

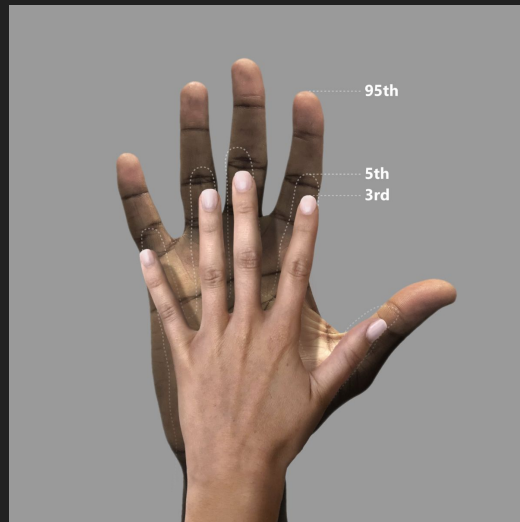
A1 Game Hardware

Innovative Input

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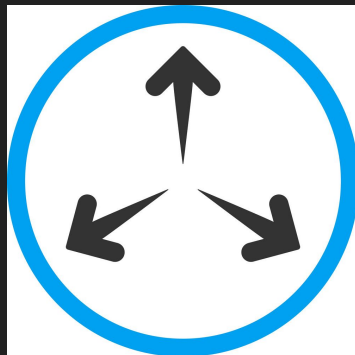
Problem Definition

Most game controllers have a one size fits all attitude but this is not the case. Instead of people adapting to their controllers, why can't the controllers adapt to them?



Solution

Creating a controller that expands and contracts to fit multiple every hand size comfortably and ergonomically while still remaining portable.



Ideation

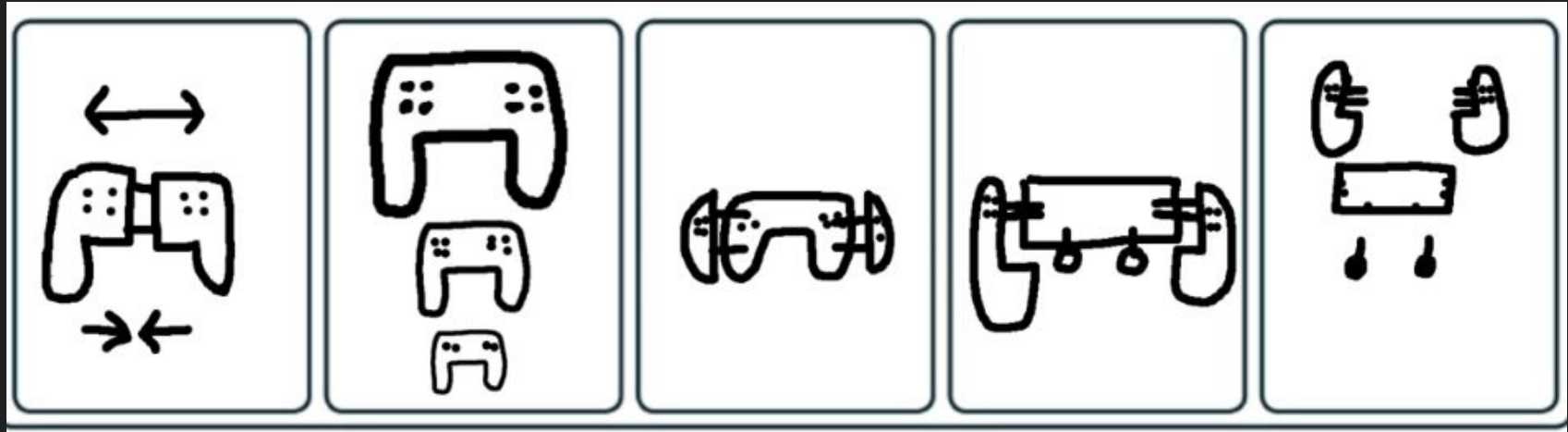
We interviewed friends and family

- Has non-regular sized hands or knows those who do, and cannot hold a standard controller comfortably
- Likes customization
- Worried about durability and compatibility



Ideation

Possible Designs



Ideation

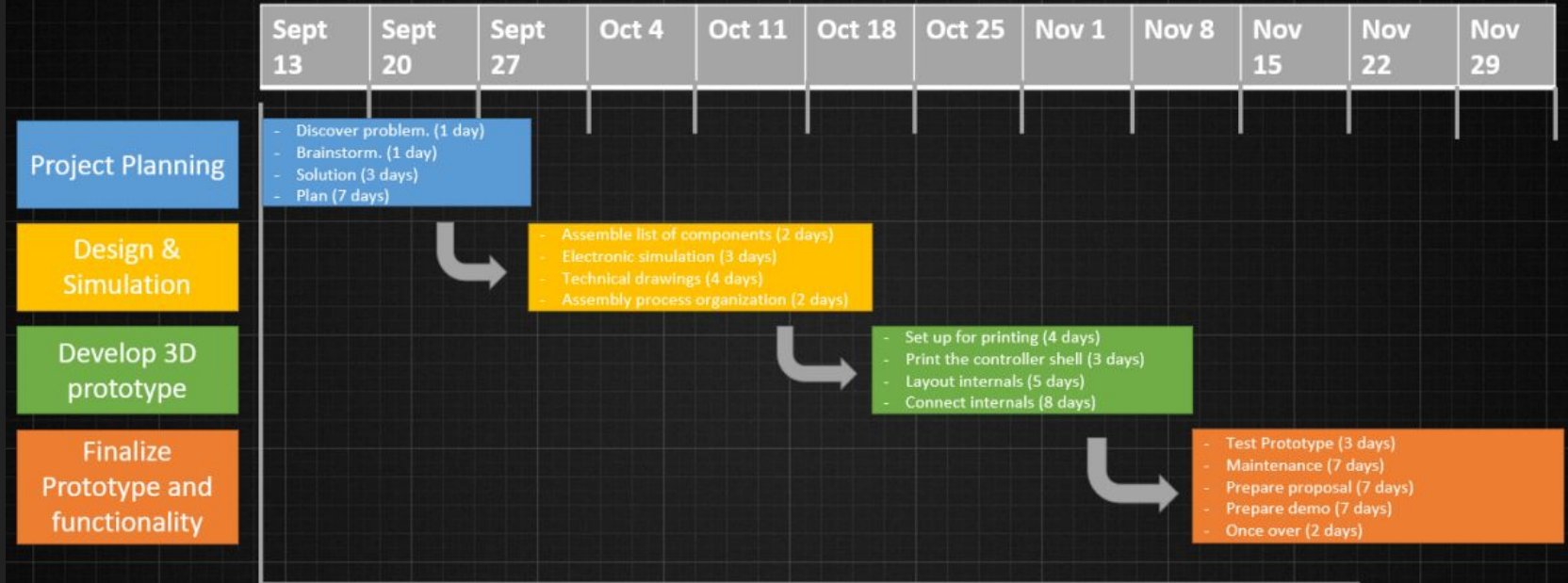
With this information we:

- Plan to use quality materials and build structures
- Hope for full Xbox and Playstation compatibility
- Designed a few prototypes



Planning/Timeline

Innovative Input Controller Gantt Chart



Product Comparison



Phonejoy

Switch

Razer Kishi



Scuf Custom Controller