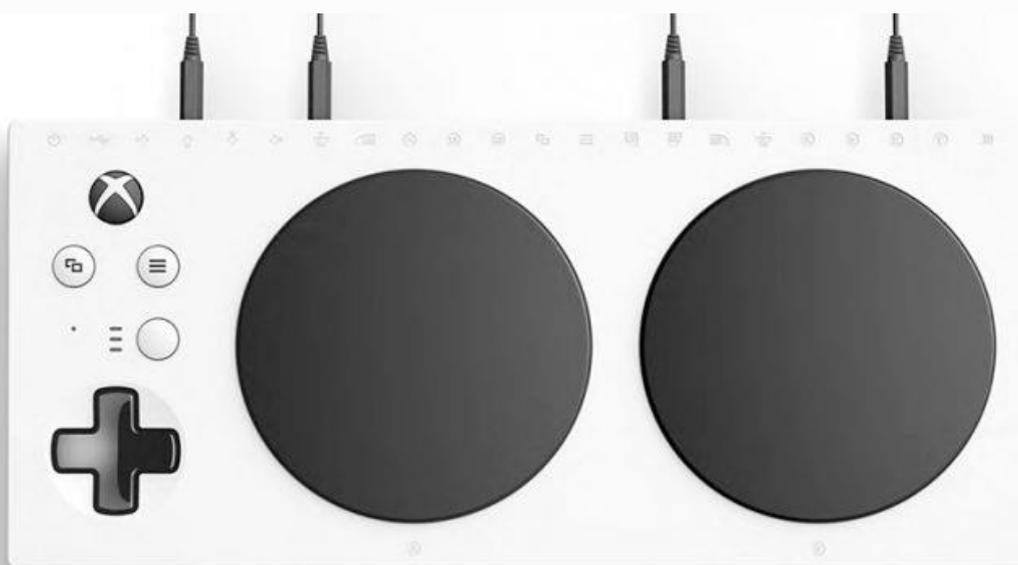


Accessible Gaming – Xbox Adaptive Controller

Mada Center

Game accessibility refers to the accessibility of video games in the field of human-computer interaction. More broadly, game accessibility refers to all gaming products, including tabletop RPGs and board games being accessible.



Accessibility to video games is considered a computer accessibility sub-field that studies how to make software and computers accessible to users with different types of impairments. With an increasing number of people interested in playing video games and video games being increasingly used for purposes other than entertainment, such as education, rehabilitation or health, game accessibility has become an emerging field of research, especially as disabled players could benefit most from the opportunities offered by video games.

When technology empowers each of us, it empowers all of us. Imagine you love video games, but you can't play them easily because your body works differently than others. Maybe you are deaf, have partial sight, limited mobility, or perhaps quadriplegia. But there is no prerequisite for joy, no physical requirements to have fun. The main thing standing in your way is the interface or the design of the game itself.

As the industry expands accessibility, it creates newfound confidence for those with different disabilities. The video game industry has been offering new equipment for people with disabilities in recent years, with Microsoft's Xbox Adapter Controller just one example of new hardware options. Game makers, too, are adding features to

make their products more accessible to those with disabilities. In the latest version of Electronic Arts' blockbuster Madden football franchise, for instance, audio cues and vibration patterns on controllers have been included for the first time to help people who are blind play the game.

The Xbox Adaptive Controller is a Microsoft video game controller designed for Windows PCs and the Video Game Console of Xbox One. The controller was designed to make the input of users for video games more accessible for people with disabilities.

the Xbox Adaptive Controller is a controller unit lined with 3.5mm sockets that supports a range of switches and buttons, allowing users who cannot use a standard Xbox controller to effectively build a custom setup for their unique personal needs.

Designed primarily to meet the needs of gamers with limited mobility, the Xbox Adaptive Controller is a unified hub for devices that helps make gaming more accessible.

Use the Xbox Accessories app on Xbox One or Windows 10 to customize your experience further with the button remapping and profiles. Create multiple controller profiles in the app and switch instantly to the built-in Profile button between three of them.

In general, modern video game control schemes have become increasingly complex each console generation, with a myriad of functions, buttons, triggers, touch pads, and analog sticks all crammed into a small handheld gamepad.

With the technology available to us today, there's no reason why we can't all share the love of this creative medium.