

# Visual Thinking 101

Thirteen all new exercises for developing Visual Information Processing Skills.

What's the difference between the original *VIPs* (Visual Information Processing Skills) and the all new *Visual Thinking 101*? Is *Visual Thinking 101* a stripped down version of *VIPs*? Absolutely not! *Visual Thinking 101* contains all new therapy procedure using over 200 original digital images to challenge your patient's visual thinking, spatial, and organization skills. In fact, each of the 200 images can be displayed in one of four orientations creating over 800 image possibilities! These pictures, designed and chosen specifically for *Visual Thinking 101* are loosely arranged in groups and ascending order of difficulty. There are, for example, groups of parquetry block patterns, tic tac toe designs, 3d tic tac toe designs, random color patterns, real life scenes and patterns, etc. Some of the images contain several spatial orientation clues, some only a few, and some only one! With fewer clues, more visual discrimination skills are required. Some of the pictures contain clues that must be used to solve questions about left/right and up/down orientation. Then, different visual clues must be found and used to answer image rotation questions about the same image!

If am already using *VIPs* do I really need *Visual Thinking 101* also? Only if you want to provide your patient with a totally challenging and new computer based therapy regiment not previously offered in software programs.

Are *Visual Thinking 101* Home Therapy disks available for my patients? Yes! They are priced the same as the HTD's for the other modules: 5 Home Therapy CD's for \$99.00

Do I still have to buy the office version of *Visual Thinking 101* before I can buy the Home Therapy Disks? Yes. We still believe that the best therapy is a combination of in office training and home therapy. The office version allows you to do unlimited therapy with all of your patients. The HTD's allow you to assign therapy procedures for your patient to practice at home.

Does the *Visual Thinking 101* Home Disk work like the *VIP's* Home Therapy Disk?

Yes and No. The *Visual Thinking 101* Home Therapy Disks are still a 100 limited use disk. But, unlike *VIPs*, they track accumulative scores for your patient. For each home therapy session, your patient's total right, wrong, reaction times, percent correct, practice time, etc are all calculated and saved on an accumulating basis. You will know how many times your patient practiced, how many exercises they did per each practice session, total wrong, total right, average percent correct, average reaction time, etc over ALL of their therapy sessions.

What if my patient "gets off to a bad start" with home therapy and wants to start over to get better scores? Not a problem. Their scores for any or all of the exercises can be zeroed from the Tools Menu to start fresh.

What are the new *Visual Thinking 101* exercises?

As the saying goes, a picture is worth a thousand words. On the next page is a brief description of each new procedure. But, why not run the Demo Disk and see for yourself!



**Need More Information?**  
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# The Exercises Of Visual Thinking 101

**Flipper:** In this exercise, you must pick the image that has been rotated right to left, flipped upside down, flipped right to left and then upside down, or perhaps even matches the target image. Reaction times are tracked so you must think and answer quickly.

**Flip Forms:** In this exercise, you must flip the target image right to left in the first answer box. Then upside down in the second answer box. And, finally, re-flip the image left to right in the third box. To answer, you click through a series of images in various orientations until the correct image appears in the answer box. Reaction times are tracked so you must think and answer quickly.

**Rotator:** This activity is similar to Flipper. Here, however, the 4 answer images will appear *rotated* to the right or left, one, two, or three turns. You must pick the rotated image that answers the question about the target picture.

**Parquetry Rotations:** This procedure uses parquetry block images to challenge your patient. A target pattern is presented. In the first answer box, you must choose the block pattern that is rotated one turn to the right (clockwise). In the next answer box, the pattern must be rotated two turns. In the third box, the pattern is rotated 3 turns. Reaction times are tracked so you must think and answer quickly.

**Tic Tac Flip 9:** A 3x3 grid is presented with a randomly generated pattern. In the first answer grid, the pattern must be reproduced but flipped right to left. In the second grid, the pattern is reproduced flipped upside down. And in the third, the pattern is reproduced flipped left to right. Each pattern is created by clicking on the squares in the grid. Response times are tracked so you must work quickly.

**Tic Tac Flip 25:** This procedure is identical to Tic Tac Flip 9 except a 25 square grid is used.

**Piece By Piece:** A target image is hidden under a grey shade. Four variously oriented images are presented below the hidden picture. These images are flipped right to left, upside down, rotated, etc. The target picture is slowly uncovered block by block. You must determine as quickly as possible which of the four images answers the question about the orientation of the target picture.

**Revealing Letters:** This exercise is very similar to Piece By Piece except the letters of the alphabet are used as target images and you must guess which letter is hidden under the grey shade.

**Remembering Sequences:** This is a basic tachistoscopic program for building visual sequential memory skills. Sequences of numbers and letters are flashed on the Therapy Screen. You must use your visual memory and visualization skills to remember and type in the sequence. This is actually a free bonus fourteenth procedure for Visual Thinking 101. Building strong visual memory skills are essential for having strong visual thinking and visualization skills. The next procedure, Reversing Sequences, builds on the skills developed here. Sequence length, font size, and display speeds can all be controlled.

**Reversing Sequences:** In this exercise a sequence of letters or numbers is flashed on the Therapy Screen. This time, however, you must visually remember the sequence but type in your answer reversed! If 3475 was flashed, 5743 would be the correct response. To score high you must learn to see the sequence in your "mind's eye" after it is flashed. Sequence length, font size, and display speeds can all be controlled.

**Differentiating mn's and bd's:** A random sequence of m's and n's OR b's and d's is presented on the Therapy Screen. For example, mnmnn or bdbdbd. Eight additional sequences are also displayed in the answer boxes. You must decide which sequences match the target sequence. The target sequence can be flashed or left remaining on the screen. A combination of visual memory and visual discrimination skills must be used to determine the correct answers. Response times are tracked so you must think and answer quickly. Sequence length, font size, and display speeds can be controlled.

**Flashing bdpq's:** Sequences of b, d, p, q images (not letters) are flashed on the Therapy Screen. You must reproduce the sequence by using visual memory skills. This activity combines visual memory, visual spatial, and visualization skills. Of course, sequence length and display speeds can be controlled by the therapist or patient.

**Right Or Left:** Mr. Stickman may be holding a balloon in his right or left hand or kicking a ball with his right or left foot. He may be facing or turned away from you. You must determine as quickly as you can which hand is holding the balloon or which foot is kicking the ball.

**Right Left Grids:** Mr. Stickman and all his friends are lined up in a grid of one, two, or three rows. You must determine as quickly as you can which hand is holding the balloon or which foot is kicking the ball for each of the characters in the grid. These are also great activities for

doing a motor movement with the same hand or foot as Mr. Stickman.

# What does *Visual Thinking 101* cost?

Visual Thinking 101 is only \$345.

Visual Thinking 101 Home Therapy Disks are \$99.00 for 5 Disks.

**Do I have to pay extra for a yearly maintenance contract or Help Desk?**

No, that is included in the purchase price.

**How Can I Order Visual Thinking 101?**

Contact Visual Training Products(Bernell) at 1-800-348-2225

**If You Have Questions Or Need More Information About The Program, Contact:**

Dr. Gary Vogel

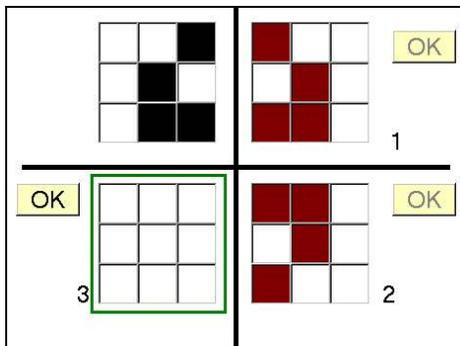
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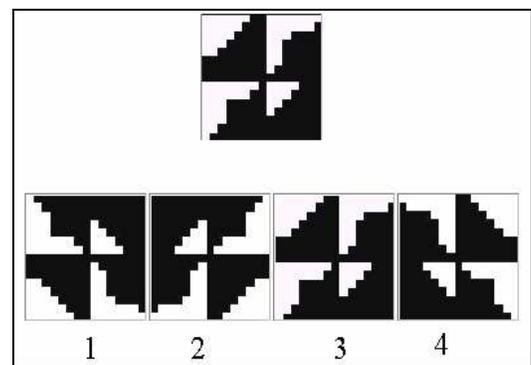
Fax: 618-235-7483

Here are two examples to peak your curiosity!

Be sure to load and review the demo disk to see the entire program!



An example from Tic Tac Flip 9. Here the patient has already completed the patterns in Box 1 and 2. Box 1 was flipped right to left. Box 2, is Box 1 flipped upside down. The patient must still create the final pattern in Box 3 (the pattern in Box 2 flipped right to left) and then Click OK.



An example from Flipper. The target image on top. The patient may be asked “Which image is flipped upside down?” (Answer #1). Or, “Which image is flipped upside down and right to left?” (Answer # 2). And so on.

# Don't Forget About The Other Great Modules Of Computer Aided Vision Therapy

## Module 1: Track & Read

**Track & Read** contains 12 therapy procedures for developing saccadic eye movements, span of recognition, and visual sequential memory skills that are essential for fast, accurate reading. A suggested twelve week therapy program is included for maximizing results. This IS NOT a reading program. Rather it uses uncomplicated number, letter, and bdpq targets in progressively more complicated sequences and movement patterns to develop and enhance eye tracking skills. Tracking Stories, however, does include 8 original stories which can be used in the final phases of therapy to combine eye tracking with high level cognitive demands to fine tune saccadic tracking skills.

**Track & Read** uses a new concept in therapy that is only available in the computer environment. **AUTOPACING** allows each procedure to self-adjust to the patient's individual skill levels. With AutoPacing ON, the therapy procedure becomes more difficult each time a correct response is made and easier with each wrong response. Setting initial starting parameters for each procedure is easy with the AutoPacing option. Of course, AutoPacing can be turned OFF, allowing the practitioner to manually set the procedure's starting parameters and difficulty level.

**Track & Read.....\$345.00**

## Computer Aided Vision Therapy

Track & Read Module 1	\$345
VIPS Module 2	\$345
Computer Vergences Module 3	\$345
Visual Thinking 101 Module 4	\$345
Buy Any 3 Modules (Save\$100)	\$935
Buy All Four Modules (save\$200)	\$1135
Demo CD (All 4 Modules)	\$15

## Module 2: Visual Information Processing Skills (VIPs)

**VIPs** is an extensive program for developing visual thinking and processing skills. **VIPs** is actually 6 therapy programs in one! Each of the sub programs of **VIPs** contains 8 to 10 therapy procedures for developing different aspects of visual processing. **VIPs** contains over 50 different therapy procedures.

Most activities offer **AutoPacing** options so that the level of difficulty self adjusts to the patient's skill level while doing therapy.

**VIPs** uses interesting graphics for a game like therapy environment.

Patients receive a **Performance Score** based on correct and incorrect answers. Higher points are awarded as practice times increase and control parameters are set to more challenging levels. The Performance Score can make each therapy procedure more "game like". Use the Score to motivate the patient to work longer and try harder control settings to beat their last Score.

**VIPs.....\$345.00**

## VIPs Is Actually 6 Therapy Programs In One Extensive Module!

1. Laterality & Directionality Skills
2. Short Term Visual Memory
3. Visual Discrimination Skills
4. Visual Spatial Skills
5. Visual Figure Ground Skills
6. Visual Closure Skills

## Module 3: Computer Vergences

Nine computer based therapy procedures for creating convergence and divergence prismatic demands using 12 different anaglyphic targets with suppression controls. Random dot stereograms and 3D targets can also be used to build fusional skills as patient performance improves. The Single Target, Double Targets, and Smooth Vergence procedures can also be used to create vertical prismatic demands.

Other activities combine saccadic and pursuit skills with fusional demands to build binocular vision skills during eye tracking. High interest games are included that combine eye hand coordination, eye tracking skills, and anti-suppression activities. Computer ping pong, for example, played with blue targets, red bounce boards, and anaglyphic glasses becomes a strong anti-suppression fighting tool.

**Computer Vergences.....\$345.00**

