Innovative Input

Expandable Controller

Problem

Controllers nowadays are not inclusive. Sure, we have some controllers for accessibility, but none that improve comfort and portability for the average user. In today's age of gaming, anyone of and size and age can play. Even so, no companies make a controller designed this way? Hand sizes vary so much, and people must adapt to the controller. Why can't the controller adapt to you?

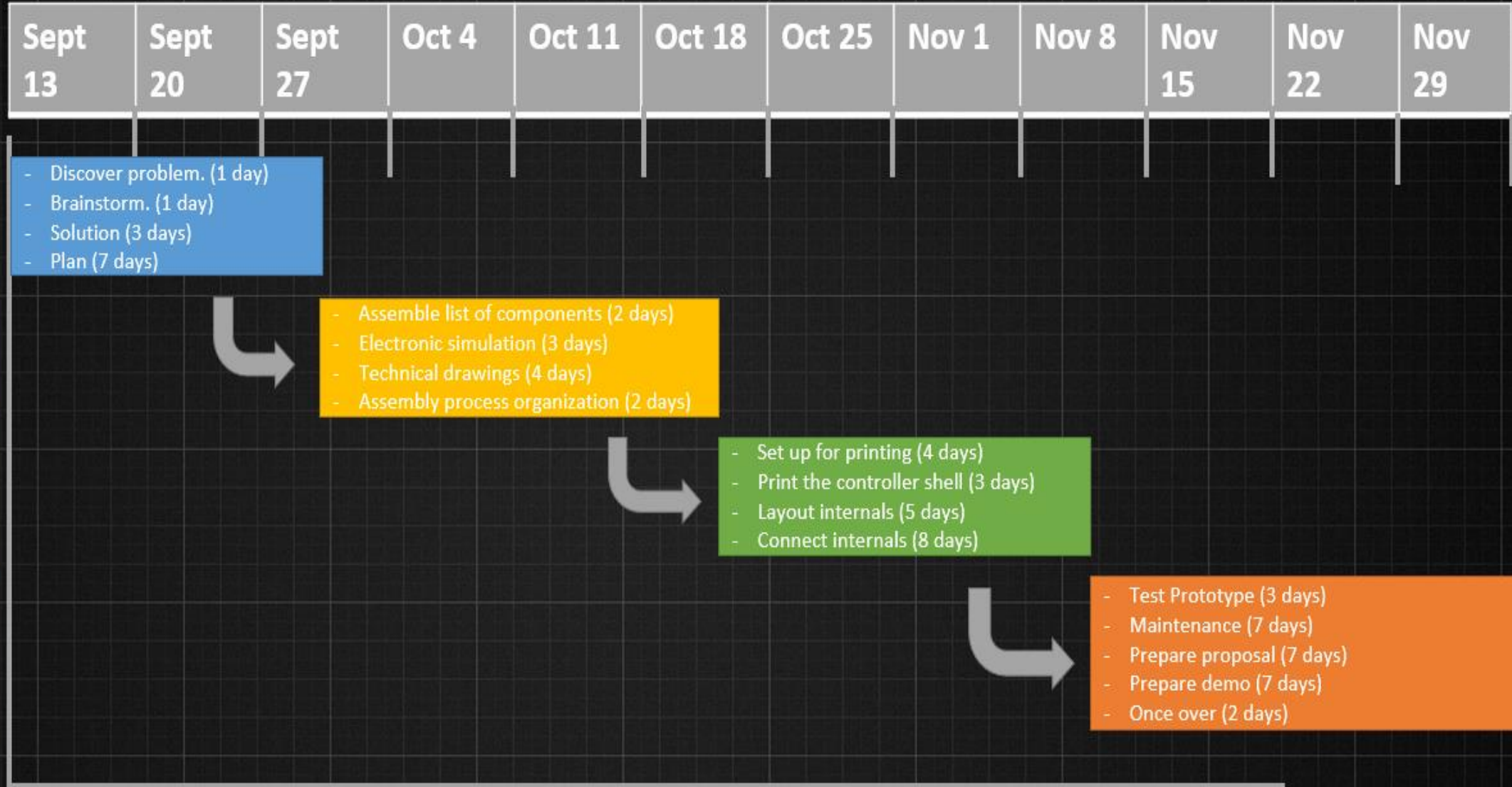That is where Innovative Input comes in.

Our Idea

- Our goal is to offer a product that can be used by people of all sizes while remaining portable and comfortable.

- Some products exist that can adapt to different sizes to fit the needs of their users. However, those generally require other pieces that must be carried around and can easily be lost.

- Our controller does not require any extra pieces. It works by expanding the center piece to widen or narrow one's grip to be more comfortable. When the user is done playing, they can shorten it into the size of a regular controller such as a PlayStation 5 or Xbox. Possibly even smaller.

- This makes it much more portable but also does not cut out on comfort.

"Paper" Prototype
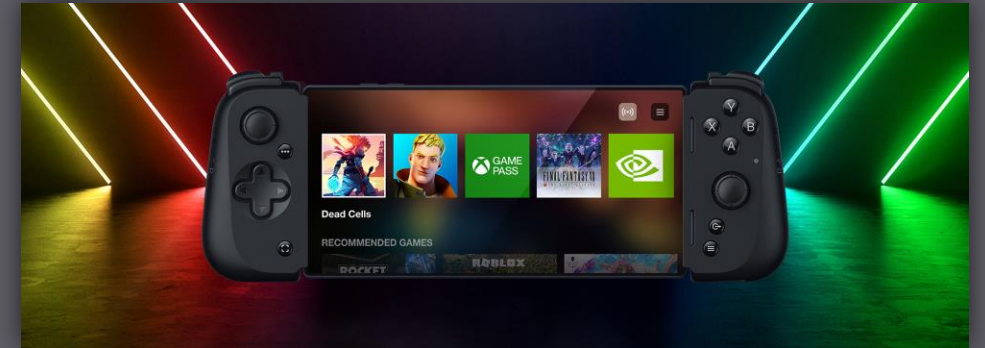
Innovative Input Controller Gantt Chart

Competitors

Nintendo Switch:
- Offers Pro Controller
- Offers Charging Grip
- But you need to carry multiple parts.

Razer Kishi:
- Portable
- Expandable and Compactable
- But only for mobile devices (Android specifically)

BackBone:
- Portable
- Expandable and Compactable
- But only for mobile devices (IOS specifically)

Questions?