

# Xbox Adaptive Controller



## Fact Sheet

Designed for gamers with limited mobility, the Xbox Adaptive Controller is a first-of-its-kind device and Microsoft's first fully packaged product to embrace Inclusive Design – forged by user research through new partnerships that aim to make gaming more accessible.

## Game your way

The Xbox Adaptive Controller personalizes your gaming input experience by tailoring it to you. Designed primarily to meet the needs of gamers with limited mobility, the Xbox Adaptive Controller features large programmable buttons and enables you to assign Xbox controller inputs (A, B, X, Y, etc.) to external switches, buttons, and joysticks to help make gaming more accessible on Xbox One and Windows 10. It also works naturally with Xbox's Copilot feature to span inputs across multiple controllers. Additional external devices are required for gameplay (sold separately). Learn more at [xbox.com/adaptive-controller](https://xbox.com/adaptive-controller).

## Price, Contents, & Availability

- MSRP: \$99.99 USD.
- Includes Xbox Adaptive Controller and USB-C cable. External input devices (e.g. buttons, joysticks, and mounts) sold separately.
- Available in 2018 through Microsoft Stores. More information coming soon.

### Works with a range of external input devices

Connect external input devices such as switches, buttons, mounts, and joysticks to create a custom controller experience that can be tailored to a variety of needs. Button, thumbstick, and trigger inputs are controlled with assistive devices (sold separately) connected through 3.5mm jacks and USB ports.

### Strengthened by the community

Built collaboratively through strong partnerships with: The AbleGamers Charity, The Cerebral Palsy Foundation, SpecialEffect, Warfighter Engaged, Craig Hospital, and many community members. Feedback from these groups helped directly inform the design, functionality, and packaging of the Xbox Adaptive Controller.

### Part of the Xbox family of devices

As a member of the Xbox family of devices, the Xbox Adaptive Controller shares a similar aesthetic design to the Xbox One S console and traditional Xbox Wireless Controller. Like other Xbox controllers, play on Xbox One consoles or Windows 10 PCs with familiar features such as Xbox Wireless, Bluetooth, USB connectivity, and a 3.5mm stereo headset jack.

### Customize your experience

Use the Xbox Accessories app on Xbox One or Windows 10 to further customize your experience through button remapping and profiles. Create multiple controller profiles in the app and instantly switch between three of them with the built-in Profile button.

## Specs

- For gaming on Xbox One consoles and Windows 10 PCs. Works with games on Windows 7/8.1 PCs with limited functionality.
- Supports all traditional Xbox Wireless Controller inputs (requires external devices; sold separately).
- Works with a range of industry-standard assistive devices via nineteen 3.5mm input jacks and two USB ports.
- Includes two large, easy-to-press, and programmable buttons – built into the device.
- Includes an internal lithium-ion battery, charged with an included USB-C cable or 5V 2.5A DC power adapter (sold separately).

For more information visit [xbox.com/adaptive-controller](https://xbox.com/adaptive-controller).

- Stores three on-board custom profiles and one default profile. Instantly switch configurations with the Profile button.
- Support for industry standard 10-24 or ¼-20 screws for mounting the device.

## FAQs

**Q: What is the Xbox Adaptive Controller?**

A: The Xbox Adaptive Controller is an Xbox Wireless Controller that can connect to external buttons, switches, mounts, and joysticks – giving gamers with limited mobility an affordable, easy-to-set up, and readily available way to play Xbox One or Windows 10 games. The Xbox Adaptive Controller supports familiar features that can be used on a traditional Xbox Wireless Controller, such as Xbox Wireless, Bluetooth, Copilot, button mapping, and 3.5mm headphone support.

**Q: Why did you create the Xbox Adaptive Controller?**

A: While we believe our Xbox Wireless Controller is best-in-class, there are gamers who can benefit from a controller designed differently; gamers with limited mobility can experience a barrier to gaming with traditional controllers.

The goal of the Xbox Adaptive Controller is to remove that barrier. We strive to make Xbox the most accessible gaming platform on the market. We want to empower gamers around the world and give them the opportunity to play the games they want, with the people they want, on the devices they want. The Xbox Adaptive Controller provides a much-needed, simple and affordable solution for gamers with limited mobility.

**Q: Why didn't you build the Xbox Adaptive Controller with all buttons/triggers provided?**

A: Our goal is to accommodate the broad-ranging usage of gamers with limited mobility, while still ensuring the Xbox Adaptive Controller remains affordable and easy to use. Out of the box, the Xbox Adaptive Controller works similarly to a traditional controller and can be used to navigate the dashboard and play simple games. Users can customize the Xbox Adaptive Controller with a combination of buttons and switches from hardware partners such as Logitech, PDP, Ablenet and RAM Mounts to create a full controller experience that best suits their needs.

**Q: Where can I buy the Xbox Adaptive Controller?**

A: The Xbox Adaptive Controller will be available from Microsoft Stores later this year. We'll have more to share soon.

**Q: Who would use the Xbox Adaptive Controller?**

A: Gamers with limited mobility will benefit the most from the Xbox Adaptive Controller.

**Q: Can you give some specific examples of 'limited mobility'?**

A: Yes. A few specific examples of limited mobility are decreased strength, decreased endurance, joint stiffness, involuntary movements, and amputations.

**Q: What disabilities was the Xbox Adaptive Controller designed to accommodate?**

A: We did not design the Xbox Adaptive Controller for people with a specific disability. Instead, based on years of research with beta testers, interest groups and non-profits, we designed it to be as customizable as possible to allow gamers with diverse needs to play the games they want, with the people they want, on the devices they want.

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**Q: How does the Xbox Adaptive Controller help gamers with accessibility needs?**

A: As of today, it is not easy for gamers with limited mobility or their caregivers to find, assemble and pay for custom gaming rigs, as most cost as much as/more than a gaming console, and require technical expertise to build. The Xbox Adaptive Controller aims to remove these barriers by creating a first party device that is easy to find, has a plug-and-play set up, and is lower in cost than what is available elsewhere today. While the Xbox Adaptive Controller is not a medical device, gaming itself can have a profound impact on the lives of people with limited mobility, including creating a new outlet for stress relief, increased opportunity to socialize, and aid in therapy and rehabilitation. With the Xbox Adaptive Controller, we are making it easier for these gamers to play and connect with the games and people they love.

**Q: Is the Xbox Adaptive Controller a medical device?**

A: The Xbox Adaptive Controller is an Xbox Wireless Controller designed primarily for gamers with limited mobility. While it is a gaming controller and not a medical device, gaming itself can have a profound impact on the lives of people with limited mobility, including creating a new outlet for stress relief, increased opportunity to socialize, and aid in therapy and rehabilitation.

**Q: How does the Xbox Adaptive Controller work? Is it compatible with both Xbox One consoles and Windows 10 PCs?**

A: The Xbox Adaptive Controller can be used on Xbox One consoles and Windows 10 PCs. It can also be used with Windows 7 and 8.1 PCs with limited functionality (e.g. no Xbox Accessories app customization, no Bluetooth). On Xbox One, the Xbox Adaptive Controller connects via Xbox Wireless or included USB-C cable. On Windows 10 PCs, the Xbox Adaptive Controller connects via Xbox Wireless, included USB-C cable, or Bluetooth. The Xbox Adaptive Controller can be placed on a flat surface or can be attached to mounts (e.g. on a desk or wheelchair).

Out of the box, the Xbox Adaptive Controller works similarly to a traditional controller and people will be able to navigate the dashboard and play simple games. The controller, which can be configured through the Xbox Accessories app, has large programmable buttons (mapped to A and B by default), View and Menu buttons, an Xbox button, a directional pad, a Profile button, and a Bind button. If a game is playable with these inputs, the game is playable with the Xbox Adaptive Controller without any additional products.

Games that require other controller inputs, such as triggers and bumpers, will need additional buttons, switches, or joysticks to be connected to the Xbox Adaptive Controller for full functionality. These can be plugged into the Xbox Adaptive Controller through one of the nineteen available 3.5mm jack ports or the two USB ports, and can be purchased from recommended hardware partners on Xbox.com.

**Q: You mention additional input devices like buttons, switches and joysticks – can you elaborate on these? How do these work, or integrate with the Xbox Adaptive Controller?**

A: The Xbox Adaptive Controller is compatible with many 3.5mm-jack compatible buttons, switches, USB joysticks, mounts, and other products that can be purchased separately. These can be plugged into the Xbox Adaptive Controller via the two USB ports or through any of the nineteen available 3.5mm jack ports for externalizing any of the inputs from a traditional Xbox Wireless Controller. The Xbox Adaptive Controller can store up to three on-board profile settings and one default profile for easy configuration.

Full list of inputs that can be mapped to external input devices:

- **A, B, X, Y buttons**
- **Left Trigger, Right Trigger**
- **Left Bumper, Right Bumper**
- **Directional pad (Up, Down, Left, Right)**
- **View button**
- **Menu button**

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- **Thumbstick** right, left, up, or down
- **Left Thumbstick press, Right Thumbstick press**
- **Xbox** button

**Q: What are the X1 and X2 jacks?**

A: Those are additional inputs that can be assigned to any controller button command or thumbstick direction (right, left, up, or down).

**Q: Where can I find more information on the Xbox Adaptive Controller-compatible accessories?**

A: The Xbox Adaptive Controller is compatible with a large range of buttons and switches from our hardware partners. Visit [Xbox.com/adaptive-controller](https://xbox.com/adaptive-controller) for more information on recommended hardware partners, such as Logitech, PDP, Ablenet, and RAM Mounts.

**Q: Which mounts work with the Xbox Adaptive Controller?**

A: On the back of The Xbox Adaptive Controller, there are 3 screw holes: 2x 10-24 screw (designed for AMPS compatible mounts) and 1x ¼-20 screw (designed for tripod mounts). These are industry standard sizes and mounts with these screws will work with the Xbox Adaptive Controller. We recommend customers explore RAM Mounts as an option.

**Q: Is the Xbox Adaptive Controller battery-powered?**

A: The Xbox Adaptive Controller is powered by a rechargeable internal lithium-ion battery that can be charged via the USB-C cable that’s included with the controller. The Xbox Adaptive Controller can also be charged and powered via a DC power adapter, which is sold separately.

**Q: How long is the Xbox Adaptive Controller’s battery life?**

A: With just the internal lithium-ion battery, the Xbox Adaptive Controller can be used wirelessly for up to 25 hours (with no audio or USB joysticks) on a single charge. However, adding external switches or buttons may decrease the time needed between charges.

**Q: Can I run a limitless range of input configurations with The Xbox Adaptive Controller, all powered solely by the internal battery?**

A: Some USB joysticks have high power consumption and require the Xbox Adaptive Controller to be plugged into a power source while being used. In this scenario, users on Xbox One will receive a notification alerting them to connect the Xbox Adaptive Controller to a power source.

**Q: Do you have more information on power requirements, specifically?**

A:

If powered from...	And you plug in... 100mA device	And you plug in... 500mA device	System Current Limit
	Message:	Message:	
Battery	Plug in USB or DC	Plug in DC	100mA
USB Power	No Msg	Plug in DC	100mA
DC Jack	No Msg	No Msg	500mA

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**Q: Who created the idea for the Xbox Adaptive Controller?**

A: The Xbox Adaptive Controller originated from a Microsoft-internal ‘Hackathon’ event in Spring 2015, where teams collaborate to present innovative or challenging ideas or concepts. The idea was sparked through the story of military veterans who needed something other than the traditional Xbox Wireless Controller, and was inspired by the work done by gaming accessibility interest groups like [Warfighter Engaged](#), which provides severely injured and warfighters with disabilities with custom adapted controllers and other solutions. Through years of research, testing and collaboration with gamers with accessibility needs and subject matter experts, the Xbox Adaptive Controller has evolved to its current form factor.

**Q: How much is the Xbox Adaptive Controller?**

A: The Xbox Adaptive Controller is available for \$99.99 USD, a fraction of what it typically costs for customizable controllers/solutions.

**Q: Why does the Xbox Adaptive Controller cost more than a traditional Xbox Wireless Controller?**

A: Due to the complexity and added features of the device, the Xbox Adaptive Controller costs more to manufacture compared to a traditional Xbox Wireless Controller. Especially when compared to other custom-build alternatives, we feel the Xbox Adaptive Controller is at an affordable and accessible price point.

**Q: How long did the Xbox Adaptive Controller take to create?**

A: Three years of design, development, and testing across teams and individuals helped bring the Xbox Adaptive Controller to life. This includes rigorous testing by interest groups, non-profits and individuals using concept hardware. We’re thankful for all those who have dedicated their time and interest towards bringing the Xbox Adaptive Controller to life.

**Q: Is Microsoft currently developing any other accessibility-focused hardware?**

A: At Xbox, we believe gaming is for everyone. We’re always working to bring more inclusivity to Xbox, including improving game accessibility and providing more customization and choice.

**Q: Is the Xbox Adaptive Controller compatible with older versions of Windows? (Windows 8.1; Windows 7)**

A: The Xbox Adaptive Controller is compatible with Windows 7 and 8.1, but with limited functionality. The Xbox Accessories app is not available on these platforms, and Bluetooth connectivity is not supported.

**Q: Do I need Xbox Live Gold to calibrate/configure/use the Xbox Adaptive Controller?**

A: No. The Xbox Adaptive Controller buttons can be configured via the Xbox Accessories app, which does not require Xbox Live Gold to download or use.

**Q: Who are the interest groups you’ve worked with to build or test the Xbox Adaptive Controller?**

A: We’ve collaborated with a number of gaming accessibility non-profits and special interest groups throughout the ideating, planning and development phases of bringing the Xbox Adaptive Controller to life, including Warfighters Engaged, Craig Hospital, The AbleGamers Charity, SpecialEffect and The Cerebral Palsy Foundation. This also includes a large number of gamers with accessibility needs who work with and through these organizations. The Xbox Adaptive Controller wouldn’t be the product it is today without the help, support, and passion of all of these people and groups.

**Q: What is ‘Inclusive Design’ and how was that a part of the creation of the Xbox Adaptive Controller?**

A: We have developed this controller following our Inclusive Design process. We designed this product to align with our inclusive design principles of; recognize barriers, learn from diversity, and solve for one, extend to many.