

# Reading XR

## An Innovative Reading Assessment Tool

Reading XR is a tool for evaluating reading fluency, using eye movements to identify the underlying factors causing reading difficulties.

The Reading XR application consists of software which runs on the HoloLens 2 headset and an application portal accessed from a browser.

### WHAT IS A HOLOLENS 2?



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.

## BENEFITS

*"25% of children have a significant vision problem that impacts their learning."*  
-American Optometric Association



### For Kids

Reading XR uses the concept of gamification for the functional ability of tracking and assessing eye movements.

- Readers are actively engaged with interactive testing
- Kids enjoy the gaming aspect
- Application is user friendly
- Brand recognized technology

### For Specialists

Eye Tracking tools play an essential role in evaluating factors affecting reading comprehension. Test results provide data in the following areas:

- Passage video replay
- Estimated grade level
- Words per minute
- Comprehension
- Word Fixation
- Regressions

### For Parents And Caregivers

Parents and caregivers can easily understand test results.

- View video replays of eye movements while the passage was read
- See test data explained in graphical formats
- Gain confidence in realizing potential reading or comprehension issues

To learn more about Reading XR please contact:  
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Reading XR is designed as a reading assessment system - it is not meant to be used as a diagnostic tool for specific medical conditions or diseases.