

Nicholas Gutierrez, Eunhye Kwon, Yumin Lisa Wei, Seok Young Choi Client: Brandon Miller (Philips)

Abstract

Although the gaming community creates a space where people from all over the world can meet, joining the community is not as easy as switching the on button. Barriers of entry are prevalent, especially for those with physical disabilities. The purpose of our product is to lower those barriers.

E-Remote is an inclusive video game controller designed specifically to fit the needs of individuals with rheumatoid artritis. Not only did we keep our users in mind, but we allowed gamers with rheumatoid arthritis to be a part of our physical design process!

Our product is a fully functional video game controller, compatible with PC through Bluetooth connectivity with innovative mechanical features such as palm-controllable joysticks and touch sensor buttons. The controller has full compatibility with a multitude of video game genres. The user should play with minimal to no pain reported after 30 minutes.

These features will eliminate problems of conventional video game controllers and provide a fun and comfortable gaming experience. A controller rated E – for Everyone!