

Microsoft Makes Gaming Accessible With Xbox Adaptive Controller

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Microsoft makes an official games controller for customers unable to use regular joypads or the traditional mouse and keyboard setup-- the Xbox Adaptive Controller.



People with disabilities sometimes resort to creatively repurposing hardware or even homebrew solutions in order to enjoy games. The Xbox Adaptive Controller sets to bring such solutions within a single hub. The device pairs with Xbox consoles or Windows 10 PCs via Bluetooth and has 19 3.5mm jacks on the back, allowing one to connect a different device or accessory to control each button on the Xbox gamepad.

In addition, the controller has an oversized joypad and two large circular face buttons. These two buttons are light-touch enabled, meaning they are activated without need for much force, and are compatible with any game. Further connectivity comes through a pair of USB-C ports, with Microsoft noting the latest standard allows for easier connections.

Microsoft adds the device has been "years in the making," and is the result of collaboration with a number of organisations from around the world. Also involved are 3rd party makers of gaming accessories for disabled people, including PDP, Logitech and Quadstick.

The Xbox Adaptive Controller is still to get a European launch date.

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