# Assignment 1 Video Presentation

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# Planning



Roles: Alexander Chow Main programmer Joseph Carrillo Main hardware design

- 1. Ask if they ever played with a controller with buttons behind the controller
- 2. Ask about what buttons they would use in simple games like turn based rpgs and mario party
- 3. Ask about button placement
- 4. Ask if they ever played a game with gyroscope movement and what worked and what did not
- 5. ask about problems with gyroscope

### Interview

8min (2 sessions x 4 minutes each)

# Notes from your first interview Interview 1

- 1. Has not used buttons behind the controller.
- 2. d-pad and ABYX
- 3. Likes regular controls like a xbox controller for left and right
- 4. Has used gyroscope Inputs were not always responsive
- 5. Very high sensitivity

### Interview 2

- 1. Has never used buttons behind the controller
- 2. Analog stick and face buttons
- 3. Likes regular controls like and xbox controller for left and right
- 4. Gyroscope is inaccurate most of the time
- 5. Does not like gyroscope

## 2 Dig deeper

6min (2 sessions x 3 minutes each)

# Notes from your second interview Interview 3

- 1. Has never used buttons behind the controller.
- 2. Analog stick and face buttons
- 3. Likes regular controls like and xbox controller for left and right
- 4. Gyroscope is inaccurate most of the time
- 5. Does not like gyroscope

#### Interview 4

- 1 Has not used back buttons
- 2. Analog stick and face buttons
- 3. likes buttons on top and analog stick below for left and right
- 4. liked the wii mario kart controls but didn't like the button placements
- 5. unresponsive and inaccurate



## 3 Capture findings 3min

### Goals and Wishes:

Make a comfortable and simple one-handed controller for games that use a minimal amount of inputs

### Insights:

We learned that most people think gyroscope on other controllers have been unreliable for playing and that button placement of an xbox controller feels good for most people

# 4 Take a stand with a point-of-view 3min



People with one hand

partner's name/description

needs a way to Play simple games with one hand

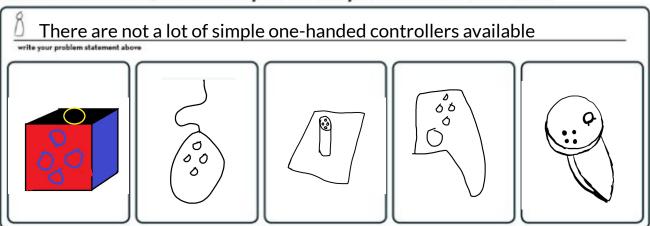
because (or "but..." or "Surprisingly...")

They are uncomfortable using a regular controller, surprisingly there are not many one-handed controllers with simple controls



## Ideate: generate alternatives to test.

5 Sketch at least 5 radical ways to meet your user's needs. 5min



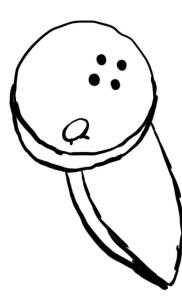
6 Share your solutions & capture feedback. 10min (2 sessions x 5 minutes each)

The four people we showed all said that the final design looks the most comfortable and the easiest to use

# Iterate based on feedback.

### 7 Reflect & generate a new solution. 3min

Sketch your big idea, note



## Build and test.

### 8 Build your solution.

Make something your partner can interact with!



9 Share your solution and get feedback.

♣ What worked...

Feels somewhat comfortable and has all the inputs we need

- What could be improved...

The button layout needs to be changed

Questions...

Will the controller be compatible with both hands

Ideas...

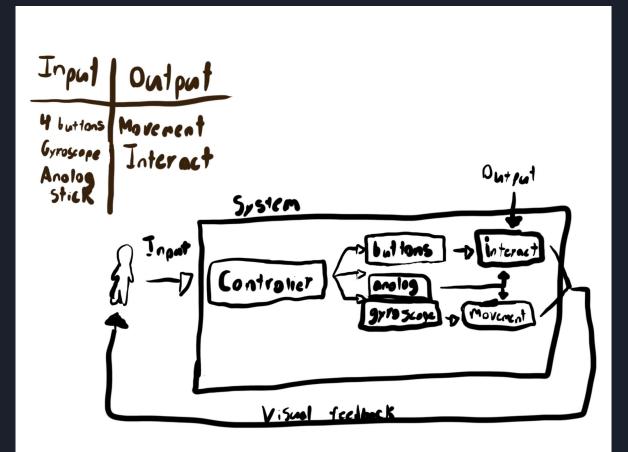
Make the buttons and analog stick switchable



8min (2 sessions x 4 minutes each)



# System architecture



# Product Comparison



May 14 2013

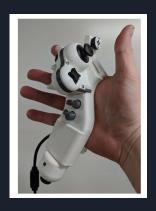
Early one-handed controller with simple controls



January 7 2019

Mod for two handed controller to play with one hand

# Product Comparison



January 26 2019

One-handed controller with all buttons added



September 23 2020

More comfortable feel to the controller



January 30 2022

Cheap mod for two-handed controller to play with one hand

Thanks for watching