

Xbox Adaptive Controller

Fact Sheet | May 2018

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.



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).
- 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.

For more information and assets contact xboxpress@assemblyinc.com or visit <http://news.xbox.com>. Learn more at xbox.com/adaptive-controller.