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## Rationale

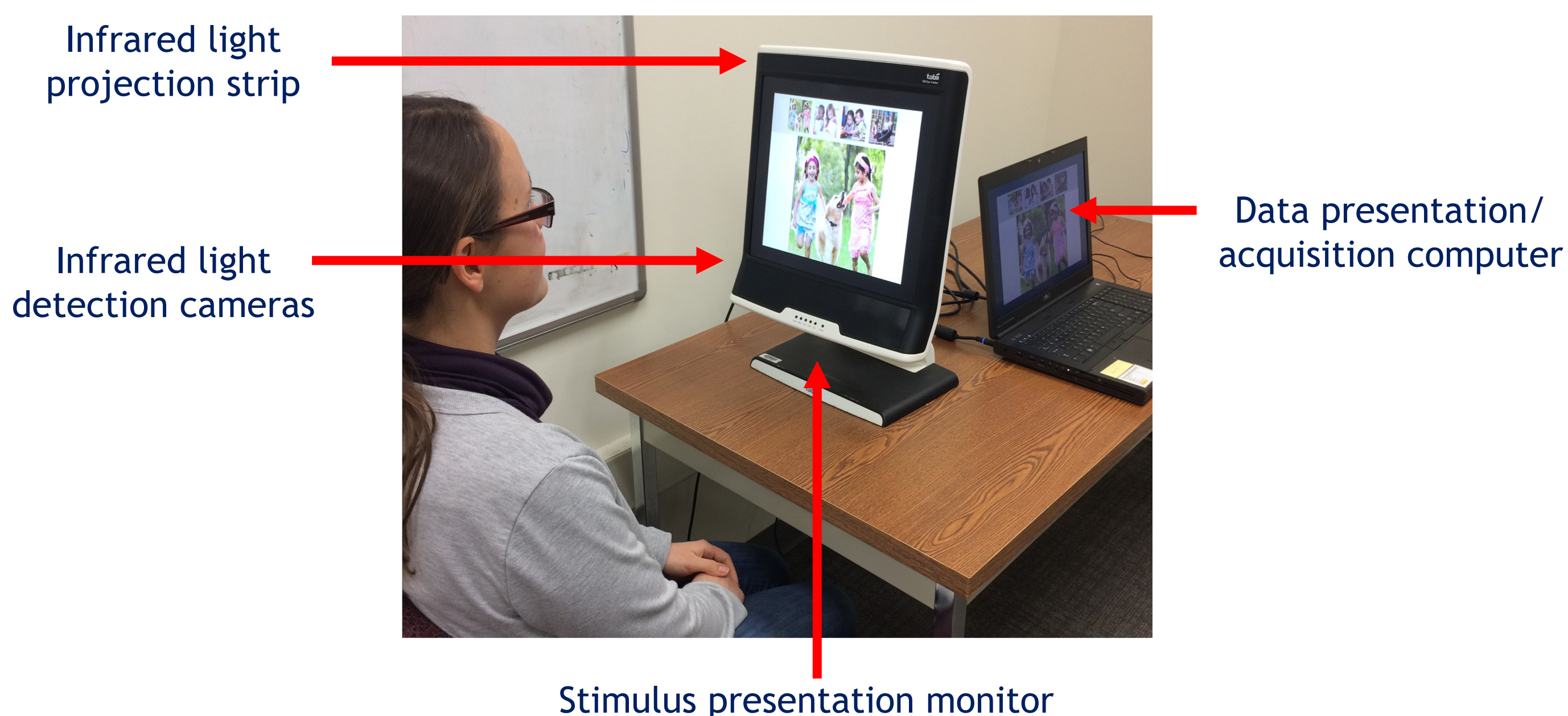
- The design of AAC displays must be grounded in a theoretical understanding of visual cognitive processes.
- A visual scene display (VSD) is one type of AAC display that depicts meaningful events including people engaged in shared activities, with language concepts embedded as hotspots.
- Navigation between AAC VSDs is typically achieved through a bar that contains thumbnails of possible displays.
- This investigation used eye-tracking technology to examine visual attention during search for a target navigation icon (i.e., small VSD) within the bar.
- The aim was to explore the utility of using eye-tracking to gain information about comprehension of navigational tasks in individuals with significant intellectual and developmental disabilities who are challenging to assess using traditional behavioral assessments.

## Research Questions

- What is the effect of the cue on locating a target display from the navigation bar?
- What is the effect of the cue on percentage of time fixating on the cued target?

## Methods

Tobii T60 Eye Tracker



## Participants

	TD (n=20)	DS (n= 13)	ASD (n= 13)	IDD (n= 9)
<b>Chronological age</b>	4.1 (0.7)	16.5 (6.1)	15.7 (3.4)	15.5 (4.4)
<b>PPVT standard score</b>	114 (14)	46 (14)	29.5 (18)	40 (20)
<b>PPVT age equivalent</b>	5.1 (1.5)	5.8 (2.0)	3.5 (1.9)	4.8 (1.8)

Note. Ages and age equivalents are represented in years. ASD= autism spectrum disorder, DS= Down syndrome, IDD= intellectual/developmental disability of other origin than DS or ASD, TD= typically developing

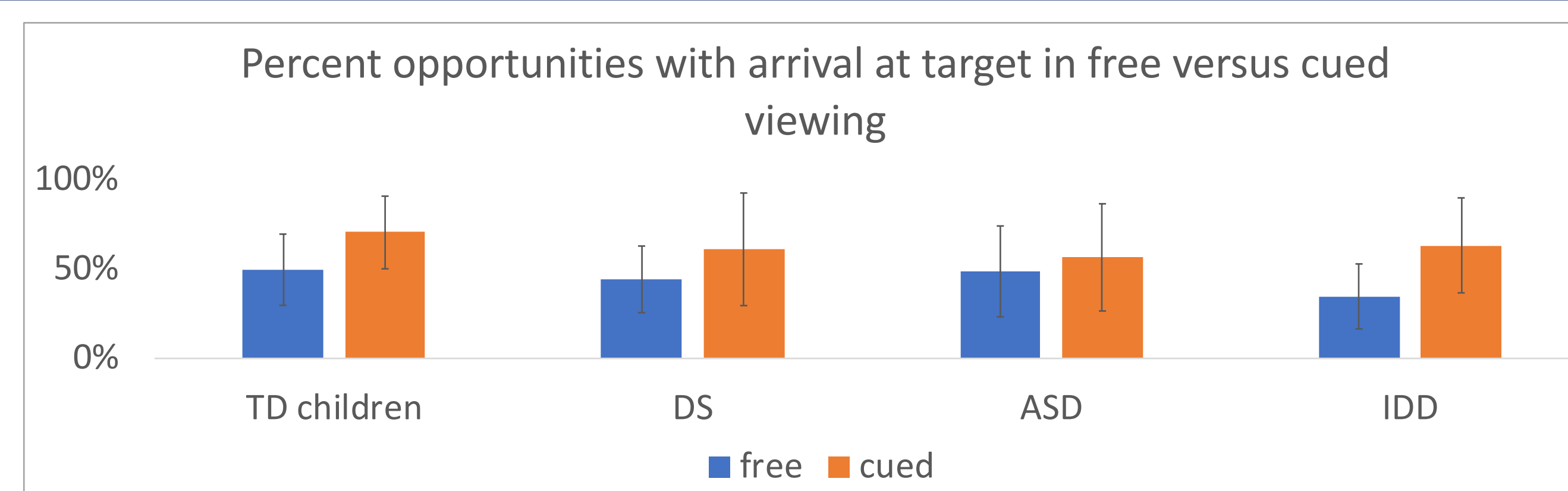
## Procedures



\*The cued viewing phase is the focus of the analyses presented here.

## Results

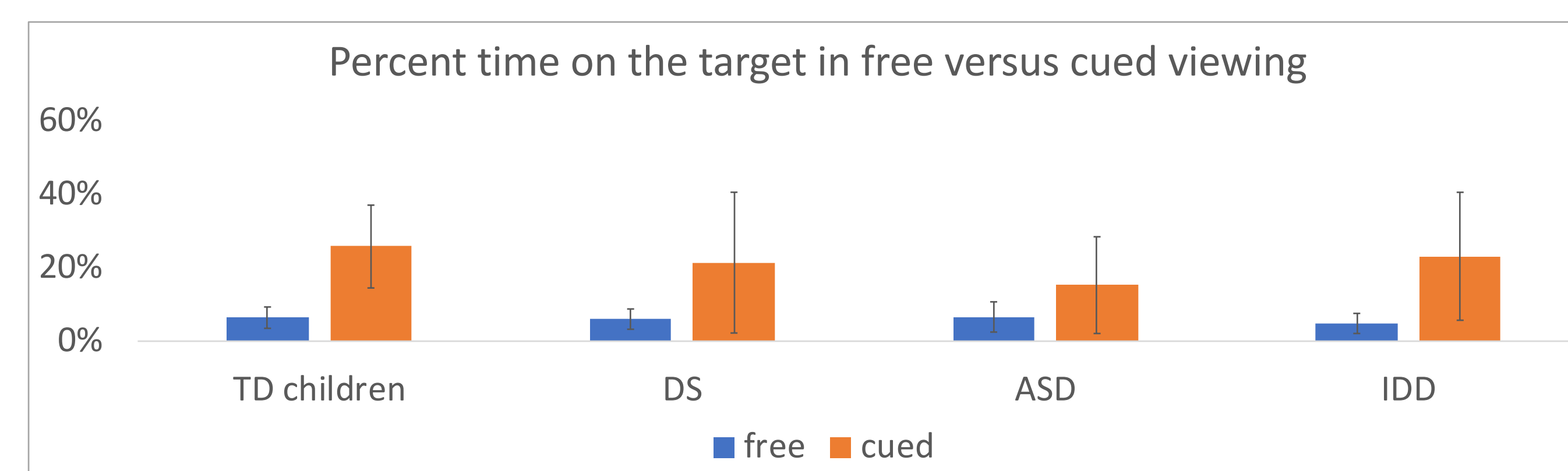
### RQ1: Effect of the Cue on Locating a Target Display in Navigation Bar



#### Summary of findings:

- Participants showed an **increase** in the likelihood of fixating on the target after presentation of the cue.
- There was some variation across individual participants; however, the majority of participants within each group followed the group pattern: 89% of participants with TD, 73% of participants with DS, 69% of participants with ASD, and 93% of participants with IDD.

### RQ2: Effect of Cue on Percentage of Fixation Time on the Cued Target



#### Summary of findings:

- Participants spent a **greater proportion of their fixation time** on the target in cued viewing compared to free viewing.
- There was some variation across individual participants; however, the majority of participants within each group followed the group pattern: 100% of participants with TD, 73% of participants with DS, 75% of participants with ASD, and 93% of participants with IDD.

## Discussion & Implications

- Provision of a cue produced reliable changes in how participants across groups fixated on the target thumbnail VSD within the navigation bar in the two viewing phases. In the cued viewing phase compared to free viewing:
  - Participants were more likely to fixate on the target (i.e., higher accuracy)
  - Participants spent more time looking at the target (i.e., greater scrutiny)
- Overall, results suggest that individuals with ASD, IDD, and DS are to understand the demands of navigational tasks using AAC systems.
  - Additionally, results suggest that participants were able to utilize visually complex AAC displays that included a main VSD and a navigation bar.
- Eye-tracking may be a valuable methodology to gain information about comprehension of navigational task demands in individuals with significant intellectual and developmental disabilities who are challenging to assess using traditional behavioral assessments.
- This lends further support for previous research that has suggested that eye-tracking may serve as a measure of receptive vocabulary (e.g., Brady et al., 2014).
- Future research is necessary to explore the individual factors that contribute to variability within groups.

## Acknowledgements

The contents of this presentation were developed under a grant from the National Institute on Disability, Independent Living, and Rehabilitation Research (NIDILRR grant number #90RE5017) to the Rehabilitation Engineering Research Center on Augmentative and Alternative Communication (RERC on AAC). NIDILRR is a Center within the Administration for Community Living (ACL), Department of Health and Human Services (HHS). The contents of this presentation do not necessarily represent the policy of NIDILRR, ACL, HHS, and you should not assume endorsement by the Federal Government. This project also was supported, in part, by funding from the Penn State AAC Leadership Project, a doctoral training grant funded by U.S. Department of Education grant #H325D110008.

Thanks to the participants and their families, and to the Ivymount School, the Midland School, Greenlock Therapeutic Riding Center, the Centre Region Down Syndrome Society, and the Hort Woods Child Care Center.

The first author is now Assistant Professor at Misericordia University.