I. AAC Systems Terminology
   A. Lite (soft) Technology
      1. Non-Electronic handmade.
         a. picture/letter boards
         b. eye gaze boards
I. AAC Systems Terminology

A. Lite (soft) Technology
   1. Non-Electronic handmade.
      a. picture/letter boards
      b. eye gaze boards
   2. Non-Computer based electronic
      a. light pointers
      b. switches with toys
      c. simple clock communicator
      d. “Big Mac” type audio switches

B. High Technology
   1. Dedicated
      a. Only for AAC
      b. E.g., Link, CheapTalker/Macaw, Dynavox, Prentke Romich
   2. Non-Dedicated
      a. Computers with other uses
      b. E.g., Enkidu, Words Plus, Gemini
C. Selection Methods
1. Direct Selection Access
   a. Requires better physical control
   b. Cognitively Easier
   c. Often faster
   d. Types of Direct Selection
2. Indirect Selection/Scanning Access
   a. Requires less physical control
   b. Cognitively harder
   c. Often slow
d. Methods of Scanning
   (1) Circular

   ![Circular Scanning Diagram]

   d. Methods of Scanning
   (1) Circular
   (2) Linear
d. Methods of Scanning
   (1) Circular
   (2) Linear
   (3) Row Column Scanning
d. Methods of Scanning
   (1) Circular
   (2) Linear
   (3) Row Column Scanning
   (4) Group Item Scanning

D. Static vs. Dynamic Display
   1. Static/Fixed Screens/Overlays
      a. Image doesn't change.
      b. Often has changeable overlays
Figure 4-23. Time-point referencing for eye gaze selection.
2. Dynamic Screens
   a. Image changes based on selection
   b. Often touch screen
E. Output
   1. Digitized Speech
   2. Synthesized Speech
   3. Paper Printed
   4. LED or LCD

II. Message Storage and Retrieval
   A. Method for maximum communication with minimum effort.
   B. Acceleration Techniques
      1. Picture-Based
      2. Alpha-numeric
      3. Location/Color Encoding

Figure 3-10: Location and color encoding eye gaze board
II. Message Storage and Retrieval

A. Method for maximum communication with minimum effort.

B. Acceleration Techniques
   1. Picture-Based
   2. Alpha-numeric
   3. Location/Color Encoding

C. Prediction Strategies
III. Mounting and Transporting
   A. Wheelchair Mounts