

## Product Comparison Timeline (similar concepts and components)



### Simon says Electronic Game, 1978

This game controller was fairly simple and somewhat accessible for the visually impaired. It audibly announced colours and had 4 large buttons. Once set up it's a memory game that the visually impaired could play using this controller. It's a very simple start to visually impaired accessibility. We plan on designing our controller based on its simplicity, large buttons and audio reliance.



### Braille keyboards (QWERTY), early 2000s

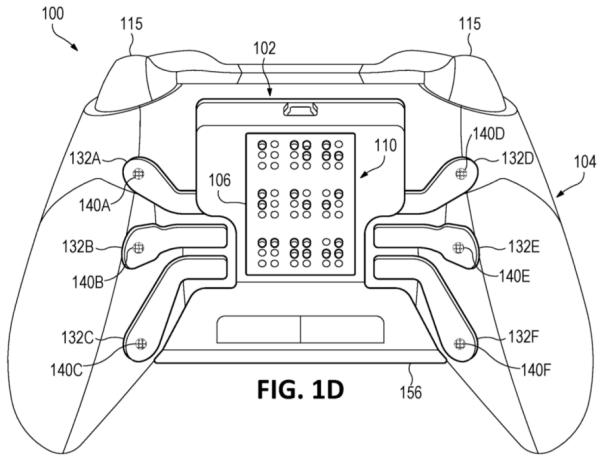
Allows for the visually impaired to have a better input to the PC. Helped with PC accessibility and we plan on using braille in our final controller.



**Wii Remote, 2006** - Introduction of using a gyroscope to capture movement and rotation in a controller. Allows users to perform actions rather than inputs making it more accessible to capture inputs. We want to build our controller with a gyroscope to be ankle to capture movements from the visually impaired to help with accessibility.



**Xbox adaptive controller, 2018** - A controller that allows for complete customization along with its very big buttons. Opened many options for accessibility, specifically across Microsoft platforms. We want to design our controller with similar accessibility features and a simplistic button layout.



#### **Microsoft Braille Controller - Currently in production**

A controller patented and being developed for the visually impaired. It utilizes braille paddles added onto an improved Xbox one controller. Competition to our controller when it's released. Another option for the visually impaired and we will consider this in our design