

# Scientific Papers:

Keywords “game controllers on player experience mouse keyboard”

## [The Semiotics of the Game Controller](#)

- Why kind of input matters. Similar actions should have similar buttons. (i.e. punch and kick in a fighting game should have equal weight and equal usage, it would probably feel wrong to use the a button for punch and a trigger for kick)
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## [Measuring the impact of game controllers on player experience in FPS games | Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments](#)

## [Performance Measures of Game Controllers in a Three-Dimensional Environment](#)

- ^ Study outlines why mouse controls are preferred for more precise camera controls.

## [The evolution of FPS games controllers: how use progressively shaped their present design](#)

- Explains the flaws of keyboard controls
- “From the analysis above it is evident that FPS game control schemes evolved with no overall plan. Indeed, at first sight the present input system looks like a compromise between, on the one hand the simplicity of using all-purpose input devices and on the other, an acceptable level of usability. This is true in a very pragmatic sense. At least for the movement control the left hand takes high strain, the three middle fingers (index, middle, ring) constantly upon the WASD, while the little finger and the thumb move up and down in order to control Jump, Duck and other functions. To a lay observer the above movement control scheme looks terribly awkward. “

# Commercial Devices

[Azeron Keypad](#)

[Razer Tartarus V2 - Chroma Gaming Keypad](#)

## Review

[Azeron 3 year review : r/Azeron](#)