VeyeZER™ Graph

VeyeZER™ Graph is an assessment tool which uses the study of eye movements to provide valuable insight to the underlying factors causing reading impairments. The VeyeZER™ Graph application consists of software which runs on the HoloLens 2 headset and personal computer.

Microsoft HoloLens 2

The HoloLens 2 headset is a self-contained computer with Wi-Fi connectivity which projects interactive holograms into your field of view.. The headset is untethered, with no wires or external packs to get in your way.

For Kids

Tackling reading problems is a tough job for anyone, especially kids. VeyeZER™ Graph uses the concept of gamification to combine the functional ability of tracking and assessing eye movements, while kids enjoy using the gaming aspect of an Augmented or Virtual Reality headset. Kids actually WANT to try VeyeZER™ Graph and see what its all about!

For Optometrists/Teachers

Eye Tracking tools play an essential role in evaluating factors affecting reading comprehension. VeyeZER™ Graph provides informative graphical data charting a subject's reading skills in comparison to standardized grade level averages. The hardware used is brand recognized technology noted for its appeal and durability. The application is user friendly for both the subject and the clinician.

For Parents

Using VeyeZER™ Graph, parents can view video replays of their children's eye movements as they read a passage. Experience the assessment results by seeing how each word was read. No more guessing about where the problem lies, the data is readily available in formats which are easy for everyone to understand.