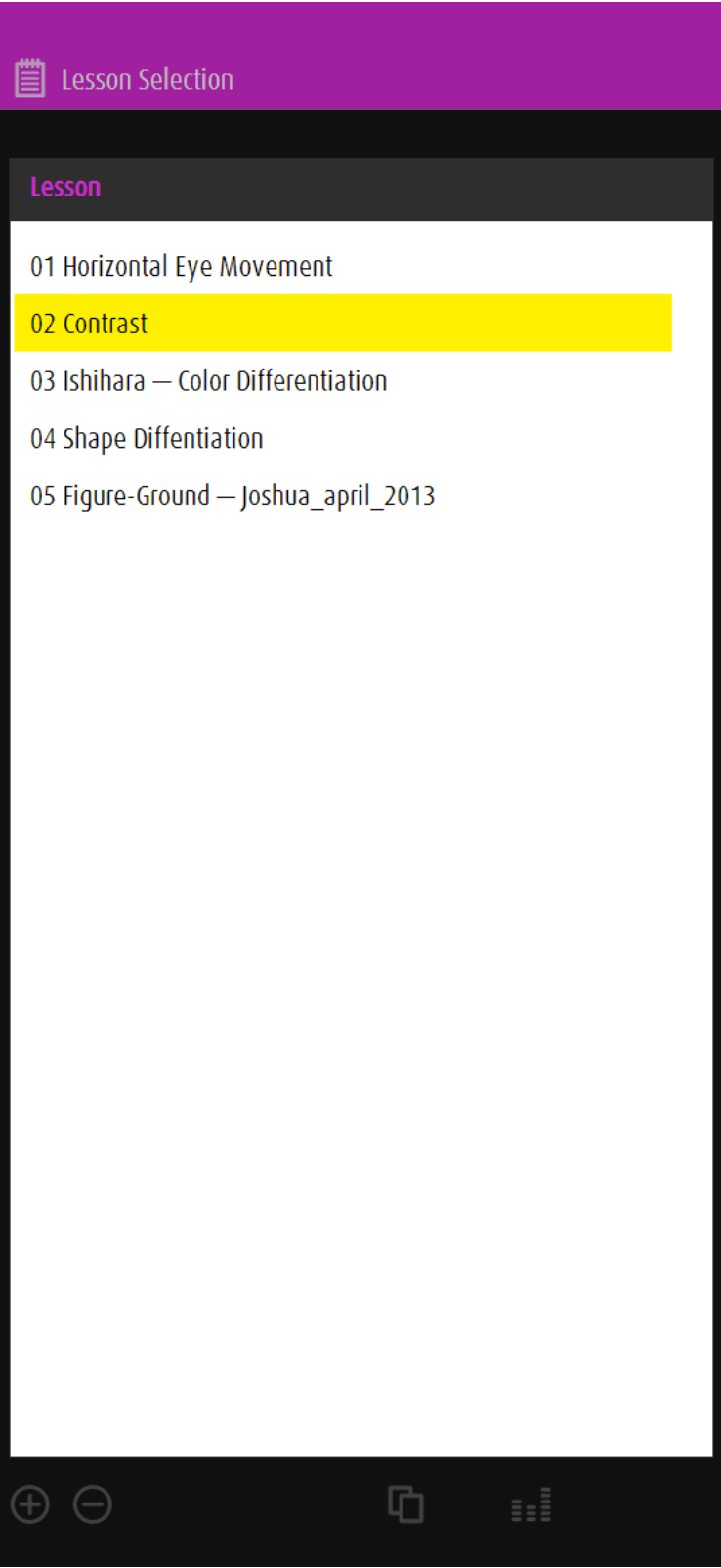
Back to [overview lessons](#)


The image shows a presentation application interface. At the top, there is a purple header bar with navigation icons and labels: 'Lesson' (with a document icon), '05 Figure-Ground — Joshua September 2015', 'Module' (with a folder icon), 'Skill' (with a target icon), and 'Selection L' (with a triangle icon). A home icon is also present in the top right corner. The main content area is divided into two panels. The left panel, titled 'Exercises' in blue text, contains a list of five items, each with a small icon and a title: 'Separation outline XL_pos_b_1, bw', 'Separation area M_col_e_1, forest', 'Figure-Ground L_col_d_2', 'Stimulation interactive 8010', 'Crowding area S_pos_c_2', and 'Figure-Ground M_col_d_1'. The right panel, also titled 'Exercises' in blue text, displays a detailed view of the selected exercise, 'Figure-Ground M_col_d_1', which is highlighted with a grey background. Below the list in the right panel is a large, dark grey rectangular area. At the bottom of the screen, there is a navigation bar with a back arrow, a forward arrow, and a 'Copy to Left' button.

- Preselected exercises


- Add to lesson

6.4 Edit a Lesson





Click/tap on  to access the settings of the lesson.

List of exercises in this lesson

 Remove selected exercise

Change the order

 Move up exercise

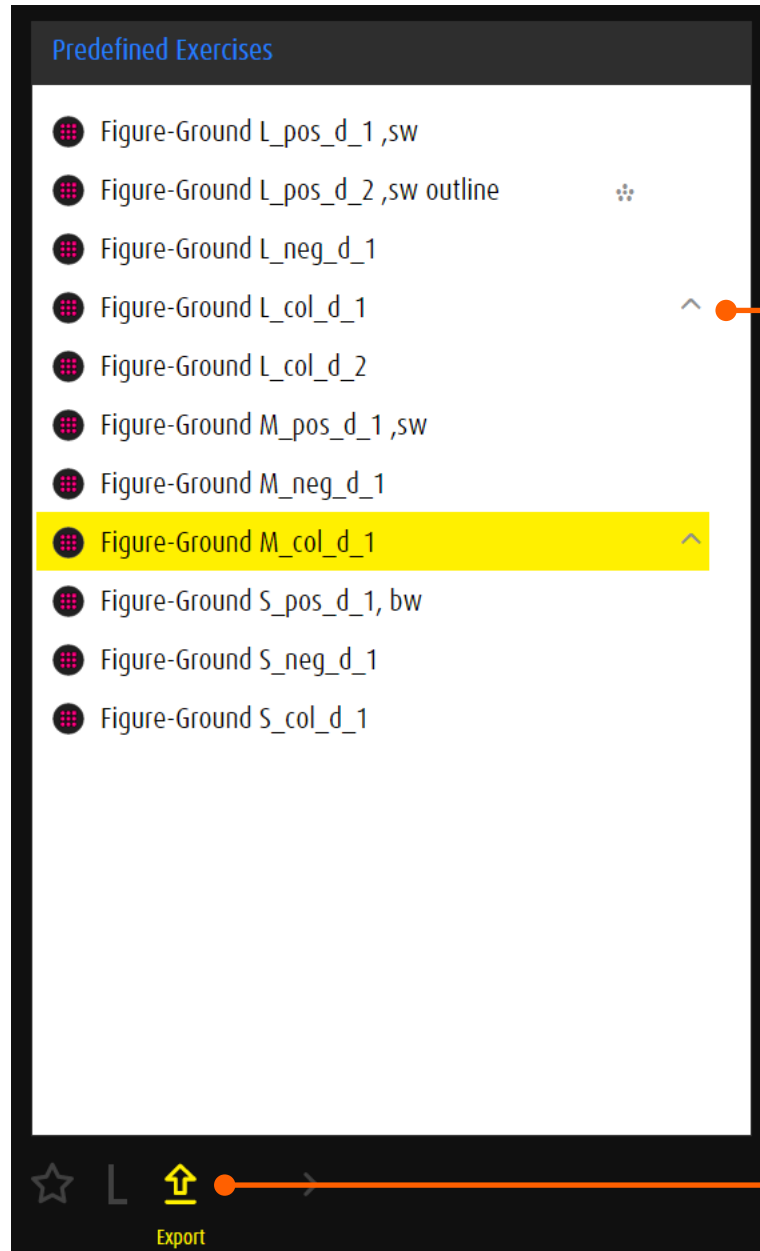
 Move down exercise

7 Export

7.1 General

Export and import function allows users to exchange predefined and own exercises or to provide learners with exercises centered around a certain topic.

7.2 Save exercises for the export



Predefined exercises as well as individual exercises can be added to the export area.

Exercise has been copied to the export area.

Individual Exercises will be saved with the module icon and their name.

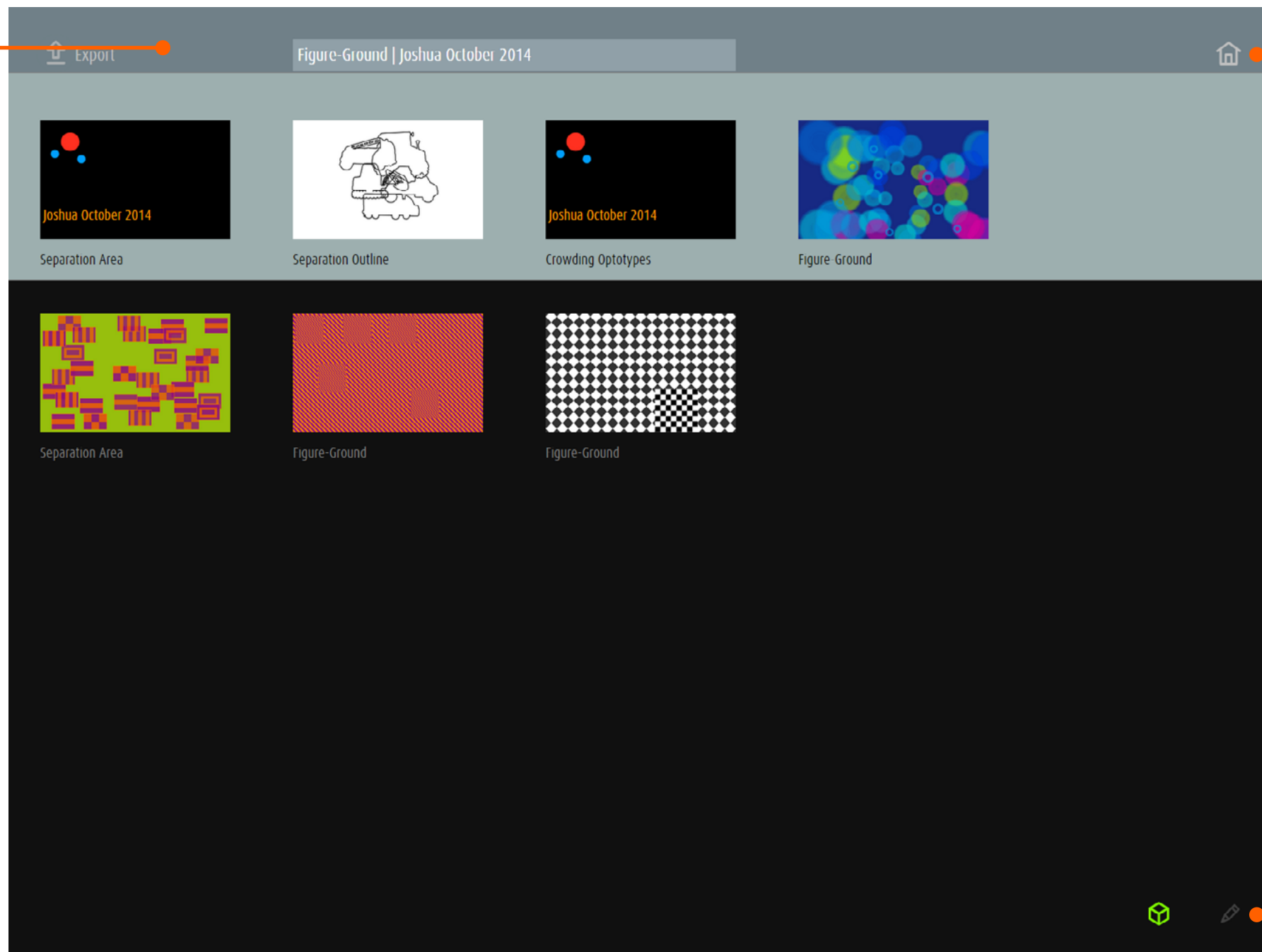


Add selected exercise to the export area / Remove exercise

7.3 Manage export data

Click/tap the *Export* button in the main menu to reach the administrative area of the exercises intended for export. Here, a maximum of five exercises can be prepared for export, encoded as a QR-Code and then exported as an image file.

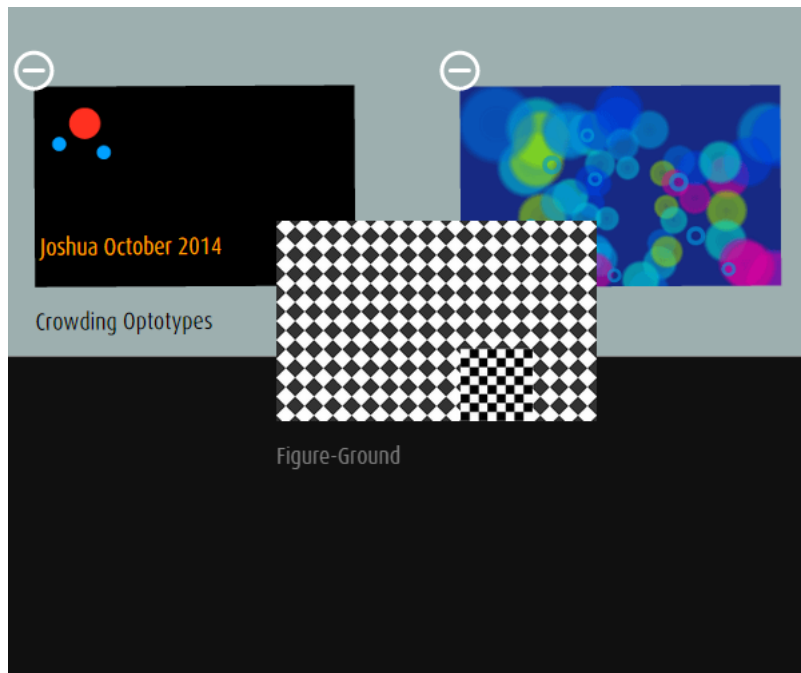
Text box: Name
of the export file



Back to the main menu

Target area for exercises to be exported
(maximum five)

Costumize export
Encode exercises as a
QR-Code



Prepare the export



Open editing options

Drag exercises determined for export with your finger (touchscreen) or mouse into the light grey target area.



Übung aus dem Export entfernen



Exit editing mode

7.3.1 Export exercises **dob** online



Exercises in the light gray area will be encoded to QR-Code (maximum five)



QR-Code will be exported as an image file.

7.3.2 Export exercises **dob** App



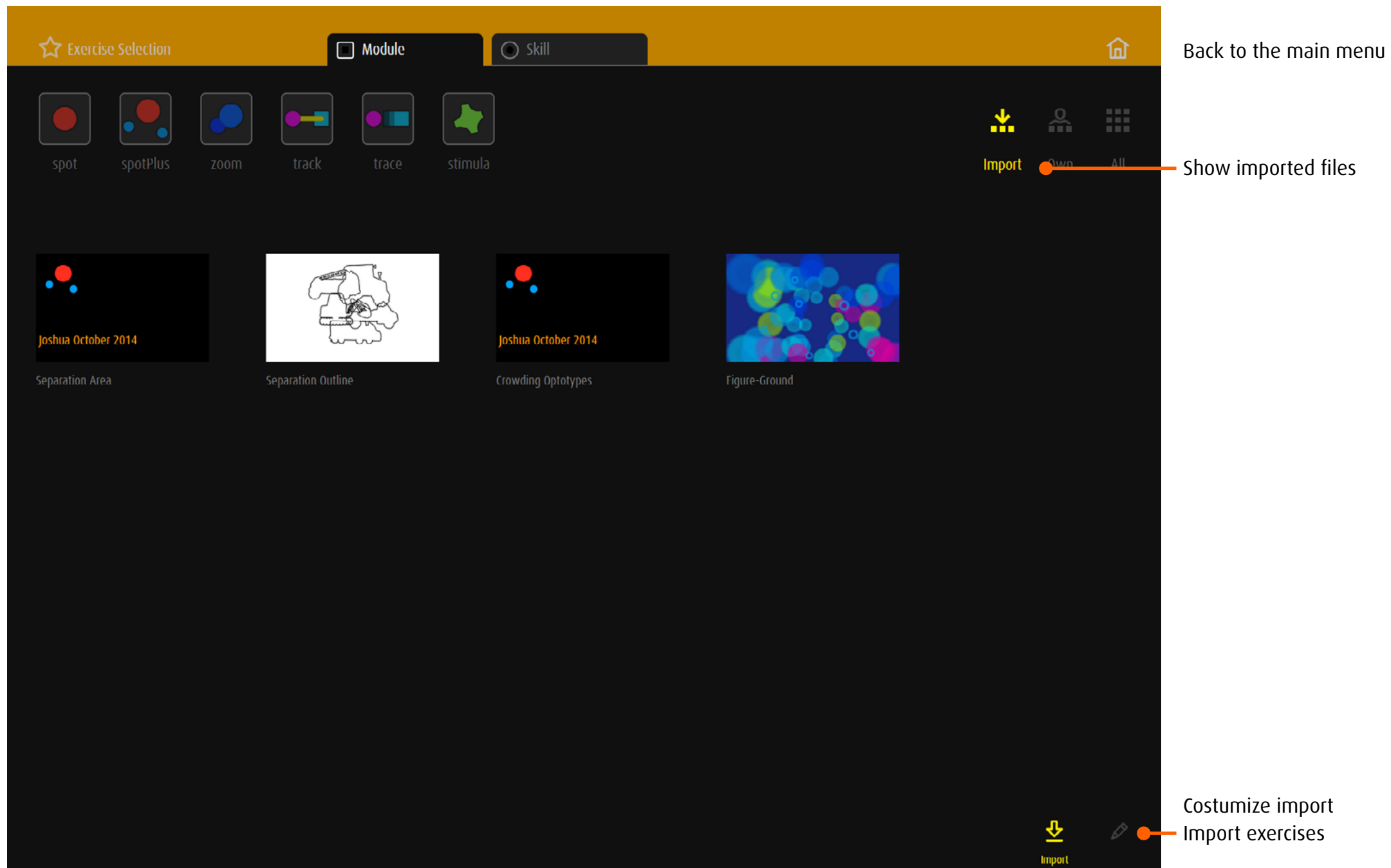
Exercises in the light gray area will be encoded to QR-Code (maximum five)

Save the QR code: Press and release the Sleep/Wake button and the Home button at the same time. The screenshot is added to your camera roll album.

8 Import

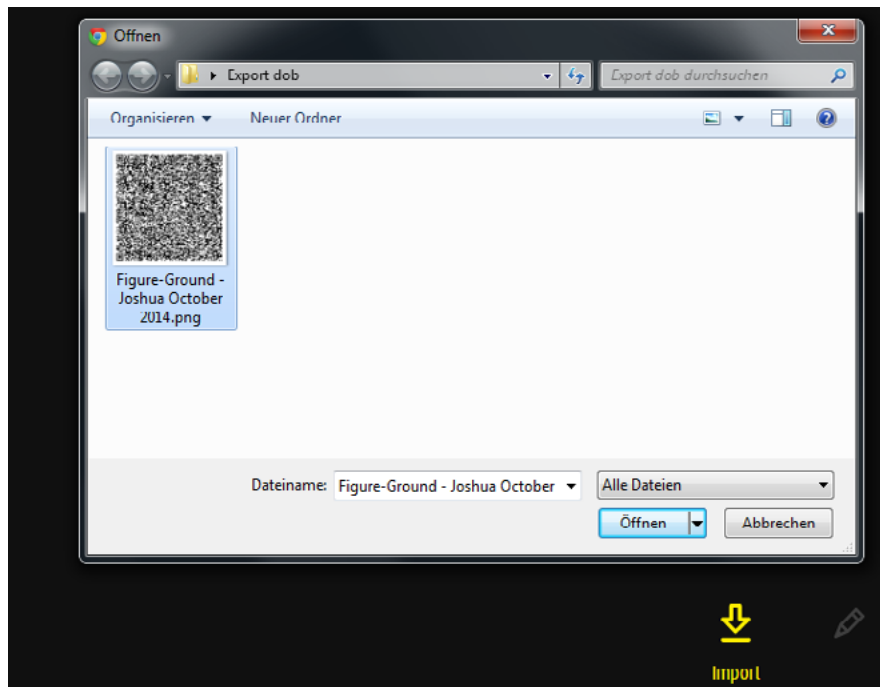
8.1 General

Favorites takes you to the area to import exercises and manage them.



The exercises of **dob pro** can be completed by additional exercises. They are provided by other **dob pro** users as a QR-Code.

8.2 Import exercises **dob** online

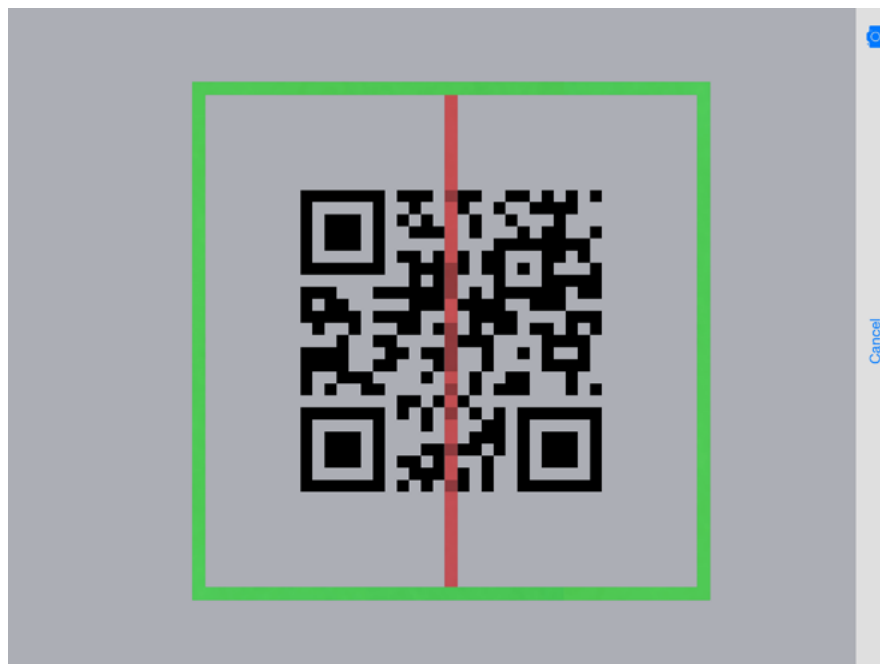


1. Tap *Import*
2. Tap *Select file*
3. Choose the QR-code and confirm the selection

Exercises will be extracted and displayed in the import area.

Note: An image of the QR-Code can actually not be taken and imported by tablet camera.

8.3 Import exercises **dob** App



- Clic on *Import* gives access to the code scanner.
Move the green frame over the code image. It will automatically be scanned and the exercises will be loaded to in the import area.

9 Modules

9.1 spot Recognize an object 1

9.1.1 Task

An object will appear on the screen. Locate, recognize and name it.
Alternative: The object on the screen is in motion.

9.1.2 Course of Exercise

- If necessary, a preview of the requested object will be shown.
- Click/tap on the start button or press SPACE.
- An object will appear on the screen. Locate, recognize and name it.
The preview can be shown within the task using Shift + H.
- Alternative: The object is in motion.
- Click/tap on the object.
Alternative: SPACE

Within exercises, animation, object size, contrast, background color and pattern can be changed using keyboard shortcuts.

→ [Shortcut keys all modules](#), [individualization module spot](#)

→ Create individual exercises: [Editor all modules](#), [editor module spot](#)

9.1.3 Exercises

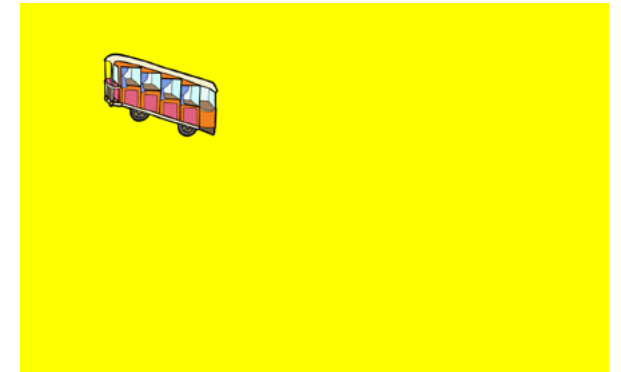
- Fixation *random, peripheral right-left, peripheral up-down*
- Visual Field *right, left, up, down*
- Gaze Switching *horizontal, vertical, diagonal*
- Smooth Pursuit *horizontal, vertical, diagonal, circle, square, triangle*
- Movement central
- Contrast
- Frequency *Recognition, Differentiation*
- Color *Recognition, Differentiation*
- Face *Recognition, Interpretation*
- Figure-Ground
- Optotypes *Lea-Symbols, Landolt Rings, Tumbling E*
- Shape *Recognition, Scanning, Recognition*
- Clock
- Character *Letters, Numbers*

→ [Overview of all exercises](#) sorted by category on www.dob.li.

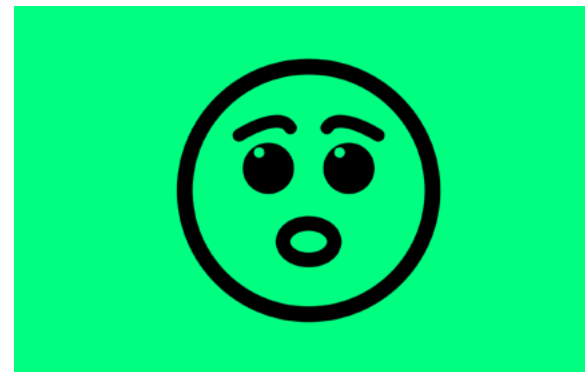
Examples



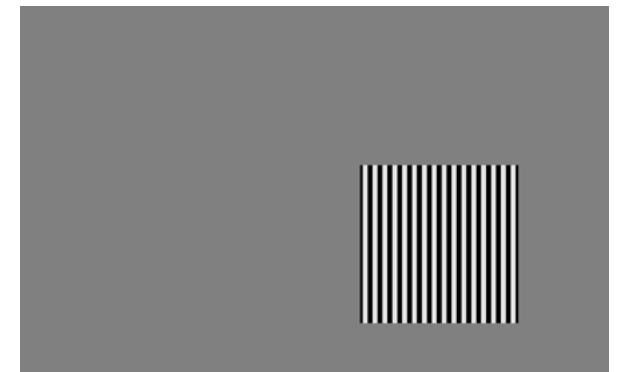
Gaze Switching horizontal | M_pos_1, bw



Smooth pursuit eye movements diagonal | L_col_3, funicular



Face Interpretation | XL_pos_1



Frequency Recognition | L_pos_1, gratings



Figure-Ground | L_col_2



Clock | XL_pos_4

9.2 spotPlus Recognize an object and distinguish it from others

9.2.1 Task

An object will be indicated. It will then appear either singular or multiple with other objects, differentiating in shape and/or color. Locate and name the indicated object.

9.2.2 Course of Exercise

- A preview of the requested object properties will be shown.
- Click/tap on the start button or press SPACE.
- The object will appear either singular or multiple with differing objects. The preview can be shown within the task using Shift + H.
- Click/tap on the requested objects.
If there are only two objects, confirmation with SPACE is possible.

→ [Shortcut keys all modules](#), [individualization module spotPlus](#)

→ Create individual exercises: [Editor all modules](#), [editor module spotPlus](#)

9.2.3 Properties



Shape



Color or color combination

→ [Color combinations](#)



Opacity



Size

It's possible to search by individual properties or combinations of properties as well.

One property



Task (Example):

Collect all the blue objects.

Shape, opacity and size are irrelevant.

Combination of properties



Task (Example):

Collect all the red triangles.

Opacity and size are irrelevant.

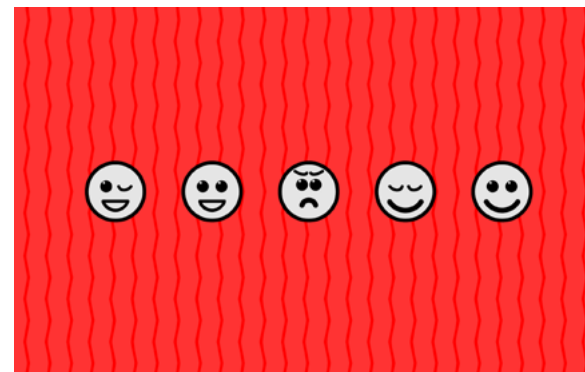
Examples



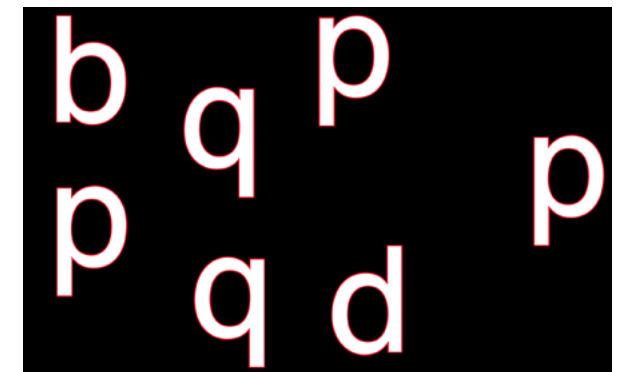
Eccentric Fixation right | M_neg_a_2



Separation | XL_col_b_1



Alien | M_col_a_1, emoticons



Character Letters | L_neg_d_1



Crowding Framework | S_pos_c_2



Where is ...? | S_col_d_1, birds

9.2.4 Layout

There are five possibilities to arrange the objects on the screen:

- a Line *horizontal, vertical or skewed and diagonal*
- b Circle
- c Grid *arranged in a grid, for example 5x4 objects*
- d Random *minimum distance between objects, distributed over the entire screen*
- e Crowd *minimum distance, the objects move closer*

There is a hint to the layout in the title code.

Example: *search and find: Shape S_neg_c_1*

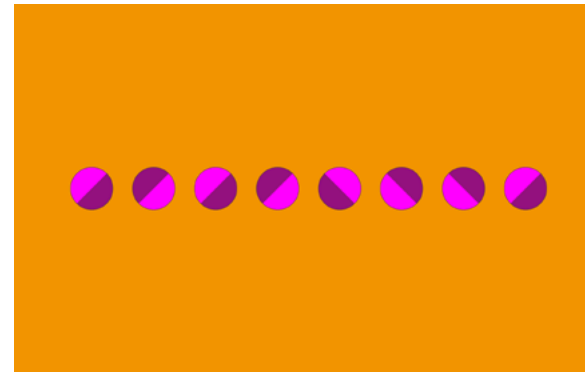
Sought in this exercise: Small bright shapes on a dark background arranged in a grid.

9.2.5 Exercises

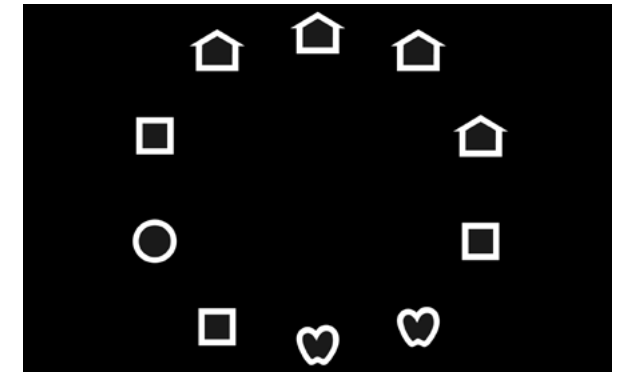
- Eccentric Fixation *right, left, up, down, random, circle*
- Visual Field *right, left, up, down, up right, up left, bottom right, bottom left, random*
- Contrast
- Frequency *Recognition, Differentiation, Comparison*
- Color *Recognition, Differentiation*
- Face *Recognition, Interpretation*
- Crowding *Area, Framework, Outline, Optotypes*
- Separation *Area, Framework, Outline*
- Shape *Differentiation*
- Figure-Ground
- Optotypes *Lea-Symbols, Landolt Rings, Tumbling E*
- Character *Letters, Numbers*
- Spatial Relations
- Alien
- Pattern *Recognition*
- Search and Find *Shape, Color, Size, Shape and Color*
- Where is ...?

→ [Overview of all exercises](http://www.dob.li) sorted by category on www.dob.li.

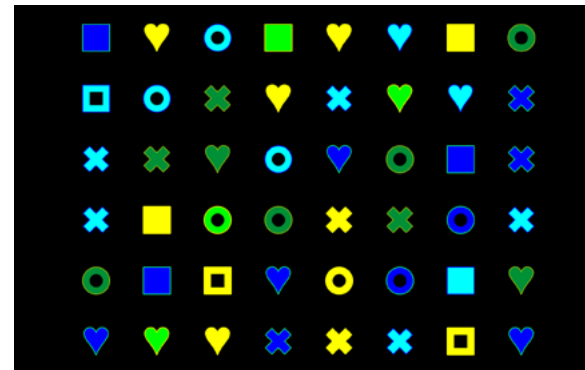
Examples



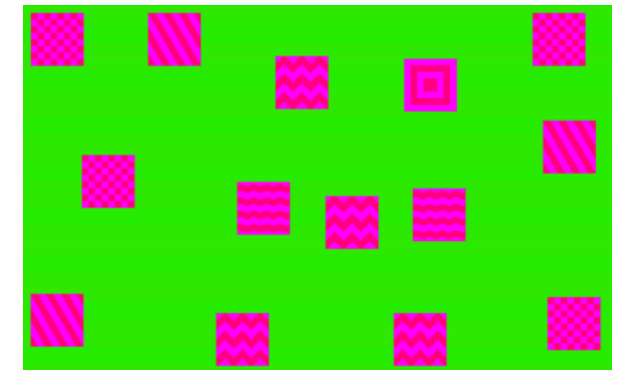
Line: Spatial Relations | M_col_a_1



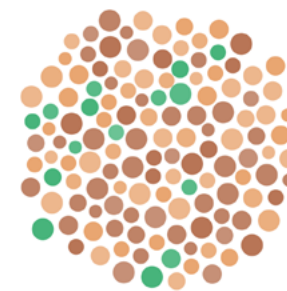
Circle: Optotypes: Lea-Symbols | M_neg_b_1



Grid: search and find Color | S_neg_c_1



Random: Frequency Differentiation | M_col_d_1



Crowd: Color Differentiation | XS_pos_e_2

9.3 zoom Recognize an object 2

9.3.1 Task

An object will appear on the screen that is either too small or too big. The size of the object will vary until you recognize it.

Alternative: An object with either low or high opacity will appear on the screen. The opacity of the object will vary.

Stop the variation with the S-key.

9.3.2 Course of Exercise

- If necessary, a preview of the requested object will be shown.
- Click/tap on the start button or press SPACE.
- An object will appear on the screen that is either too small or too big. The size of the object will vary until you recognize it.
- Alternative: The opacity of the object will vary until you recognize it/until you can't recognize it any more.
- Click/tap on the object.
Alternative: SPACE

The variation can be stopped by the S-key.

→ [Shortcut keys all modules](#), [individualization module zoom](#)

→ Create individual exercises: [Editor all modules](#), [editor module zoom](#)

9.3.3 Properties

Object size and/or opacity will increase < or decrease > either continuously or gradual.

There is a hint to the type of modification in the title code.

Example: *Shape Detection XS_col_<_2, fruits*

Requested: Fruits on a colored background. Object size increases.

9.3.4 Exercises

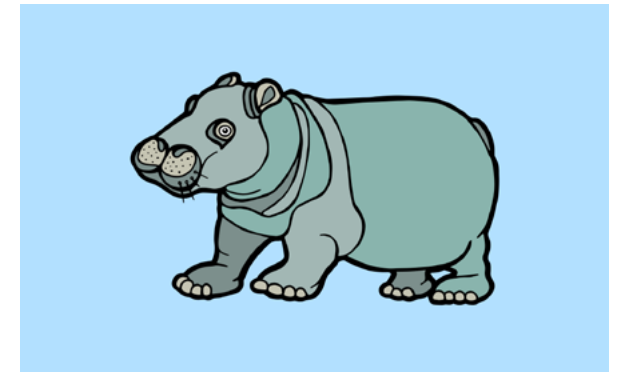
- Movement central
- Contrast
- Frequency *Recognition, Differentiation*
- Face *Recognition, Interpretation*
- Optotypes *Lea-Symbols, Landolt Rings, Tumbling E*
- Shape *Scanning, Recognition, Detection*
- Character *Letters, Numbers*

→ [Overview of all exercises](#) sorted by category on www.dob.li.

Examples



Shape Detection | XS_col_<_3, fruits



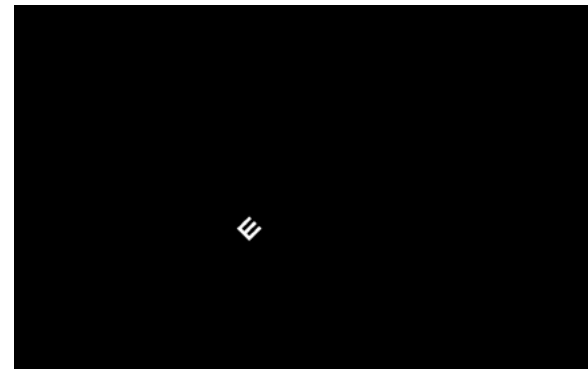
Shape Scanning | XXL_col_>2, animals



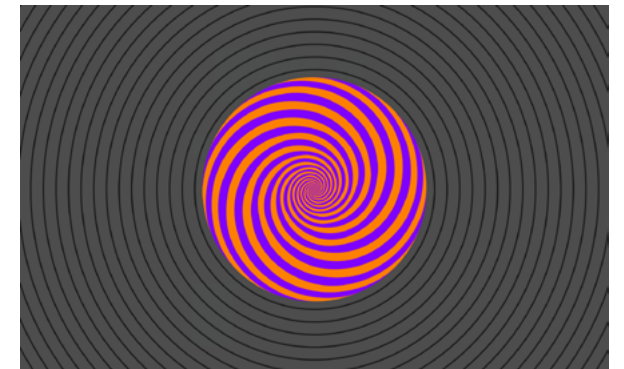
Contrast | XL_pos_<_1, Hiding Heidi



Frequency Differentiation | M_col_<_1



Optotypes Tumbling E | XS_neg_<_3



Movement central | S_col_<_1

9.4 track Follow a track

9.4.1 Task

Move an object with the mouse, the arrow keys or your finger (touchscreen) along a line.

9.4.2 Course of Exercise

- An object on a track will be shown.
- The object that is to be moved, flashes.
- Move it with the mouse, the arrow keys or your finger (touchscreen) along the line.
- Alternatives:
 - A target object is placed at the end of the line.
 - Several target objects are placed along the line.
- Move it with the mouse, the arrow keys or your finger (touchscreen) along the line to the target object(s).
- In the categories without goal you will receive a feedback. It will tell you the number of bumps or falls (optional).
- A feedback at the end of the task will tell you the number of bumps or falls (optional).

Within exercises, line type, width and contrast of the line, animation of target object, background color and pattern can be changed using keyboard shortcuts.

→ [Shortcut keys all modules](#), [individualization module track](#)

→ Create individual exercises: [Editor all modules](#), [editor module track](#)

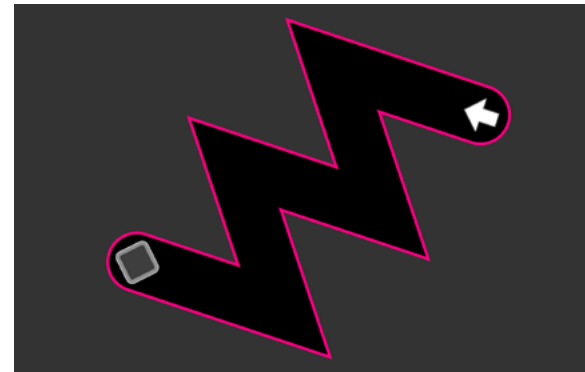
Exercises

- Stay in lane with goal
straight lines, corner, curve, spiral, stair, geometric shape, free shape
- Stay in lane without goal
straight lines, corner, curve, spiral, stair, geometric shape, free shape, loop
- Balancing with goal
straight lines, corner, curve, spiral, stair, geometric shape, free shape
- Balancing without goal
straight lines, corner, curve, spiral, stair, geometric shape, free shape, loop
- Collecting goals, track
straight lines, corner, curve, spiral, stair, geometric shape, free shape
- Collecting goals, line
straight lines, corner, curve, spiral, stair, geometric shape, free shape

→ [Track List](#) (pdf) on www.dob.li.

→ [Overview of all exercises](#) sorted by category on www.dob.li.

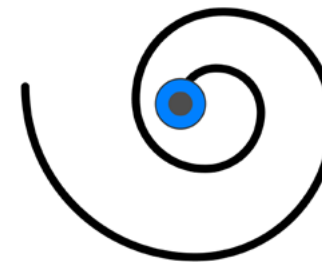
Examples



Stay in lane with goal stair | L_neg_2



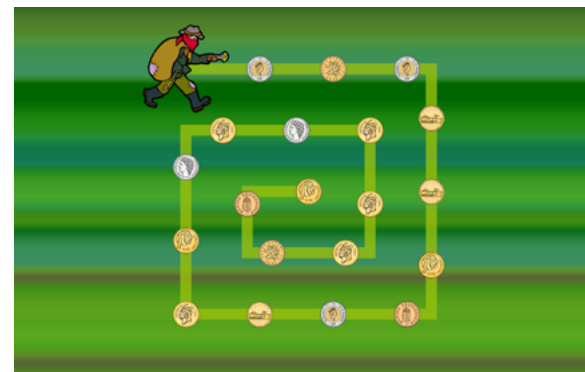
Stay in lane without goal straight lines | L_col_5
vertikal



Balancing without goal spiral | M_pos_2



Balancing without goal loop | L_pos_7



Collecting goals, line corner | M_col_1



Collecting goals, line curve | M_pos_2

9.5 trace Follow an object

9.5.1 Task

Move an object with the mouse, the arrow keys or your finger (touchscreen), to follow another object.

9.5.2 Course of Exercise

- An object and a target object on a track will be shown.
- The object that is to be moved, flashes.
- As soon as the object is moved, target object will also move. The track will disappear.
- Move the object with the mouse, the arrow keys or your finger (touchscreen) and follow the target object as closely as possible.
- The object is not tied to the line. In contrast to the exercises in **track**, it can be moved freely on the screen.
- At the end of each task you will receive a feedback. It will show you the precision of your track (a. *follow an object*) or the number of object catches (b. *catch an object*) (optional).

Within exercises type of appearance and animation of target object, background color and pattern can be changed using keyboard shortcuts.

→ [Shortcut keys all modules](#), [individualization module trace](#)

→ Create individual exercises: [Editor all modules](#), [editor module trace](#)

Exercises

- Follow an object
straight lines, corner, curve, spiral, stair, geometric shape, free shape, loop, random
- Catch an object
straight lines, corner, curve, spiral, stair, geometric shape, free shape, loop, random

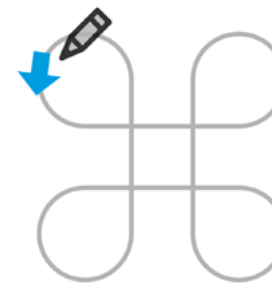
→ [Track List](#) (pdf) on www.dob.li.

→ [Overview of all exercises](#) sorted by category on www.dob.li.

Examples



Follow an object corner | XL_pos_1



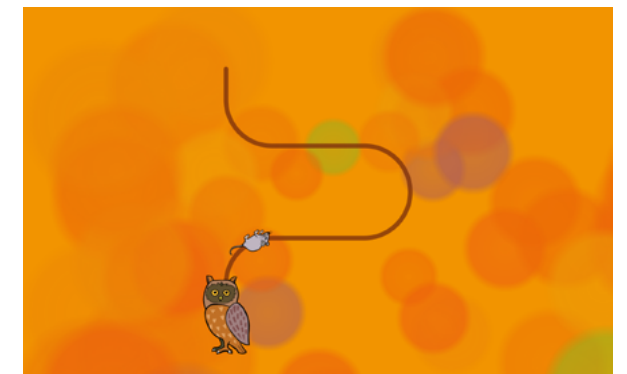
Follow an object loop | L_pos_10



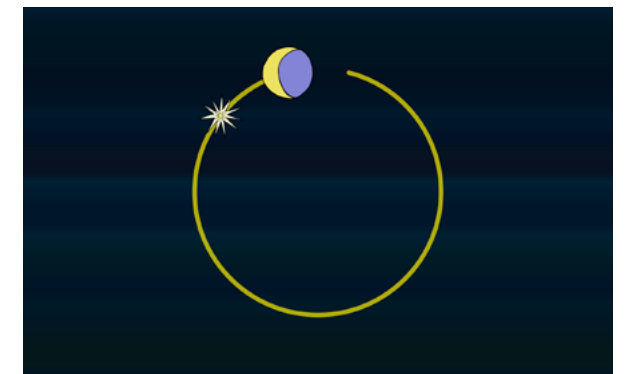
Catch an object stair | M_pos_2



Follow an object spiral | L_neg_2



Catch an object curve | M_col_1



Catch an object geometric shape | L_col_04

9.6 stimula Stimulation

9.6.1 Task

Look at patterns differentiating in color, shape, size or location. Press the E-key or run over the objects with the mouse or finger (touchscreen) for a surprise.

9.6.2 Course of Exercise

- A pattern will be shown that is changing color, shape, size or position.
- Press E or touch the highlighted objects to trigger an additional effect.
- Some exercises respond to mouse movements. Touchscreen: Slide your finger on the screen.

Within exercises contrast, movement speed and direction, background color and pattern can be changed using keyboard shortcuts.

→ [Shortcut keys all modules](#), [individualization module stimula](#)

→ Create individual exercises: [Editor all modules](#), [editor module stimula](#)

9.6.3 Exercises

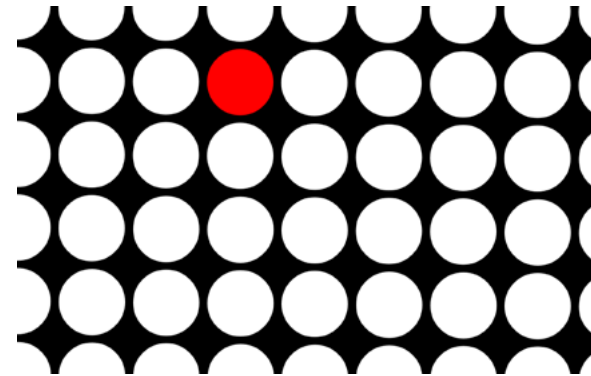
- Spot
- Line
- Area
- Interactive
- OKN

→ [Overview of all exercises](#) sorted by category on www.dob.li.

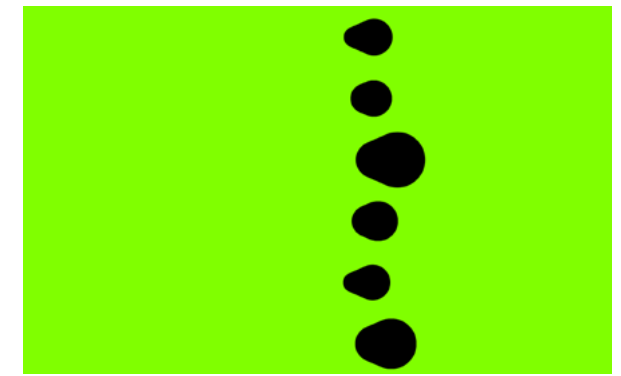
Photosensitive Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

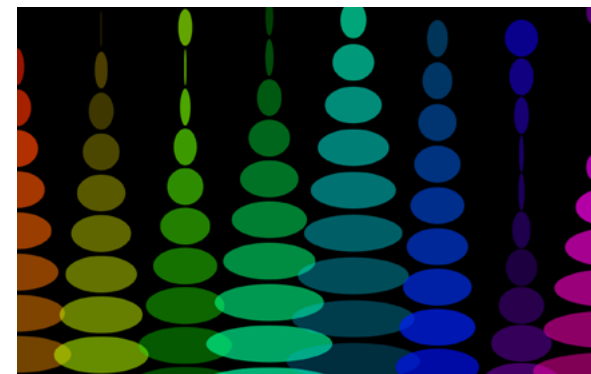
Examples



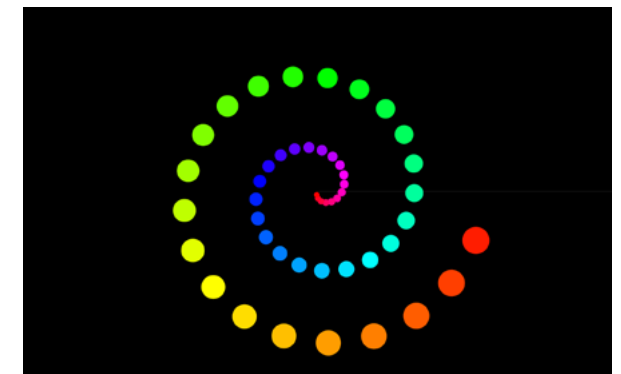
Stimulation Spot 1000



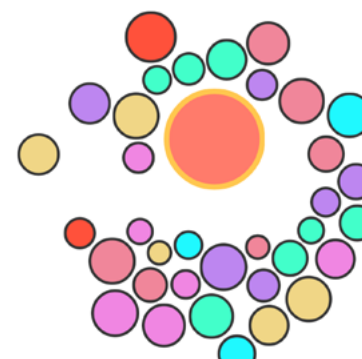
Stimulation Spot 1003



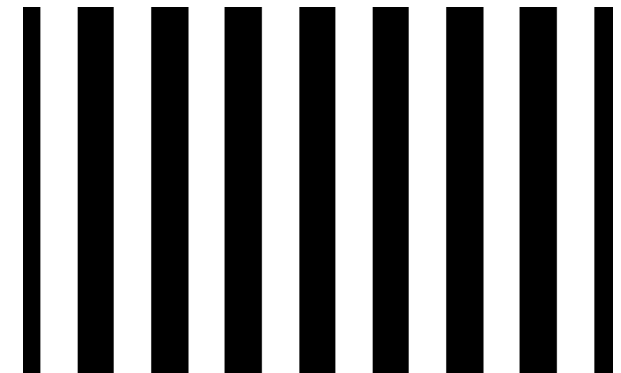
Stimulation Spot 1005



Stimulation Spot 3000



Stimulation interactive 8010








Stimulation OKN | L_pos_2

10 Program Control Using Keys and Touch Screen




















Key commands or gestures on a touchscreen enable learners to adapt the visual environment while using the program and therefore matching their individual needs.

→ [Keyboard shortcuts and touchscreen gestures](#) (pdf) on [www.dob.li](#).

10.1 Program Control

Keys	Gestures	Description	Effect	
 + 		Information	List of shortcut keys and gestures	
 + 	 [Menu	Show / Hide main menu	

10.2 Within an Exercise









Keys	Gestures	Description	Effect	
		SPACE	Start task / Confirm task	
		ENTER	Start / Quit exercise	
		Preferences	Preferences of the current exercise	
		1	1st background color and pattern	<i>Gesture: Change between the two background colors</i>
		2	2nd background color and pattern	<i>Gesture: Change between the two background colors</i>
		3	Change background pattern <	
		4	Change background pattern >	
		5	Reduce size of background pattern	
		6	Increase size of background pattern	
		7	Reduce distance of background pattern	
		8	Increase distance of background pattern	
		0	No background pattern	
		Normal	Restore the initial settings of the task	
		Normal	Restore the initial settings of the exercise	

Keys	Gestures	Description	Effect	
⬆ + ctrl + 3			Move background left	
⬆ + ctrl + 4			Move background right	
⬆ + ctrl + 5			Move background up	
⬆ + ctrl + 6			Move background down	
⬆ + ctrl + 8			Slow dow background movement	
⬆ + ctrl + 9			Accelerat background movement	











10.3 Individualization spot: fixed object

<div><div><div></div></div>spot</div>				
Keys	Gestures	Description	Effect	
<div>▼</div>	<div><div></div></div>	KEY DOWN	Reduce the object	
<div>▲</div>	<div><div></div></div>	KEY UP	Enlarge the object	
<div>◀</div>	<div><div></div></div>	KEY LEFT	Reduce the object's opacity	
<div>▶</div>	<div><div></div></div>	KEY RIGHT	Increase the object's opacity	
<div>A</div>		Animation	Start / Stop the animation	<i>Flicker (opacity) -> Stop -> up / down -> Stop</i>
<div>⬆ + H</div>	<div><div></div></div>	Hint	Show the requested object	<i>Only tasks with preview</i>

10.4 Individualization spot: object in motion

<div>  spot </div>				
Keys	Gestures	Description	Effect	
▼		KEY DOWN	Slow down the movement	
▲		KEY UP	Accelerate the movement	
⬆ + ctrl + ▼		KEY DOWN	Reduce the object	
⬆ + ctrl + ▲		KEY UP	Enlarge the object	
◀		KEY LEFT	Reduce the object's opacity	
▶		KEY RIGHT	Increase the object's opacity	
A		Animation	Start / Stop the animation	<i>Flicker (opacity) -> Stop -> up / down -> Stop</i>
S		Start / Stop	Start / Stop movement	
D		Direction	Reverse direction of movement	
T		Tipe	Change type of movement	<i>stop + go -> yoyo hard -> yoyo soft -> continuous</i>
⬆ + H		Hint	Show the requested object	<i>Only tasks with preview</i>










10.5 Individualization spotPlus

 spotPlus				
Keys	Gestures	Description	Effect	
▼		KEY DOWN	Reduce requested objects	
▲		KEY UP	Enlarge requested objects	
◀		KEY LEFT	Reduce requested objects' opacity	
▶		KEY RIGHT	Increase requested objects' opacity	
A		Animation	Start / Stop the animation	<i>Flicker (opacity) -> Stop -> up / down -> Stop</i>
⬆ + ctrl + ▼		KEY DOWN	Reduce all objects	
⬆ + ctrl + ▲		KEY UP	Enlarge all objects	
⬆ + ctrl + ◀		KEY LEFT	Reduce opacity of all objects	
⬆ + ctrl + ▶		KEY RIGHT	Increase opacity of all objects	
⬆ + ctrl + A		Animation	Start / Stop the animation of all objects	<i>Flicker (opacity) -> Stop -> up / down -> Stop</i>
⬆ + H		Hint	Show the requested objects	<i>Only tasks with preview</i>











10.6 Individualization zoom

<div> zoom</div>				
Keys	Gestures	Description	Effect	
		KEY DOWN	Zoom slow	
		KEY UP	Zoom fast	
		KEY DOWN	Reduce the object	<i>at the end of zooming</i>
		KEY UP	Enlarge the object	<i>at the end of zooming</i>
		KEY LEFT	Reduce the object's opacity	
		KEY RIGHT	Increase the object's opacity	
		Animation	Start / Stop the animation	<i>Flicker (opacity) -> Stop -> up / down -> Stop</i>
		Start / Stop	Start / Stop movement	
		Hint	Show the requested object	<i>Only tasks with preview</i>





























10.7 Individualization track

 track				
Keys	Gestures	Description	Effect	
▼		KEY DOWN	Move down object	
▲		KEY UP	Move up object	
◀		KEY LEFT	Move object left	
▶		KEY RIGHT	Move object right	
A		Animation	Start / Stop the animation of the target object	
T		Tipe	Change type line	<i>dotted -> dashed 1 -> dashed 2 -> dashed 3 -> dashed 4 -> dahed 5 -> solid</i>
⬆ + ctrl + ▼		KEY DOWN	Reduce line width	
⬆ + ctrl + ▲		KEY UP	Increase line width	
⬆ + ctrl + ◀		KEY LEFT	Reduce track's opacity	
⬆ + ctrl + ▶		KEY RIGHT	Increase track's opacity	

10.8 Individualization trace







<div> trace</div>				
Keys	Gestures	Description	Effect	
		KEY DOWN	Move down object	
		KEY UP	Move up object	
		KEY LEFT	Move object left	
		KEY RIGHT	Move object right	
		Animation	Start / Stop the animation of the target object	

10.9 Individualization stimula

<div> stimula</div>				
Keys	Gestures	Description	Effect	
		KEY DOWN	Slow down movement	
		KEY UP	Accelerate movement	
		KEY LEFT	Reduce objects' opacity	
		KEY RIGHT	Increase objects' opacity	
		Effect	Special effect	
		Start / Stop	Start / Stop movement	
		Direction	Reverse direction of movement	
 +  + 		KEY DOWN	stimula 8000: Reduce the object	<i>stimula 8000 only</i>
 +  + 		KEY UP	stimula 8000: Enlarge the object	<i>stimula 8000 only</i>
 +  + 		KEY LEFT	OKN: More stripes (wide stripes)	<i>OKN only</i>
 +  + 		KEY RIGHT	OKN: Less stripes (narrow stripes)	<i>OKN only</i>

11 Overview

11.1 Modules

Module	Aim
 <i>spot</i>	Recognize an object 1
 <i>spotPlus</i>	Recognize an object and distinguish it from others
 <i>zoom</i>	Recognize an object 2
 <i>track</i>	Follow a track
 <i>trace</i>	Follow an object
 <i>stimula</i>	Stimulation

11.2 Exercise Categories and Primary Skill











Category	Supplement	Primary Skills
<i>Stimulation</i>	Spot Line Area Interactive OKN	Attention Shifting Attention Attention Shifting Attention Attention Sustaining Attention Coordination Hand and Eye Coordination Motility Optokinetic Nystagmus
<i>Fixation</i>	random peripheral right-left peripheral up-down	Motility Fixation
<i>Eccentric Fixation</i>	right left up down random circle	Attention Visual Field
<i>Visual Field</i>	right left up down up right up left down right down left random	Attention Visual Field
<i>Gaze Switching</i>	horizontal vertical diagonal	Motility Saccadic jumps
<i>Smooth pursuit</i>	horizontal vertical diagonal circle square triangle	Motility Smooth pursuit eye movements

Category	Supplement	Primary Skills
<i>Stay in lane with goal</i>	straight line corner curve spiral stair geometric shape free shape	Coordination Hand and Eye Coordination
<i>Stay in lane without goal</i>	straight line corner curve spiral stair geometric shape free shape loop	Coordination Hand and Eye Coordination
<i>Balancing with goal</i>	straight line corner curve spiral stair geometric shape free shape	Coordination Hand and Eye Coordination
<i>Balancing without goal</i>	straight line corner curve spiral stair geometric shape free shape loop	Coordination Hand and Eye Coordination
<i>Collecting goals, track</i>	straight line corner curve spiral stair geometric shape free shape	Coordination Hand and Eye Coordination


Category	Supplement	Primary Skills
Collecting goals, line	straight line corner curve spiral stair geometric shape free shape	Coordination Hand and Eye Coordination
Object Pursuit		Coordination Hand and Eye Coordination
Movement	central	Motion Perception central
Contrast		Contrast Sensitivity Contrast
Frequency	Recognition Differentiation Comparison	Contrast Sensitivity Frequency
Face	Recognition Interpretation	Face Perception Recognition Face Perception Interpretation
Color	Recognition Differentiation Matching	Color Recognition Color Color Recognition Color Color Recognition Color Association
Crowding	Area Framework Outline Optotypes	Separation Ability Crowding
Separation	Area Framework Outline	Separation Ability Figure-Ground Perception
Figure-Ground		Separation Ability Figure-Ground Perception
Optotypes	Lea-Symbols Landolt Rings Tumbling E	Shape Recognition Figure

Category	Supplement	Primary Skills
<i>Shape</i>	Scanning Recognition Differentiation Detection Completion	Motility Visual Scanning Shape Recognition Figure
<i>Clock</i>		Shape Recognition Figure
<i>Character</i>	Letters Numbers	Shape Recognition Figure
<i>Spatial Relations</i>		Shape Recognition Spatial Relations
<i>Alien</i>		Shape Recognition Figure
<i>Image</i>	Reproduction Completion	Shape Recognition Figure
<i>Pattern</i>	Recognition Reproduction Completion	Visual Memory Pattern
<i>Arrangement</i>	Size Color Family	Visual Memory Sequences
<i>Search and Find</i>	Shape Color Size Shape and Color Shape and Size Color and Size	Strategies Search Strategies
<i>Where is ...?</i>		Strategies Search Strategies
<i>Paint</i>		

11.3 Skills and Assignment of Modules

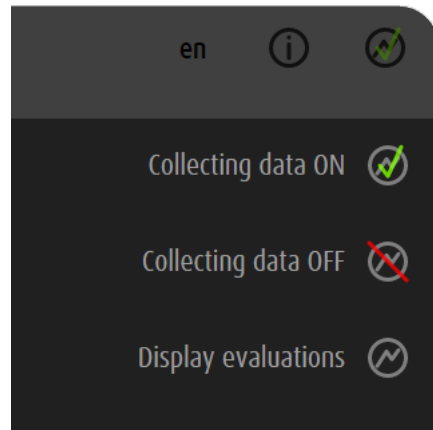
Skill	Subskill	Assignment of Modules
 Visual Attention	Sustaining Attention Shifting Attention Visual Field Dividing Attention	spot, zoom, track, trace, stimula spot, track, trace, stimula spot, spotPlus, track, trace track, trace
 Motility	Fixation Visual Scanning Visual Comparison Saccadic jumps Smooth pursuit eye movements Optokinetic Nystagmus	all modules spot, zoom, track, stimula spotPlus, track spot, track, trace spot, track, trace stimula
 Coordination	Hand and Eye Coordination	track, trace
 Motion Perception	Central Motion Radial Motion	spot, zoom, track, trace, stimula
 Contrast Perception	Contrast Spatial Frequency	spot, spotPlus, zoom spot, spotPlus, zoom
 Face Perception	Recognition Interpretation Completion	spot, spotPlus spot, spotPlus
 Color Recognition	Color Grey Black White Color Association	spot, spotPlus spotPlus
 Separation Ability	Figure-Ground Perception Crowding	spot, spotPlus spotPlus
 Shape Recognition	Figure Size Spatial Relations	spot, spotPlus, zoom spotPlus, zoom spot, spotPlus
 Visual Memory	Short-term Memory Pattern Sequences	spotPlus spotPlus sort
 Strategies	Search Strategies	spotPlus

12 Evaluation exercise

While you are working, **dob** captures any typing and clicks on your computer screen, whether these are right or wrong and measures the time span between any action on the computer screen. A simple click on the  button in the main menu will open evaluation settings.

Note: Exercises are not evaluated in module *stimula*.

12.1 Evaluation settings



Exercise data are stored.

Data are not stored.

Access to the stored evaluations

dob can only store a limited number of exercises.
The number depends on the complexity of the data.
Take screenshots of important evaluations to store them permanently.

12.2 General options

Personal notes

Date and time

Total Duration: Time per complete exercise
Sum Tasks: Duration minus the time for
confirmations and rewards = pure exercise time

Task list

Average time per task

Navigate through evaluations

Delete evaluation

Module

Exercise name and thumbnail

Back to the main menu

Evaluation de l'exercice

< > ⊖

spot

Optotypes Lea-Symbols XL_pos_2, colored

🏠

Jacob / identified all shapes

	Date	Time
Exercise: Duration	2016-08-24	07:56
Total Duration [sec]	40.0	Sum Tasks [sec] 23.7
Task / Opacity	Error after [sec]	Correct after [sec]
1 1.00		4.4
2 1.00		6.1
3 1.00		6.0
4 1.00		7.1
Task: Duration		Average [sec] 5.9

Notes, objects and values

Activities on the screen

12.3 Evaluation examples

Depending on module or exercise category, evaluation shows different values and presents the activities on a single or on several screens.

12.3.1 Evaluation 1: Module spot – Gaze Switching horizontal

Personal notes

Task / Opacity / Time between beginning task and click / Thumbnail object

Click outside any object (error time)

Task 2:
2 Clicks on the left side underneath the object

Task 12:
2 Clicks on the left side above the object

Observations and interpretations

- Needs much more time for objects at the right edge of the screen.
- At the right side many clicks outside the objects.
- Restrictions of the visual field?

Exercise Evaluation

< > ⊖

spot

Gaze Switching horizontal S_neg_1

⌂

Jacob / Difficulties on the right – animated object in task 12 to support detection

	Date	Time
	2016-08-23	16:07

Exercise: Duration	Total Duration [sec]	Sum Tasks [sec]
	58.0	58.0

Task / Opacity	Error after [sec]	Correct after [sec]
1 1.00		2.3 ▶
2 1.00	4.5 7.5	11.2 ◀
3 1.00		4.8 ▶
4 1.00		1.9 ◀
5 1.00		3.0 ◀
6 1.00		2.2 ◀
7 1.00		3.4 ▶
8 1.00		1.9 ◀
9 1.00		2.3 ▶
10 1.00		2.4 ◀
11 1.00		3.0 ◀
12 1.00	5.7 10.5	19.6 ◀

Task: Duration	Average [sec]
	4.8

The activities on the screen are displayed on one screen for following exercise categories:

- Fixation spot
- Gaze Switching spot
- Visual Field spot, spotPlus

12.3.2 Evaluation 2: Module spotPlus – Search and find shape

Personal notes

Task / Time until click on the correct object / Object

Time until click on the wrong object / Object
Task 3, 5, 8: Click on the wrong object

Time until click outside the object
Task 7: 2 clicks beside object

Skipped task (SPACE)
Task 9 and 10: breaking off

Observations and interpretations

- Confuses shapes (filled square with frame)
- No systematic search
- Overwhelmed with increasing number of objects
- Practice search strategies

Exercise Evaluation
<
>
⊖
spotPlus
Search and find shape R_neg_c_1

Jacob / Confuses shapes (filled square with frame)

Date: 2016-08-24
Time: 12:02

Exercise: Duration
Total Duration [sec]
Sum Tasks [sec]

290.0
212.1

Aufgabe
Klick nach [sec]

1	3.0		3.9	
2	3.0		4.2	
3	5.6		9.1	13.6
4	10.1		13.1	15.9
5	5.5		9.8	12.9
6	5.4		10.1	14.0
7	8.3		13.3	17.5
8	6.8		11.6	26.2
9				5.2
10				2.8

Activities are displayed on 6 screens.
Exercises with more than 6 tasks share clicks of several tasks (e.g. task 1 and 2) on one screen.

12.3.3 Evaluation 3: Module zoom – Contrast

Personal notes

Task /
Opacity: Change from 0 to 100% /
Opacity when clicking
Time until click / Object
For example task 3:
Object detected at 70% opacity after 7 seconds

Clicks outside object
Task 2 and 9: One click outside object

Observations and interpretations

- Enjoys working with emoticons
- Can interpret facial expressions
- Faster detection of objects on the left side
- Restrictions of the visual field?

Exercise Evaluation

< > ⊖

zoom

Face interpretation L_pos_<_1

🏠

Jacob / Faster detection of objects on the left side

😊

Exercise: Duration

Total Duration [sec]

Sum Tasks [sec]

2016-08-23

58.0

57.9

16:42

Task:

Opacity	from	to	Click at	Duration [sec]
1	0.00	1.00	0.28	2.8 😐
2	0.00	1.00	0.77	7.7 😊
3	0.00	1.00	0.70	7.0 😐
4	0.00	1.00	0.81	8.1 😐
5	0.00	1.00	0.22	2.2 😐
6	0.00	1.00	0.39	3.9 😐
7	0.00	1.00	0.61	6.1 😐
8	0.00	1.00	0.18	1.8 😊
9	0.00	1.00	0.83	8.3 😊
10	0.00	1.00	1.00	10.0 😐

Task: Duration

Average [sec]

5.8

1

2

×

4

3

6

5

8

7

×

9

10

Activities are displayed on 6 screens.
Exercises with more than 6 tasks share clicks of several tasks (e.g. task 5 and 6) on one screen.

12.3.4 Evaluation 4: Module track – Collecting goals

Personal notes

Task /
Time until reaching the target
Task 1: No collision
Time until collision
Task 2: Collided after 5.8 and 9.4 seconds on vertically mounted track. Reached target at 15.3 seconds.

Observations and interpretations

- Knows the collected objects
- Increasing muscle spasms
- Difficulties with movements away from and towards the body

Exercise Evaluation

< > ⊖

track

Collecting goals, track stair R_col_1

⌂

Jacob / Difficulties with movements away from and towards the body

Date

2016-08-24

Time

12:35

Exercise: Duration

Total Duration [sec]

Sum Tasks [sec]

151.0

112.4

Task / Number of hits

Hit after [sec]

1	–				9.6
2	2	5.8	9.4	15.3	
3	2	7.9	10.0	21.6	
4	4	7.1	8.4	14.5	17.3
5	3	4.8	6.5	8.2	24.0
6	2	13.4	14.6	20.6	

Task: Duration

Average [sec]

18.7

The 6 tasks can be displayed on six different screens.




13 Editor


In editor, predefined exercises can be adjusted to individual needs or fundamentally redefined and saved. Some general settings are defined the same way in each module whereas others may only be applicable for a certain module.

13.1 General

13.1.1 Open Editor

It is advisable to select as a template an existing exercise that already corresponds in a high degree to the desired settings.

- Choose the module in which a new exercise shall be created.
- Choose and start an exercise that already corresponds in a high degree to the desired settings.
- Open the editor using the key combination  +  or gesture .
- Confirm that you would like to create and edit a copy.

Click/tap on *Preferences*  to access the settings of individual exercises in *Exercise Selection* → [Manage Individual Exercises](#).

13.1.2 Settings and Preview

The screenshot displays the Optotypes app interface. At the top, a blue header bar contains the following fields: "Type" (with a gear icon and "Optotypes Lea-Symbols" selected), "Title" (with "Joshua, april 2014" entered), "Description" (with a star icon and "My own description" entered), "Skill 1" (with "Figure" selected), and "Skill 2" (with "---" selected). A home icon is visible on the right side of the header.

Below the header, the interface is divided into three main sections:

- Left Panel (Preferences):** A dark gray sidebar with a list of settings categories: "Task", "Object", "Layout", and "Background". Each category has a list of options with corresponding icons (radio buttons, sliders, or checkboxes).
 - Task:** "Number" (radio button), "Transition" (radio button), "Feedback" (radio button).
 - Object:** "Shape" (radio button), "Color" (radio button), "Opacity" (radio button with a double-dot icon), "Size" (radio button with a double-dot icon).
 - Layout:** "Location" (radio button with a red 'X' icon), "Animation" (radio button with a red 'X' icon), "Motion" (radio button with a red 'X' icon).
 - Background:** "Color / Pattern" (radio button).
- Center Panel:** A large white area displaying a large black heart shape. The heart is centered and occupies most of the panel.
- Right Panel (Preview):** A dark gray area showing a preview of the heart shape on a split background (white on the left, gray on the right). The heart is centered and spans across the split.

At the bottom right of the interface, there is a small white arrow icon pointing right.

13.1.3 Type of Selection

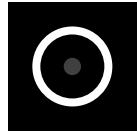


Single Value

A single value for the entire lesson

→ [example](#) previous page:

Object color: Black without outline in all tasks



Selection

Several values, randomly assigned to a task

→ [example](#) previous page:

Four different shapes (Lea-Symbols), randomly assigned to the tasks.



Range

Continuous change of a value within the defined range.

→ [example](#) previous page:

Continuous decrease of opacity from task to task.

Click/tap on the points above the preview to navigate through tasks (not possible in every case)..



Accurate

Exactly defined value in each task.

→ [example](#) previous page:

Exactly defined size in each task.

Click/tap on the points above the preview to navigate through tasks (not possible in every case).



No value

All tasks without this property.

→ [example](#) previous page:

No animation, no background pattern.



Same value




Module spotPlus only

Value does not differ

→ [Definition requested](#).

13.2 Settings – All Modules

13.2.1 Task

Task	Number	6	
	Transition		
	Feedback		

<i>Number</i>	only single value
---------------	-------------------

Task ✕

Number 

Move the slider to set number of tasks.
Alternative: Enter a value in the text box.

Minimum value: 1
Maximum value: 18

Transition from task to task only single value – Identical transitions during the whole exercise


Task Transition ✕

 Break

No pause between tasks

 Crossfade / Fade In, Fade Out

No crossfade
Objects will disappear and appear immediately, with or without pause between.

 Preview

No preview

Task Transition

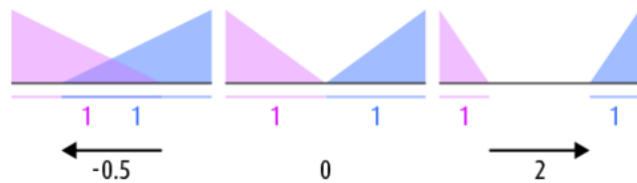


Break

- +

Crossfade / Fade In, Fade Out

- +



Preview

☐ Preview before Exercise

☒ Preview before each Task

☐ Same Size as Task

- +

Pause

Duration of the transition in seconds.

Crossfade / Fade in, Fade out

Negative values: crossfade

Value 0: fade in – fade out

Positive values: fade In – pause – fade out

Note: Crossfade, fade In, fade out can not be used in combination with the task preview.

Preview

3 options:

- No preview
- Preview before exercise
- Preview before each task

Move the slider to set the size of the preview or check the box to choose the size of the object in task (preview task only).

Alternative: Enter values into the text box.

Feedback

only single value

Task Feedback



Reward

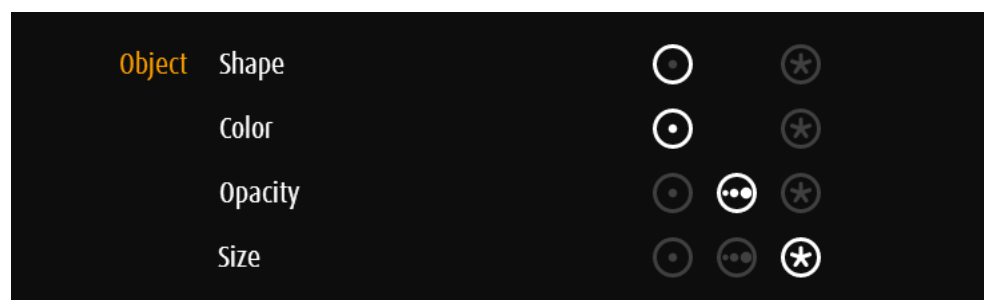
☒ Animation

Sound

Reward

Correct solution of the task: The object will be animated and/or a sound will be played.

13.2.2 Object



Shape

Single Value / Selection or Accurate



Shape

+ Add object.

Task

+



-

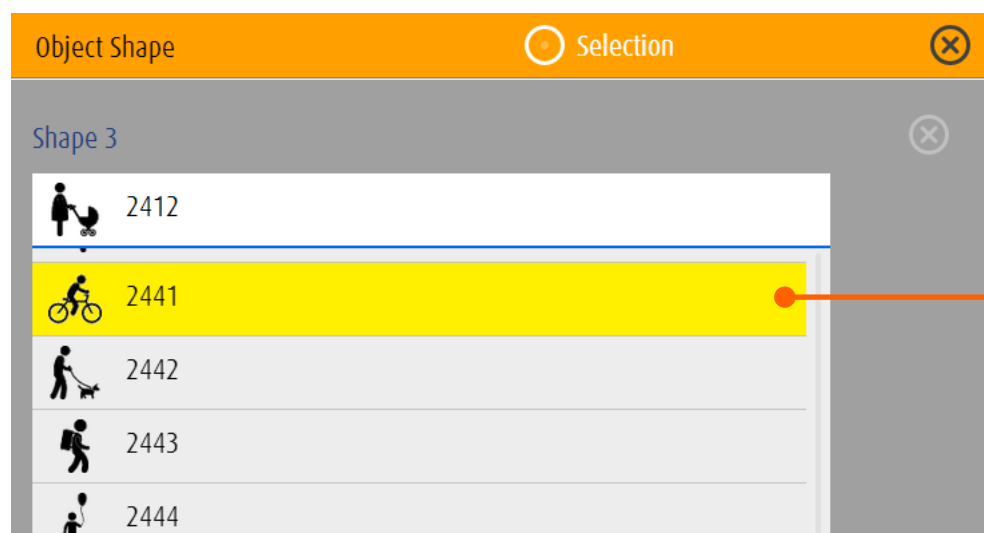
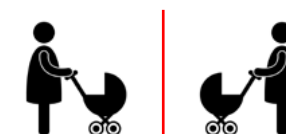
- Remove object.



-



Inverse enabled: The object will be flipped vertically.



Change of object 3

Click/tap on a field to open the object list.

Scroll down and then click/tap on the desired object.
Alternative: Enter the object number in the text box.

→ [List of all objects \(pdf\)](#), see www.dob.li.

Color

Single Value / Selection or Accurate

Object Color Selection

Color

1st Color 2nd Color

Outline

1st Color 2nd Color

Outline

Color palette

Grayscale – First box: transparent

Additive Color

Subtractive color

Hex #80ff00

Add color combination consisting of first an second color, outline-color and outline-width.

Color

Choice of 1st and 2nd color. Click/tap on a color box to open the color palette.

Note: For some object types a second color cannot be chosen → [table](#) next page.

Outline

Move the slider to set outline-width.

Alternative: Enter a value in the text box.

Choice of outline-color. Click/tap on the color box to open the color palette.

Remove color combination.

Color palette

Grayscale – First box: transparent

Additive Color

Subtractive color

Choose any color by inserting a HTML color code.

Color charts and color-picker see e.g.: → html-color-codes.info.

No outline activated: Slider and color box below will disappear.

Single Value: A single color combination for the entire lesson.

Selection: Several combinations. Randomly allocated to the task.

Accurate: Select a specific combination for each task.

Object categories and assignment of the colors

	Category 1 One-colored objects			Category 2 Two-colored objects				Category 3a Multicolored objects without outline			Category 3b Multicolored objects with outline				
Object															
1 st Color	#93117E	#93117E	transparent	#93117E	#93117E	#93117E	#93117E	no 1 st Color	no 1 st Color	no 1 st Color	#000000 Outline-color	#000000 Outline-color	#93117E	transparent	transparent
2 nd Color	no 2 nd Color	no 2 nd Color	no 2 nd Color	#FF8000	#FF8000	transparent	transparent	defined	defined	transparent	defined	defined	transparent	defined	transparent
Outline	No outline	#009EE0	#009EE0	No outline	#009EE0	No outline	#009EE0	No outline	#009EE0	#009EE0	No outline	#009EE0	No outline	No outline	#009EE0

Category 1: one-colored object

1st color available, no 2nd color, outline available

Types of objects: geometric surfaces, Landolt Rings, Tumbling E, letters, numbers, black confetti

Category 2; two-colored object

1st color, 2nd color and outline available

Types of objects: geometric frames, frequency, Lea-Symbols, spatial relations, emoticon, icon, dice, clock

Category 3a, multicolored object without its own outline

no 1st and 2nd color defined, outline available

Types of objects: flags, traffic signs, colored confetti

Category 3b, multicolored object with its own outline

1st and 2nd color defined, outline available

1st color: outline within the illustration

2nd color: Colors of the illustration

Types of objects: representational illustrations

Opacity

Single Value / Selection or Accurate

Object Opacity ○ Selection ⊗

Opacity

 - +

 - +



● Add value.

Move the slider to set opacity.

Alternative: Enter values into the text box.



● Remove value.

Single Value: A single value for the entire lesson.

Selection: Several values. Randomly allocated to the task.

Accurate: Select a specific value for each task.

Opacity

Range

Object Opacity ⋯ Range ⊗

Opacity from ... to

 - +

 - +

Slider 1 Set opacity for the first task.

Slider 2 Set opacity for the last task.

Continuous change of the opacity within the defined range.

Minimum value: 0.01

Maximum value: 1

Value 1 corresponds to an opacity of 100%.

Value 0.1 corresponds to an opacity of 10%.


Size

Single Value / Selection or Accurate

Object Size ○ Selection ⊗

Size

 - +

 - +



Add value.

Move the slider to set the size of the object.

Alternative: Enter values into the text box.



Remove value.

Single Value: A single value for the entire lesson.

Selection: Several values. Randomly allocated to the task.


Accurate: Select a specific value for each task.


Size

Range

Object Size ⦿ Range ⊗

Size from ... to

 - +

 - +

Slider 1 Set the size of the object for the first task.

Slider 2 Set the size of the object for the last task.

Continuous change of the size within the defined range.

Minimum value: 0.05

Maximum value: 4

The longer side of an object of size 4 corresponds approximately to the screen height.

Example: A square of size 4 fills the height of the screen.

13.2.3 Background



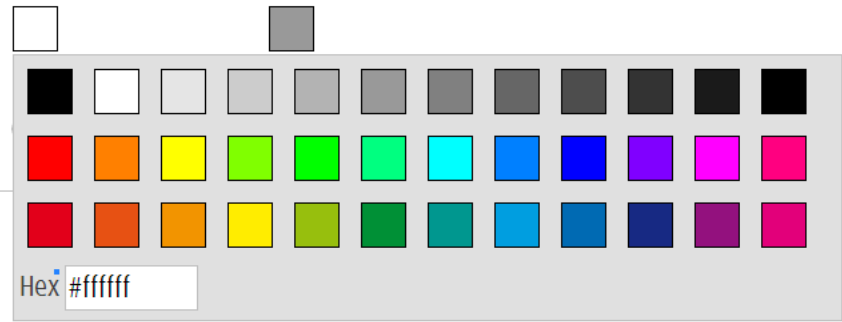
Color / Pattern Single Value / Selection or Accurate



Background

Add color combination for the background (1st and 2nd color).

1st Color 2nd Color



Click/tap on the color box to open the color palette.

Color palette

Grayscale

Additive Color

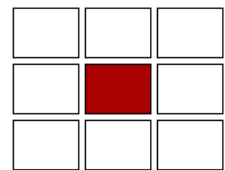
Subtractive color

Choose any color by inserting a HTML color code.
Color charts and color-picker see e.g.: → html-color-codes.info.

Gradient

Gradient enabled

Gradient: Direction

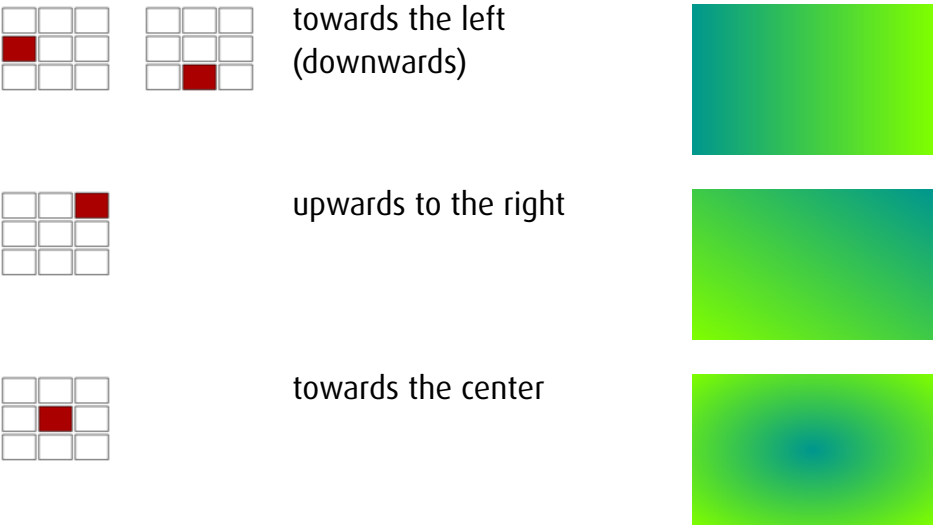


Gradient: 1st Color 2nd Color



First background contains a gradient from first color background to first color gradient. Second background from second color background to second color gradient.

Direction of gradient: Towards the selected field



 Background Pattern

Background pattern enabled

Pattern: Style

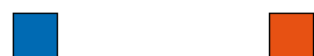


Style

Selection of pattern style. Click/tap in a symbol.

Pattern: 1st Color

2nd Color



Pattern Color

Click/tap on the color box to open the color palette.

Pattern: Opacity



Opacity

Move the slider to set the opacity of the pattern.

Pattern: Size



Size

Move the slider to set the size of the pattern..

Pattern: Distance



Distance

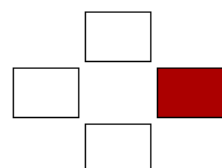
Move the slider to set the space of the pattern.

Alternative: Enter values into the text box.

 Motion

Motion enabled

Motion: Direction



The background pattern is in motion.

Click or tap on a field to set direction of the motion.

Motion: Velocity



Move the slider to set the speed.

Minimum value: 0.1

Maximum value: 10

13.3 Settings – Specific Module

13.3.1 spot

Layout	Location			
	Animation			
	Motion			

Location No value, Single Value / Selection or Accurate

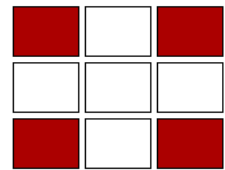
Layout Location


 Single



Location

- ☐ On a Line
- ☐ Edge / Center (exactly)



  Add a combination.

Active fields within the grid will determine the position of the object
Without ticking the option *Edge / Center (exactly)*, the object will appear at any location within the selected area.

- No value: No determined location. The object will appear randomly somewhere on the screen.
- Single Value: A single combination for the entire lesson.
- Selection: Several combinations. Randomly allocated to the task
- Accurate: Select a specific combination for each task.

Location

Single Value / Selection or Accurate
Edge or Center exactly enabled

Layout Location

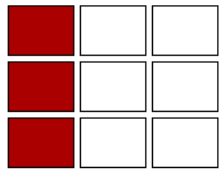
Selection



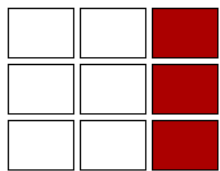
Location

☐ On a Line

☒ Edge / Center (exactly)



☒ Edge / Center (exactly)



● Add a combination.

Active fields will determine the position of the object.

Edge or Center exactly enabled

Edge fields: The object will appear at the extreme edge of the screen.

corner fields: The object will appear exactly in the corner.

Middle field: The object will appear exactly in the middle of the screen.



● Remove combination

Example: The object will appear alternately on the right and the left edge of the screen → Exercises *Fixation peripheral right-left*.

Single Value: A single combination for the entire lesson.

Selection: Several combinations. Randomly allocated to the task.

Accurate: Select a specific combination for each task.

Location


On a Line enabled (only single value possible)

Layout Location

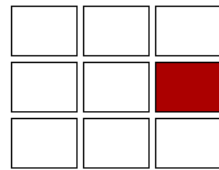
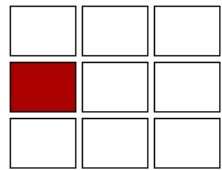
☒ Single



Location

 On a Line

from ... to



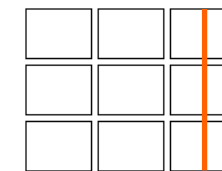
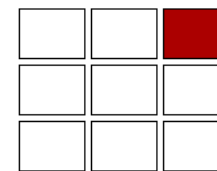
Location - On a Line

The object will appear on a line in random sequence. The fields set the beginning and end of this line.

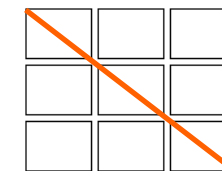
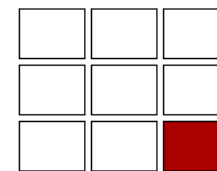
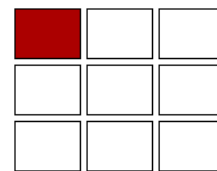
Example: Horizontal line in the middle of the screen.



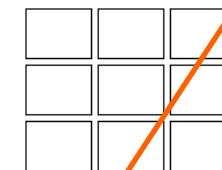
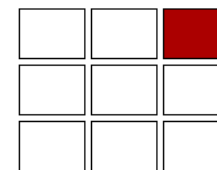
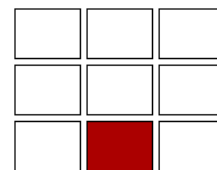
horizontal



vertical



diagonal



oblique

Layout Animation

Selection



Animation

Counterclockwise

- | | | |
|-----------------------------------------------------|--------------------------------------------|--------------------------------------------------|
| <input type="checkbox"/> swing | <input type="checkbox"/> up / down | <input type="checkbox"/> back / forth |
| <input type="checkbox"/> rotate slow | <input type="checkbox"/> rotate fast | <input checked="" type="checkbox"/> pulse (size) |
| <input checked="" type="checkbox"/> flash (opacity) | <input type="checkbox"/> flicker (opacity) | |



● Add a combination consisting of one or several types of animation.

Click/tap on one or several fields to determine the type of animation.

Multiple selection will cause a combination of these animations.

Note: It is recommended to combine a maximum of 3 types.

Counterclockwise

- | | | |
|------------------------------------------|-------------------------------------------------|---------------------------------------|
| <input type="checkbox"/> swing | <input type="checkbox"/> up / down | <input type="checkbox"/> back / forth |
| <input type="checkbox"/> rotate slow | <input checked="" type="checkbox"/> rotate fast | <input type="checkbox"/> pulse (size) |
| <input type="checkbox"/> flash (opacity) | <input type="checkbox"/> flicker (opacity) | |



● Remove combination.

Counterclockwise enabled: The object rotates counterclockwise (only in combination with *rotate slow* or *rotate fast*)

No value: The object isn't animated.

Single Value: A single combination for the entire lesson.

Selection: Several combinations. Randomly allocated to the task.

Accurate: Select a specific combination for each task.

Movement

No value, Single Value / Selection or Accurate

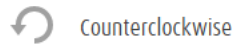
Layout Motion

Selection



Motion

Kind



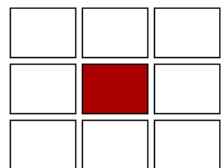
Counterclockwise



Aligned to line

Location

Midpoint



Type



Velocity



Add a movement combination consisting of kind, type and direction of movement.

Kind

4 options:

- on a line
- in a circle
- in a square
- in a triangle

Line: 2 grids will appear to determine the location.

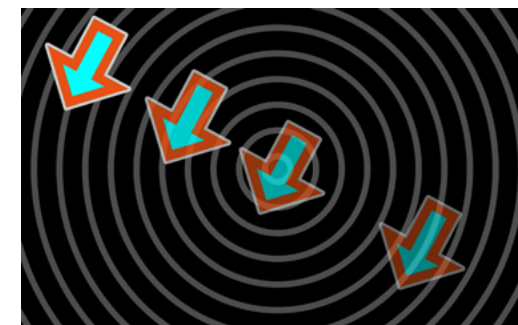
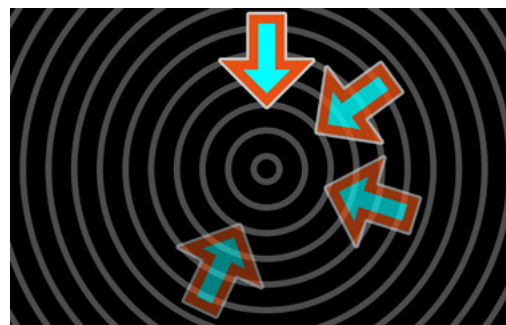
The movement will start in the field, defined in the left grid.

→ [Definition of a line](#)

Circle, Square, Triangle: The selected field determines the center of the movement.

Counterclockwise: The object rotates counterclockwise.

Aligned to line enabled: The object is directed toward the center of movement or perpendicular-ly to the line of movement.



Type

4 options:

- linear No change in direction, constant speed
- stop & go Circle, square, triangle: no change in direction, break at the highest point
Line: break and change of direction at the beginning and end of the line
- yo-yo hard Change of direction at the highest point without changing velocity
- yo-yo soft change of direction, slow down and accelerate at the highest point

Velocity

Move the slider to set the speed.

Alternative: Enter a value in the text box.

13.3.2 spotPlus

General

spotPlus is concerned with the differentiation of objects or the search for an object with certain characteristics. Unlike **spot** or **zoom**, multiple objects generally appear on the screen. The editor specifies the number of objects appearing on the screen and how many are requested. The search criterias can be defined in the folder labeled *Requested*.

Overview

Object	Number (total)	12	<input type="radio"/>	<input type="radio"/>
	Shape		<input type="radio"/>	<input type="radio"/>
	Color		<input type="radio"/>	<input type="radio"/>
	Opacity		<input type="radio"/>	<input type="radio"/>
	Size		<input type="radio"/>	<input type="radio"/>
Wanted	Number	3	<input type="radio"/>	<input type="radio"/>
	Shape	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Color	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Opacity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Size	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Total number of objects.

Settings of all objects or rather of all of objects not requested (strangers).

Number of requested objects (part of the total number).

Search criteria
Example: The requested objects do not differ in size and opacity but in shape and color .
Requested: Objects of a certain shape and color.

Feedback only single value

Task Feedback ☐

Feedback

☐ Sound Strangers

☐ Sound Wanted

Acoustic feedback when the wrong object is selected.
Example: disabled

Acoustic feedback when the correct object is selected.
Example: enabled

Number (total)

Single Value / Selection or Accurate

Object Number (total) ☒ Selection ☐ Accurate ☐ Single Value

Number

- 12 +



Add number.

Move the slider to set the total number of objects.

Minimum value: Minimum value: Highest number of requested objects + 1
Maximum value: 300

- 16 +



Remove number

Single Value: Total number for the entire lesson.

Selection: Several numbers. Randomly allocated to the task.

Accurate: Select a specific number for each task.

Number Requested

Single Value / Selection or Accurate

Requested Number ☒ Selection ☐ Accurate ☐ Single Value

Number

- 3 +



Add number.

Move the slider to set the number of requested objects.

Minimum value: 1
Maximum value: 30

- 4 +



Remove number

Single Value: One number for the entire lesson.

Selection: Several numbers. Randomly allocated to the task.

Accurate: Select a specific number for each task.

- 5 +



Groups of values

Sections *Shape*, *Color*, *Opacity*, and *Size* enable the definition of single or multiple values (e.g. various shapes and/or combinations of colors) within each task.

Single Value complies a single group assigned to every task of an exercise. In section *Selection* a group, picked from several predefined groups, will be assigned to a task incidentally. The values within the determined groups (e.g. 5 shapes) are chosen randomly.

Enter single values → **Object**.


Example: *Shape*


Single Value / Selection or Accurate


Object Shape
Selection
✕


Shape


Task





Inverse




Inverse




Inverse


⊕
●
— Add a group consisting of one or several objects.


⊕
●
— Add an object to the group.


⊖
●
— Remove the object to the group.


⊖
●
— Remove the group.

Task




Inverse




Inverse

⊕
⊖
●
— Remove the group.

⊖

Single Value: A single group for the entire lesson.

Selection: Several groups. Randomly allocated to the task.
Note: Quite demanding, as the random allocation also has to match the definition chosen in section *Requested*.

Accurate: Select a specific group for each task.

<i>Kind / Position</i>	Single Value / Selection or Accurate
------------------------	--------------------------------------

Layout

KindDistance

from ... to

Fixed position enabled, → Fixed position

Kind

5 options: Examples → [Layout](#)

- Random
- Circle
- Line
- Crowd
- Grid

- *Line* enabled: 2 grids will appear to determine the location.
→ Definition of a line

Distance

Move the slider to set the distance.

Negative values: The objects overlap.

Value 0: No space between objects.

Positive values: Determined distance.

Distance 1 corresponds approximately to the longer side of the largest object.

Minimum value: -0.9

Maximum value:3

Note: In combination with *Random* the value corresponds to the *minimum* distance.

Single Value: A single combination for the entire lesson.

Selection: Several combinations. Randomly allocated to the task.

Accurate: Select a specific combination for each task.

Disposición

☐ Posición fija

Manera

☒ Aleatorio

☐ Línea

☐ Cuadrícula

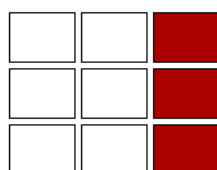
☐ Círculo

☐ Aglomeración

Distancia



Lugar Buscado



● Add a group consisting of layout, kind and distance.

Fixed position enabled, → Fixed position

Kind

5 options: Examples → [Layout](#)

- Random
- Circle
- Line
- Crowd
- Grid

Random enabled:

The requested objects will be displayed in the selected field or fields.

Distance

Move the slider to set the distance.

Negative values: The objects overlap.

Value 0: No space between objects.

Positive values: Determined distance.

Distance 1 corresponds approximately to the longer side of the largest object.

Minimum value: -0.9

Maximum value: 3

Note: In combination with *Random* the value corresponds to the *minimum* distance.

Single Value: A single combination for the entire lesson.

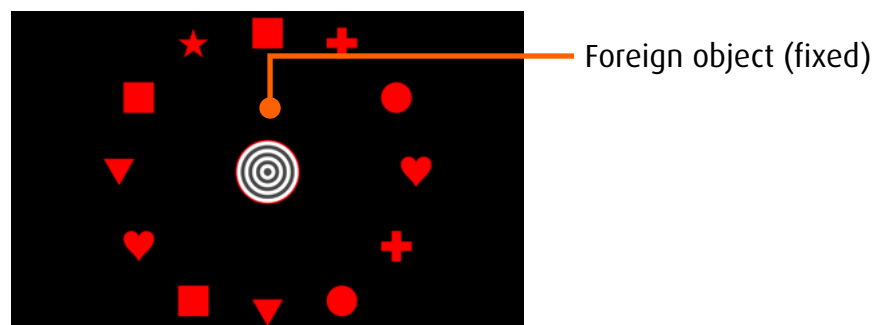
Selection: Several combinations. Randomly allocated to the task.

Accurate: Select a specific combination for each task.

Special case «fixed position»

Associated with the setting *fixed position for foreign object* only one foreign object can be defined. That object will stay visible and remain at a defined location on the screen for the duration of the entire exercise. For the requested objects there is *circle* or *line* to choose from. Those special settings will only appear in exercises of category *Excentric Fixation*.

Circle: The requested objects are arranged in a circle around the foreign object.



Layout

☒ Fixed position

☐ Line

☒ Circle

 Add a combination.

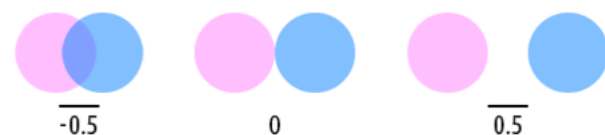
Fixed position enabled.

Circle enabled.

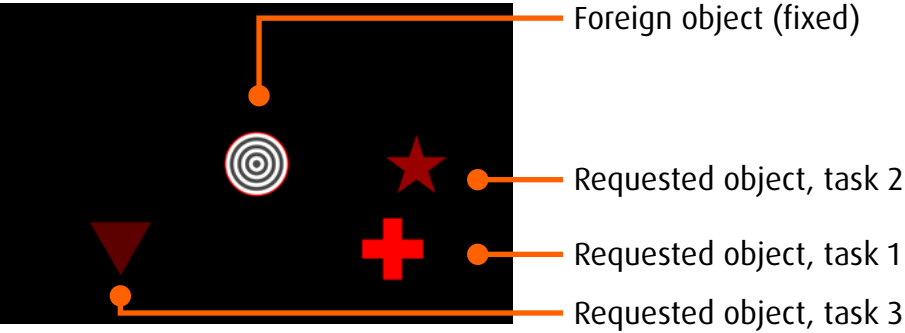
Distance



Move the slider to set the distance from the requested objects to the fixed center of the circle.



Line: A single object will appear changing location from task to task.



Layout Kind / Position Selection

Layout

☒ Fixed position

☒ Line ☐ Circle

Location Fixed position

☐ Center (exactly)

Distance

- 1 +

0 0.5

Location Requested

☐ Center (exactly)

+ Add a combination.

Fixed position enabled.

Line enabled.

Click/tap on a field to determine the location for the foreign object.
Example: Target

Move the slider to set the distance from the requested to the fixed object.

Click/tap on a field to determine the location for the requested object.
Example oben: One-colored geometric objects, changing their shape.

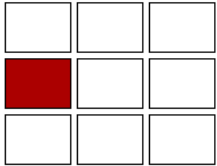
Layout

☒ Fixed position☒ Line☐ Circle

Add a combination.

Fixed position enabled.*Line* enabled.

Location Fixed position

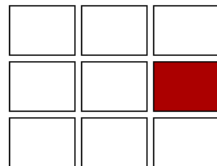
☒ Center (exactly)

Click/tap on a field to determine the location for the foreign object.

Center (exactly) enabled:

The object will be displayed in the center of the selected field.

Location Requested

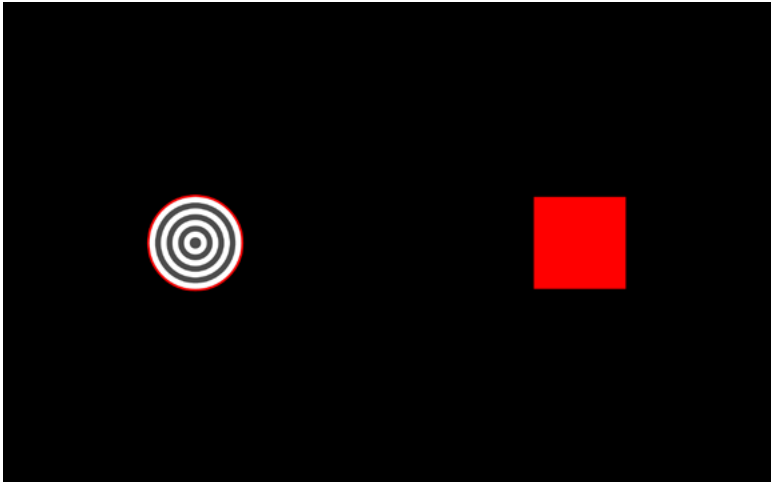
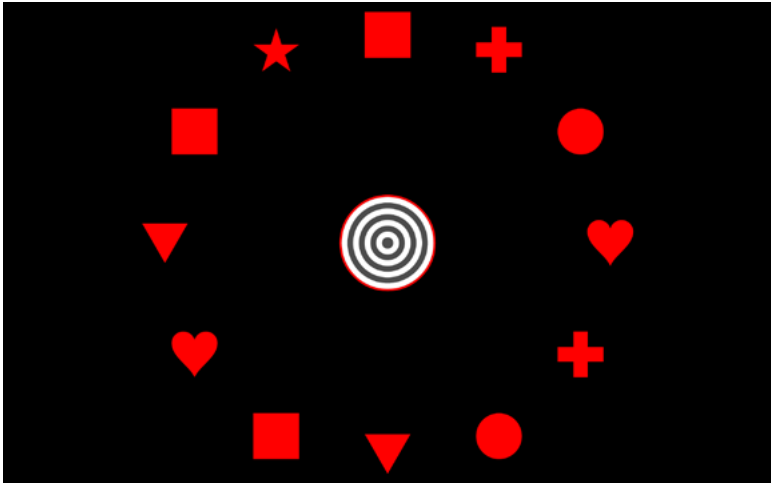

☒ Center (exactly)

Click/tap on a field to determine the location for the requested object.

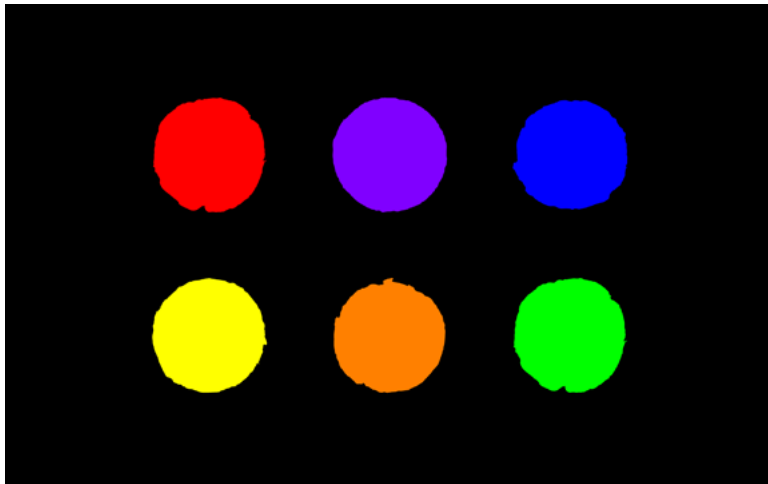
Center (exactly) enabled:

The requested object will be displayed in the center of the selected field.

Examples and definitions

Category	Preview	Number		Objects	Requested	Layout
		total	requested			
Eccentric Fixation Line		2	1	Target, black and white, red outline in each task Opacity 1 Size 0.8	Per task one of 6 shapes in red color (e.g. a square) Note: The shapes are defined only in <i>Requested</i> .	Fixed position for foreign object (target) Line Distance 3
Eccentric Fixation Circle		13	12	Target, black and white, red outline in each task Opacity 1 Size 0.8		Fixed position for foreign object (target) Circle Distance 3
Contrast		2	1	Object no. 9999 (invisible placeholder) Opacity 1 Size 3	One shape: Hiding Heidi Opacity exactly Heidi appears to the right or left. Exactly defined de- crease in opacity from task to task.	horizontal line Distance 0.3

Color
Recognition



6

1

1 group of 6 shapes
(confetti)
1 group of 6 colors
Opacity 1
Size 1

Per task one of the 6 colors
(e.g. orange)
It appears once

Grid 3 x 2
Distance 0.5

Separation
Area



5

1

1 group of 5 shapes
1 group of 5 color
combinations
Opacity
1 group of 3 values
0.5 / 0.6 / 0.7
Size 2

Per task one of the 5 shapes
(e.g. heart)
It appears once

Circle
Distance -0.45 (overlapping)

Separation
Area

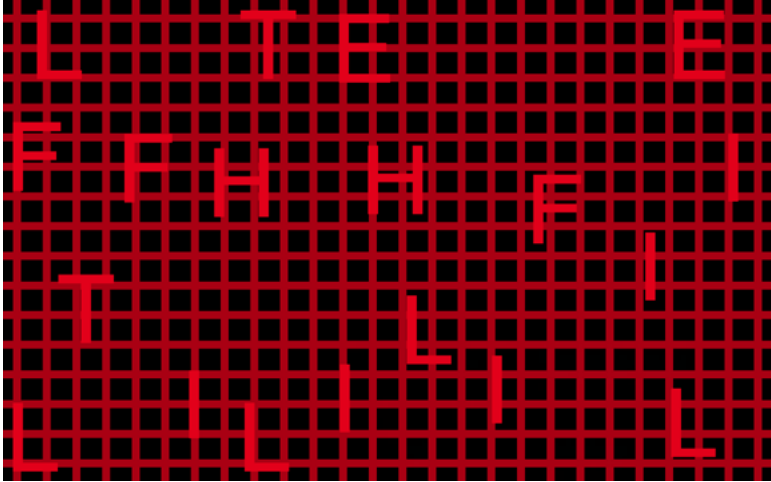
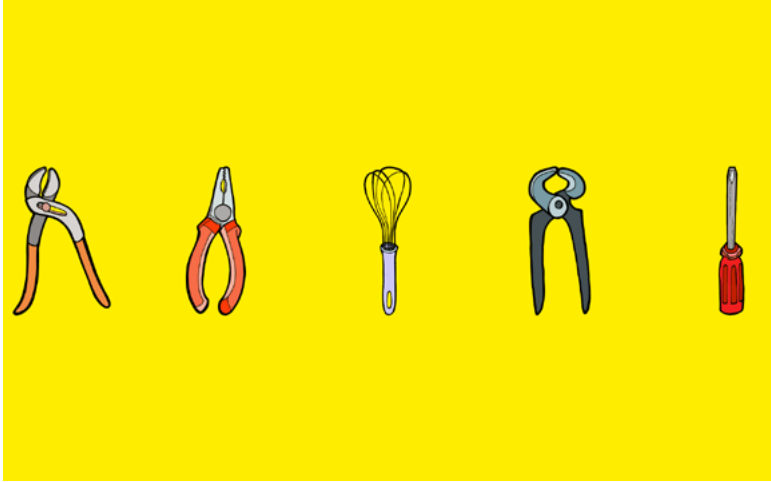



45

Accurate 1 group of 2 shapes
(deciduous tree, fir)
1 color (object colors)
Opacity
1 group of 3 values
1 / 0.95 / 0.9
Size
1 group of 4 values
0.9 / 0.8 / 0.7 / 0.5

Per task exactly one shape
(e.g. roe deer)

Crowd
Distance -0.45 (overlapping)

Figure-Ground		19	4/5/6	1 group of 6 shapes (letters) 1 Color Opacity 1 Size 0.6	Per task one of the 6 shapes or rather letters (e.g. E) The requested shape will appear 4, 5 or 6 times	Random Minimum distance 0.5
Alien		5	1	Per task exactly one group of 4 shapes Object color Opacity 1 Size 0.7	Per task exactly one shape which does not fit (e.g. whisk)	Line Distance 0.5
Search and Find Shape and Color		45	5/6/7	1 group of 4 shapes 1 group of 6 colors Opacity 1 Size 1 group of 5 values 0.8 / 0.5 / 0.3 / 0.2 / 0.1	Per task one of the 4 shapes (e.g. double circle) in one of the 6 colors (e.g. green) The requested object will appear 5, 6 or 7 times	Random Minimum distance 0.05

13.3.3 zoom

Object	Shape		
	Color		
	Opacity		
	Size		

Opacity

Single Value / Selection or Accurate

Object Size

 Selection 

Size

  Add value.

 Change

Change disabled: Constant opacity during the task.
Move the slider to set opacity.



- 3.00 +

 Change

  Remove value.

Change disabled:
Opacity will change within the task.

from ... to



- 1 +



- 2 +

Slider 1: Set opacity for the beginning of the task.
Slider 2: Set opacity for the end of the task (end of the change).
Change of the opacity within the defined range, either → [continuous](#) or [gradual](#).

Minimum value: 0.01

Maximum value: 1

Single Value: A single value for the entire lesson.

Selection: Several values. Randomly allocated to the task.

Accurate: Select a specific value for each task.

Note: In module zoom, size and/or opacity necessarily must change. *No change* can not be activated simultaneously in both areas.

Size

Single Value / Selection or Accurate

Objeto Opacidad

☒ Selección



Opacidad



Add value.



Modificación

*Change disabled: Constant object size during the task.
Move the slider to set the size of the object.*



Modificación



Remove value.

*Change disabled:
Object size will change within the task.*

de ... a



Slider 1: Set object size for the beginning of the task.

Slider 2: Set object size for the end of the task (end of the change).

Change of size within the defined range, either → [continuous](#) or [gradual](#).

Minimum value: 0.05

Maximum value: 4

Single Value: A single value for the entire lesson.

Selection: Several values. Randomly allocated to the task.

Accurate: Select a specific value for each task.

Note: In module, zoom size and/or opacity necessarily must change. *No change* can not be activated in both areas.

Layout	Location			
	Animation			
	Alteration			

Alteration

Single Value / Selection or Accurate

Layout Alteration

☒ Selection
 ☐ Accurate

✕

Alteration

☐ continuous

Steps

Time

☒ continuous

Time



● Add a combination.

continuous disabled:

Gradual change of size and/or opacity.

Move the slider to set the number of steps for the change.

Move the slider to set the total time for the change (in seconds).



● Remove combination.

continuous enabled: Continuous change.

Move the slider to set the total time for the change (in seconds).

Steps

Minimum value: 2

Maximum value: 25

Time in seconds

Minimum value: 5

Maximum value: 60

Single Value: A single combination for the entire lesson.

Selection: Several combinations. Randomly allocated to the task

Accurate: Select a specific combination for each task.

13.3.4 track and trace

General

Three elements determine the optical environment of **track** and **trace**: object, track and goal.

Object	Shape		<input type="radio"/>	<input type="radio"/>
	Color		<input type="radio"/>	<input type="radio"/>
	Opacity		<input type="radio"/>	<input type="radio"/>
	Size		<input type="radio"/>	<input type="radio"/>
Line	Type		<input type="radio"/>	<input type="radio"/>
	Color		<input type="radio"/>	<input type="radio"/>
	Opacity		<input type="radio"/>	<input type="radio"/>
	Size		<input type="radio"/>	<input type="radio"/>
Goal	Number	5	<input type="radio"/>	<input type="radio"/>
	Shape		<input type="radio"/>	<input type="radio"/>
	Color		<input type="radio"/>	<input type="radio"/>
	Opacity		<input type="radio"/>	<input type="radio"/>
	Size		<input type="radio"/>	<input type="radio"/>
	Control		<input type="radio"/>	<input type="radio"/>

Settings of the object that will be moved
→ [Object](#)

Settings of the guide track
Color, opacity and size of the track are defined in the same way as color, opacity and size of the object.
Changes can be seen in the preview on the right side.

Goal / Number (**track** only)

Settings target object
Target objects are defined the same way as objects.
If several target objects are defined, it is possible to determine → [groups of values](#).

Goal / Control (**trace** only)

Task	Number	6	⦿
	Transition		⦿
	Feedback		⦿
	Time	⌛	⦿ ⋯ ⦿

Feedback

only single value track

Task Feedback

Feedback

☒ Count errors
 ☐ Sound for each hit
 ☐ Spooky objects
 ☒ Indicate the remaining time
 ☒ Alarm when time runs out

Count errors enabled:
A feedback at the end of the task will tell you the number of bumps or falls.

Zero defects: A reward will be given.


Sound for each hit enabled:
Failure will be indicated by an acoustic signal.

Spooky objects disabled:
Feedback will use just neutral objects.

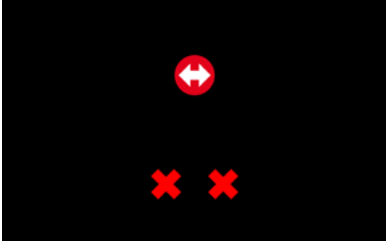
Indicate the remaining time enabled:
A little clock will appear in the bottom left corner.


Alarm when time runs out enabled:
When time runs out, an alarm signal will be sent.


Spooky objects



Neutral objects







trace

Task Feedback

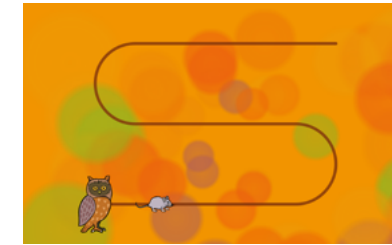


Feedback

- ☐ Count hits
- ☒ Sound for each hit
- ☒ Record the track
- ☒ Indicate the remaining time
- ☒ Alarm when time runs out

Count hits enabled:
The number of successful catches will be indicated.

Task

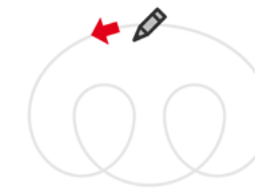


Feedback



Sound for each hit enabled:
An acoustic signal will indicate every successful catch of the target object.

Record the track enabled:
The objects track will be recorded and displayed as a line.



Indicate the remaining time enabled:
A little clock will appear in the bottom left corner.

Alarm when time runs out enabled:
When time runs out, an alarm signal will be sent.

In the categories without goal and for the line types *loop* and *special*, duration of task will be determined (track optional).

Time Single Value / Selection or Accurate

Task Time Selection

Duration (Line type loop and special, Categories without goal)

-

60

+

-

120

+

+ Add value.
Move the slider to set the duration of the task.

- Remove value.

Minimum value: 30 seconds
Maximum value:300 seconds

Single Value: A single combination for the entire lesson.
Selection: Several combinations. Randomly allocated to the task
Accurate: Select a specific combination for each task.

Time Range

Task Time Range

Duration (Line type loop and special, Categories without goal) from ... to

-

30

+

-

120

+

Slider 1 Set the duration of the first task.

Slider 2 Set the duration of the last task.

Continuous change of the duration within the defined range.

Minimum value: 30 seconds
Maximum value:300 seconds

Object Shape

Single Value / Selection or Accurate

Object Shape Selection ✕

Shape







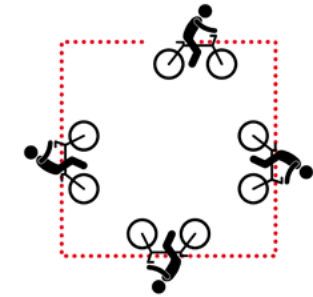
Inverse



Aligned to line



Aligned to line enabled:
The object will be aligned parallel to the track.



Object Shape Selection ✕

Shape







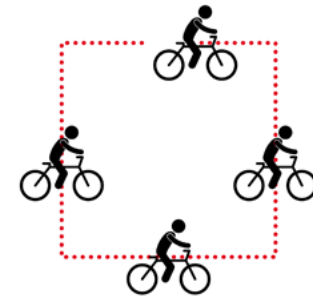
Inverse



Aligned to line



Aligned to line disabled:
The object will keep his original orientation.



Trail

Single Value / Selection or Accurate

Line Type ○ Selection ⊗

Trail



☒ Crash edge

☐ Crash center

1001

↔ Opposite Direction



1001

↔ Opposite Direction



● Add a track.

Crash edge enabled

Line wider than the object: error if the outer edge of the object touches the edge of the track.

Line smaller than the object: error if the object leaves the track completely.

Crash center enabled

Error if the midpoint of the object reaches the edge of the track.

The object will start at the red point (current example: on the left side).

Full line



● Remove track.

The object will start at the end of the line (current example: on the right side).

Dotted line

Line Trail ○ Selection ⊗

Trail 2 ⊗

	1001
	6132
	6133
	6140
	6141

Modification of track numbre 2

Click/tap on the icon to access the → [track list](#).

Scroll down and then click/tap on the desired track.

Single Value: A single track for the entire lesson.

Selection: Several tracks. Randomly allocated to the task.

Accurate: Select a specific track for each task.

Click/tap on the points above the preview to navigate through tasks.

Goal Shape Selection ✕

Shape +





Inverse

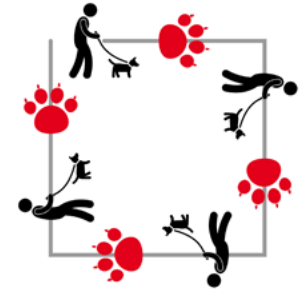


Aligned to line



Aligned to line enabled:
Target objects are aligned parallel to the track.

Target objects are permanently displayed



Goal Shape Selection ✕

Shape +





Inverse

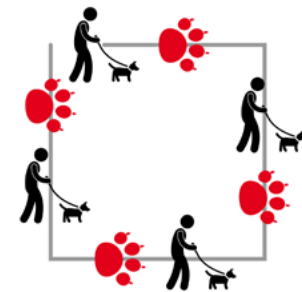


Aligned to line



Aligned to line disabled:
Target objects will keep their original orientation.

Target objects flash



Goal Control

Selection



Control



Add a combination.

Distance



Move the slider to set the distance between object and target object.

Minimum value: 0.1

Maximum value: 4

Velocity



Move the slider to set the velocity of the target object.

Minimum value: 0.1

Maximum value: 4

Single Value: A single track for the entire lesson.

Selection: Several tracks. Randomly allocated to the task.

Accurate: Select a specific track for each task.

Click/tap on the points above the preview to navigate through tasks.

13.3.5 stimula

Depending on the type of stimulation, different properties of the optical environment can be adapted.

Subcategory	Number	Number	Shape	Color	Opacity	Size	Motion Velocity	Motion Type	Feedback	Background
Punkt	1000	Rows								
	1010									
	1020									
Linie	2000	Rows								
	2010	Rows								
	2020									
	2030									
Fläche	3000									
	3010									
	3020									
Interaktiv	8000									
	8010									
	8020 – 25									
	8030									
	8040									
	8050									
OKN	alle	Stripes						Direction		

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Stiftung für das behinderte Kind
Stiftung Solidago



visoparents schweiz

15 Note

Photosensitive Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

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