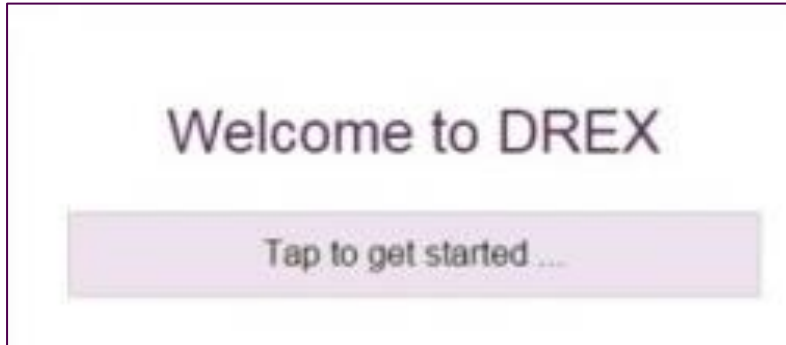




User Guide: Getting Started

(1)



(2)

Please select “**Sign up now**” to create a DREX account

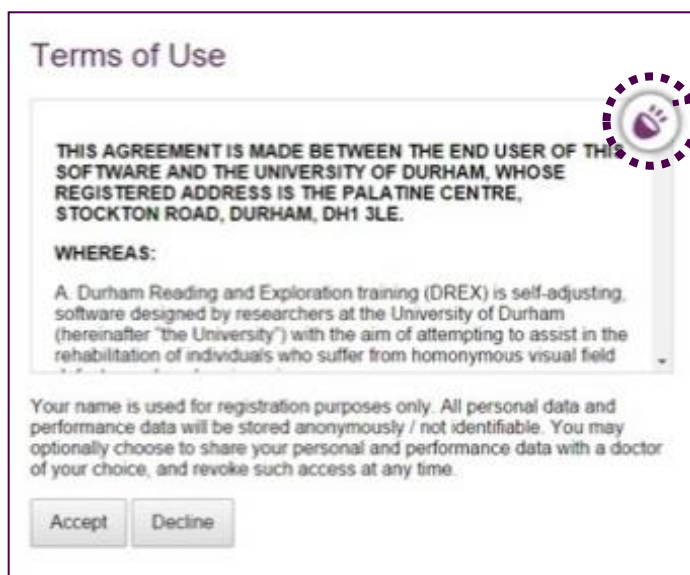
(3)

It is important to choose a username that is unrelated to yourself, for anonymity purposes

Enter your details.
Submit by tapping “**Register**”



(4)



Terms of Use

THIS AGREEMENT IS MADE BETWEEN THE END USER OF THE SOFTWARE AND THE UNIVERSITY OF DURHAM, WHOSE REGISTERED ADDRESS IS THE PALATINE CENTRE, STOCKTON ROAD, DURHAM, DH1 3LE.

WHEREAS:

A. Durham Reading and Exploration training (DREX) is self-adjusting software designed by researchers at the University of Durham (hereinafter "the University") with the aim of attempting to assist in the rehabilitation of individuals who suffer from homonymous visual field

Your name is used for registration purposes only. All personal data and performance data will be stored anonymously / not identifiable. You may optionally choose to share your personal and performance data with a doctor of your choice, and revoke such access at any time.

Accept Decline

For assistance the text may be read aloud by tapping the speaker icon

Read and agree to terms and conditions of use

(5)



Details of your condition

Please provide some details of your condition.

Which side of your visual field is affected?

Left

Right

Both

Your gender optional

Male

Female

Describe the cause behind your current condition optional

This field is required, to enable DREX to benefit your rehabilitation

Other details are optional; you do not need to provide further information to use DREX



User Guide: Initial Assessment

1a) Visual Search Tasks



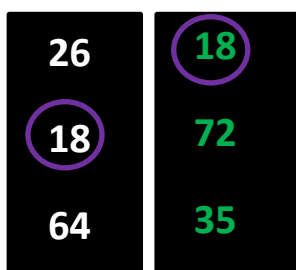
Identify and tap on the pen in a scene of every day items

1b) Visual Search Tasks

Identify and tap the numbers 1-20 in sequence

12 18 7 4
10 6 2 20
17 3 19 5
8 1 13 15
14 9 11 16

2) Short Term Memory Task

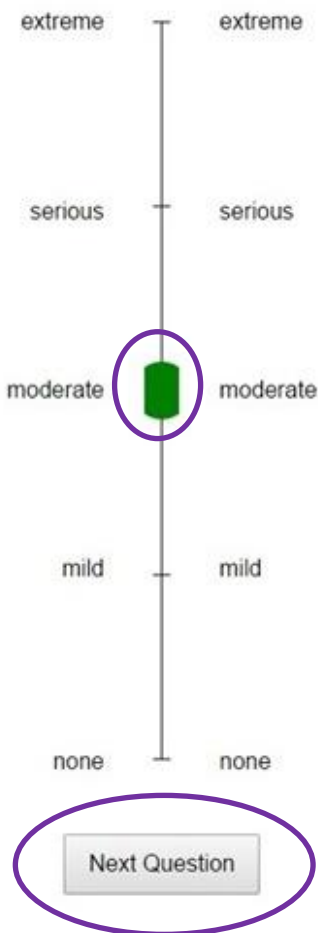


You will presented with a set of numbers for 10 seconds.

Then a second set of numbers. Tap the number that appeared in the first set.



3) Quality of Life Task



You will be asked to rate how difficult you find specific tasks. **Slide the green bar to respond**

When satisfied with response tap **“Next Question”**

You will be asked to confirm your response is correct. Tap **“Yes”** if you are happy to proceed.

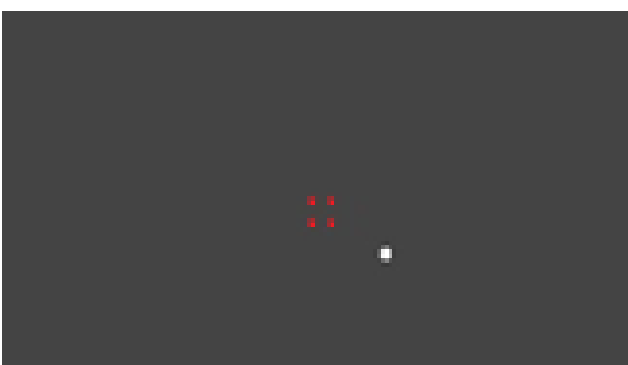
4) Reading Task

The man stood looking on for a while. He began to be tired, and hungry too, for he had given away his last penny in his joy at getting the cow. At last he could go no further, for the stone tired him sadly: and he dragged himself to the side of a river, so he could take a drink of water and rest a while. So he laid the stone carefully by his side on the bank: but, as he stooped down to drink, he forgot it, pushed it a little, and down it rolled, plump into the stream.

Read the passage presented. Tap the screen to continue.

You will be asked 3 questions about the passage you have just read.

5) Perimetry Task

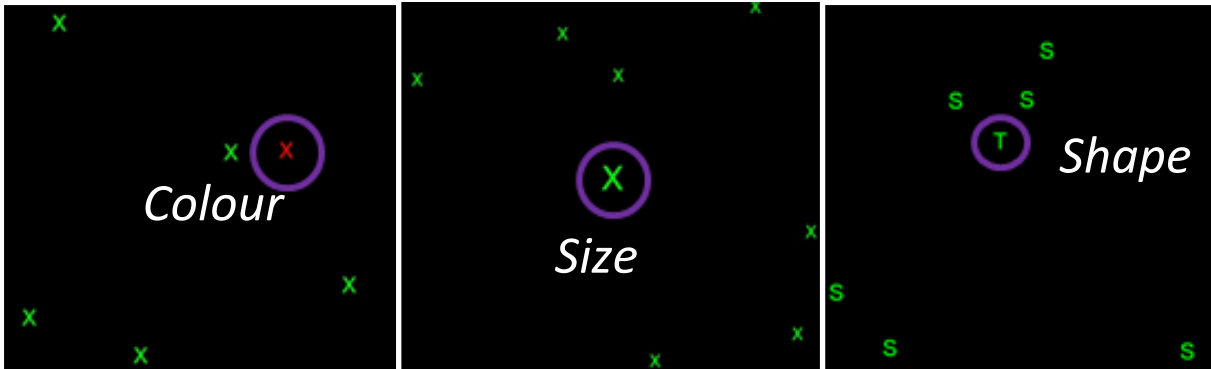


Looking at the red dots in the centre of the screen, tap the location where a different colour dot appears.



User Guide: Training

Exploration



These exercises require you to identify the odd one out on the page. There are 3 types of task; to identify and tap on the different colour, size or shape.

Reading

coffee <i>Word</i> <i>Tap the screen</i>	fefcoe <i>Non-Word</i> <i>Swipe the screen</i>	doffee <i>Non-Word</i> <i>Swipe the screen</i>
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This exercise requires you to identify if the image shows a word or a non-word. For words tap the screen, for non-words swipe the screen.