

Xbox Adaptive Controller — Co-Designing a Modular Gaming Controller with Disability Nonprofits

Digital Inclusion · Good practice · United States of America

Quality score: 96/100

Evidence strength: Descriptive / self-reported

Summary

Microsoft co-designed the Xbox Adaptive Controller with five disability nonprofits, giving gamers limited mobility a modular base with 19 ports. Launched 2018 at \$99.99, the model spread industry-wide: Sony's \$89.99 Access Controller followed in 2023.

Key dimensions

Dimension	Score
Innovation level	4/5
Sustainability (ongoing)	1/1
Evaluation evidence	1/1
Demonstrated reach	1/1
Documented learning	1/1

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-08-23

[Microsoft \(Xbox\)](#) — accessed 2026-08-23

[Xbox Wire announcement](#) — accessed 2026-08-23

[Shacknews coverage](#) — accessed 2026-08-23

[Wikipedia](#) — accessed 2026-08-23

Cite this — Evidoria. *Xbox Adaptive Controller — Co-Designing a Modular Gaming Controller with Disability Nonprofits*.
Persistent ID: 229c1557-6c64-4642-907d-c939d79b0772.