



One Handed Gaming (Oneswitch.org.uk - GAconf March 2022)

One Handed Gamers span all demographics. They include:

- Amputees.
- People with paralysis.
- People with a much preferred side.
- Some with an arm, wrist or hand injury.
- Some born without a pair of fully functioning hands.
- Those who prefer or need games with simpler controls.
- And anyone doing two things at once, such as streamers, note takers and map makers. And maybe Bryan Ferry (see above).

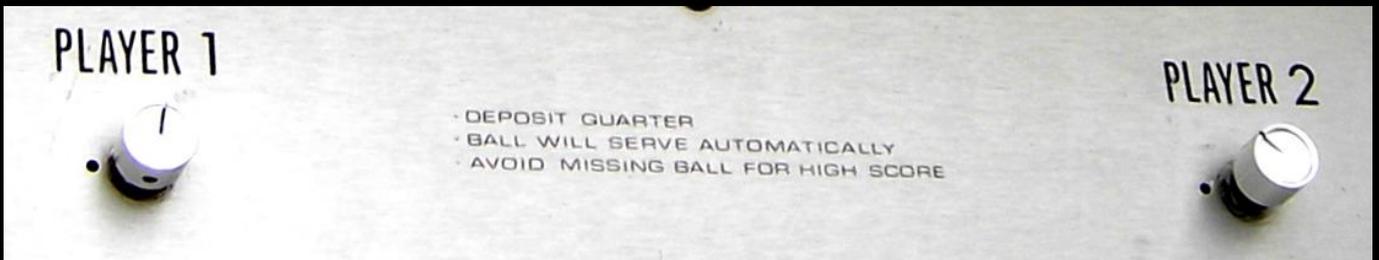
Among these people:

- Some will use one hand and another part of the body to play.
- Some will have less than 4 fingers and a thumb.
- Some will have a limited finger span or reach.
- Some won't be able to manage VR and Wii like motion tracked controls.
- Some will only have the standard supplied controller.
- Some will use something more custom.
- Some will find play painful.
- Some will give up if unable to find a comfortable way to play.



From the start of electronic gaming, there have been one-handed games.

Spotlight Golf from 1936 is believed to be the World's first electronic computer game. This ingenious golf simulator used real golf clubs and as such could be played one-handed as with the real thing.



Atari's Pong ignited the 1970s craze for interactive "Television Tennis". One dial and automatically served balls at its most pure. Home Pong rip-offs often came with a realistic looking light-gun controller. Also, one-hand accessible for many.





Golden age arcade games with one-hand controls were in the minority. They were, however, often legendary, including: Super Breakout, Pac-Man, Ms. Pac-Man, Frogger, Gorf, Star Wars and Marble Madness.





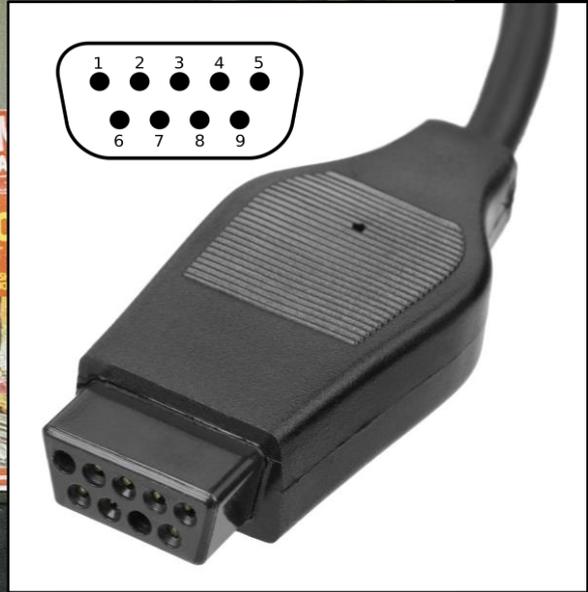
Bally Midway's GORF used an ambidextrous pistol-trigger grip joystick, later seen in SEGA's pioneering laser-disc game Astron Belt.

Atari's Star Wars analogue yoke controller gave one hand access to one of the greatest arcade games of all time.



The Atari Video Computer System

from
ingersoll
busy creating new standards



The 1977 Atari VCS sparked a high-point in one-handed game accessibility. It launched with a “DE9” joystick connector that became the standard of 1980s home computing. On the VCS, if you had a one-handed joystick and could reach the console to press “game reset”, you could expect to be able to play almost any game as well with one-hand as with two.

Popular home computers of the 1980s lacking an Atari joystick port commonly made use of adapters to tap into this huge resource. Commercial control remapping devices soon surfaced, greatly improving access.

sinclair
ZX Spectrum

JOYSTIX !

FROM INTERCEPTOR MICRO'S



ONLY
£18-95

JOYSTIX SHOWN NOT INCLUDED

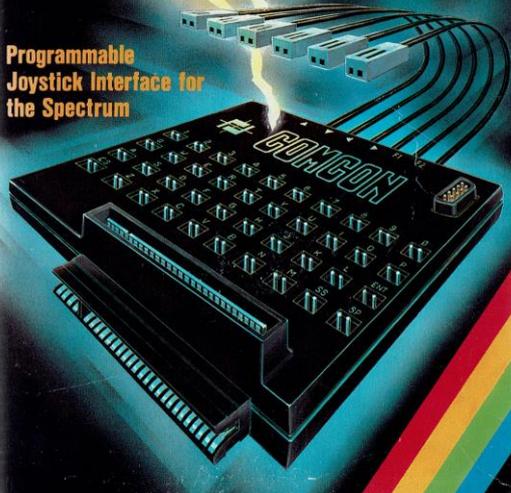
INTERCEPTOR SOFTWARE

At last, the ultimate in ZX add-ons has arrived. The unique board has been designed to take Atari® type or Commodore® type joystick. The board will take two joysticks+ which are software programmable using the in statement on your Spectrum. Just add a few simple lines to your programs for true arcade action. Supplied with full instructions and demonstration cassette for only **£18-95**

TRADE ENQUIRIES WELCOME
FOREIGN DISTRIBUTORS REQUIRED

COMCON

Programmable Joystick Interface for the Spectrum



Made in UK

COMCON

Programmable Joystick Interface for the Spectrum

Simple and fast programming: Plug the six function connectors into the required Spectrum key positions - Ready!

Supports joysticks with two independent fire actions: Photon Blasters and Neutron Bombs at the touch of your fingertips.

Extension port for combined use of peripherals.

Compatible with all Atari-type joysticks including QuicksHOT II (without rapid fire action).

Interface operates joystick parallel to keyboard. Joystick action compatible with any add-ons including Microdrives.

Select key functions anytime - even when the game is already loaded.

WARNING:
IN ORDER TO PREVENT DAMAGE TO YOUR COMCON INTERFACE OR SINCLAIR ZX SPECTRUM PLEASE ENSURE THAT YOUR COMPUTER IS SWITCHED OFF BEFORE PLUGGING OR UNPLUGGING THE UNIT

Made in UK by **FREL LTD.**

KEMPSTON



KEMPSTON PRO JOYSTICK INTERFACE.

- Works on the Spectrum with the following software:
- Compatible with Spectrum Joystick software (the majority)
- Compatible with Action Plan software
- Compatible with various other software
- Compatible with Atari joystick and cassette software
- 16 track head (16 bits) for up to 16 different functions
- 16 different functions
- Price includes VAT 20 %

KEMPSTON

KEYBOARD TO JOYSTICK CONVERTER

WITH AUTO FIRE OPTION

FOR USE ON THE BBC 'B'

Budo Software

Among these 80s computers lacking an Atari joystick port, most used the keyboard for a way to play. For slower paced games, one-finger typing would be enough. For faster action titles, it wasn't uncommon to be offered the option of redefining your keys, such as with Chuckie Egg on the ZX Spectrum and BBC Micro. This enabled keys to be clustered into a one-handed arrangement to suit. Some games would need to wait for a "cracked" version or emulation many years later to become this accessible.

INSTRUCTIONS
 OBJECTIVE- TO COLLECT EGGS FROM THE HEN-HOUSE.

KEYS					
TYPE	UP	DOWN	LEFT	RIGHT	JUMP
1	Z	M	S	Q	Z OR M
2	--CURSOR--KEYS--				4 OR 5
3	U	S	A	D	S P OR U

KEY TYPES 1 & 2 ARE PRESET AND CANNOT BE CHANGED BUT THE TYPE 3 KEYS ARE USER DEFINABLE.
 ▶ PRESS R TO REDEFINE KEYS ◀ P

ATICATAC GAME SELECTION

- 1 KEYBOARD REDEFINE
- 2 KEMPSTON JOYSTICK
- 3 CURSOR JOYSTICK
- 4 KNUCKLE
- 5 WIZARD
- 6 SERF
- 0 START GAME

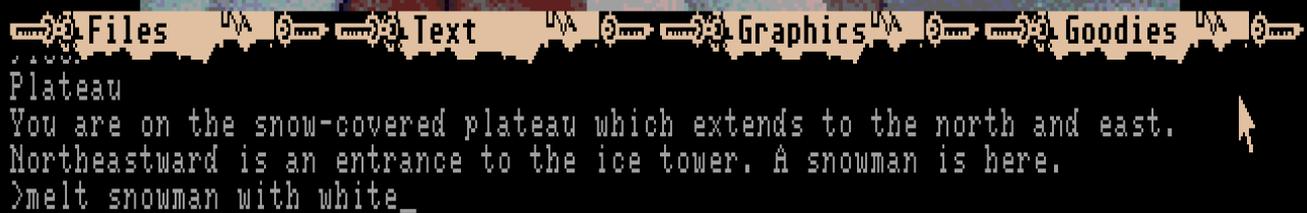
©1983 A.C.C. ALL RIGHTS RESERVED

In 1983 Atari recognised that some children couldn't manage their standard joysticks nor the pressure of many of their games. Alongside the Children's Television Workshop, Atari released the Kid's Controller and a range of Sesame Street themed game cartridges. This accessible controller consisted of a large flat number pad with game overlays using large symbols to denote where to press and what that should do. A single finger that could the controls was enough.



The Apple Mac, Atari ST, Commodore Amiga and early Microsoft Windows popularised the Mouse interface, despite lacking a shared connection standard. Point and click adventures opened new worlds for one-handed play.

PLATEAU



The 1983 Nintendo Famicom gamepad sounded the death knell for the Atari joystick standard. Using familiar Game and Watch controls, integral start and select buttons, and a flat design that suited *some* one-handed players well (at a stretch), this gamepad changed history.



For others, the small controls caused instant problems. Some useful options would follow, such as the Ultech 3 Meijin-kun one-hand joystick adapter and ASCII L5 one-hand controller in 1989. Both aimed at Japanese RPG and strategy gamers.

ASCII **HARDWARE**



左手につたわる臨場感。

アスキースティック

LSで女神転生II (ナムコ/4・6発売) を攻略する。

エルファイブ



RPG専用コントローラー

アスキースティックエルファイブ

ASCII STICK LS

只今、絶賛発売中

標準小売価格 **2,400円**

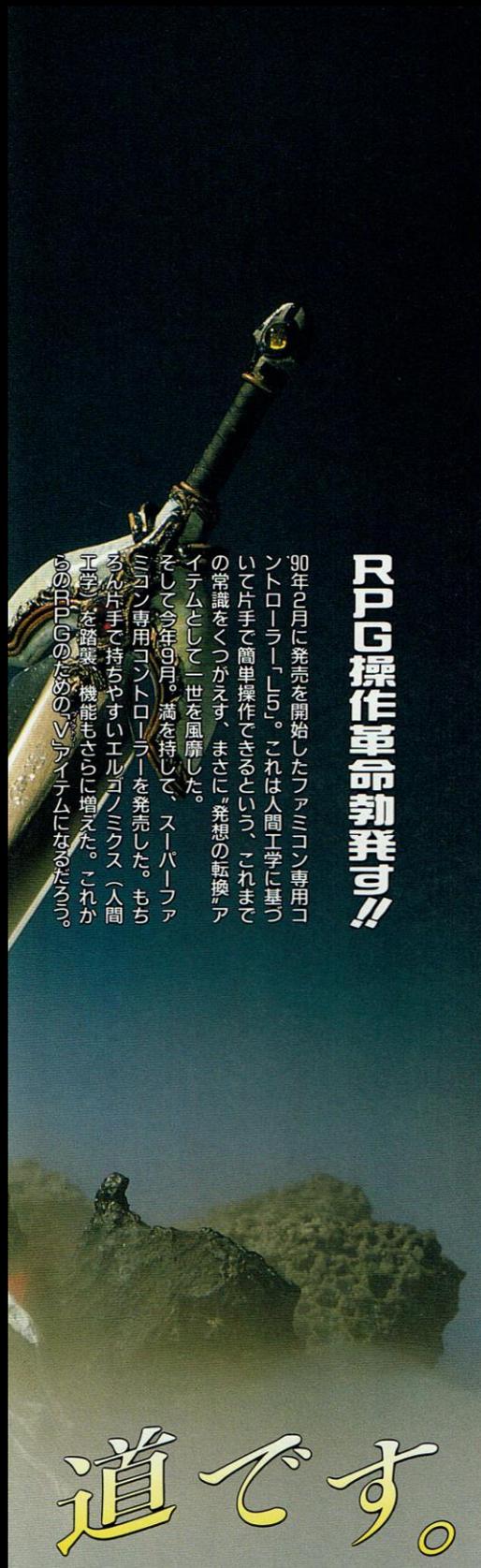
※品切れが予想されますので、ご注文予約をおすすめします。

(標示価格には消費税が別途付加されます。)

In Western markets, the repackaged NES was not even compatible with sibling Famicom controllers.

SEGA would follow in the controller complexity race with the Megadrive, here still using Atari standard ports, but non-standard circuitry to get the extra buttons. The following Nintendo Super Famicom added more buttons again. One handed

gaming was starting to require increasingly dextrous control even if you could find a deliberately made one-handed controller.



RPG操作革命勃発す!!

90年2月に発売を開始したファミコン専用コントローラー「L5」。これは人間工学に基づいて片手で簡単操作できるという、これまでの常識をくつがえす、まさに「発想の転換」アイテムとして一世を風靡した。

そして今年9月、満を持して、スーパーファミコン専用コントローラーを発売した。もちろん片手で持ちやすいエルゴノミクス（人間工学）を踏襲、機能もさらに増えた。これがRPGのための「V」アイテムになるだろう。

道です。

「第一弾は超期待のRPGドラクエV」

これからの勇者達の「V」アイテム登場!!

ウズクトリ
この写真は「ドラクエV 天空の花嫁」の画面です。

7/17発売
ASCII STICK L5

アスキースティックスーパーエルファイブ

発売記念キャンペーン実施!

スーパーL5の発売を記念して、透明仕様の「スーパーL5・プレミアム」を抽選で20名の方にプレゼント。【応募方法】商品の中に入っているアンケートはがきに「透明L5希望」と書いて送ってください。【締切】翌年10月26日(月)当日消印有効【発表】賞品の発送をもって発表にかえさせていただきます。

© エニックス

連射およびスロー機能がA、B、X、Y各ボタンごとに対応しているため、ロールプレイングゲームなどでのメッセージとばしや経験値稼ぎも簡単。十字キーを自分の好みの位置に自由に変えられるロータリーアジャスト機能により、右手でも左手でも使い分けは自由自在。ケーブルの長さは余裕の1.8m。テレビから離れてプレーすることができ、見やすくても目にも安心。

待望のスーパーファミコン用がついに登場!

スーパーファミコン専用コントローラー

アスキースティックスーパーエルファイブ

ASCII STICK L5

新発売

価格2,980円(税別)

〒107-24 東京都港区南青山6-11-1 スリーエフ南青山ビル 株式会社アスキー

For lefties, righties, nose pickers,
shark attack survivors,
folks with poison oak,
avid porn fans,
pissed off New York taxi cab drivers,
a certain mid-80's hard rock drummer,
that clumsy kid in shop class,
people who gave their right arm for something,
and Sabrina Whitehead,
who wrote down absolutely everything
Mrs. Dinklemeyer said in History 101.

ASCII
Grip™

The ultimate controller for RPG's
and other PlayStation™ game
console software.



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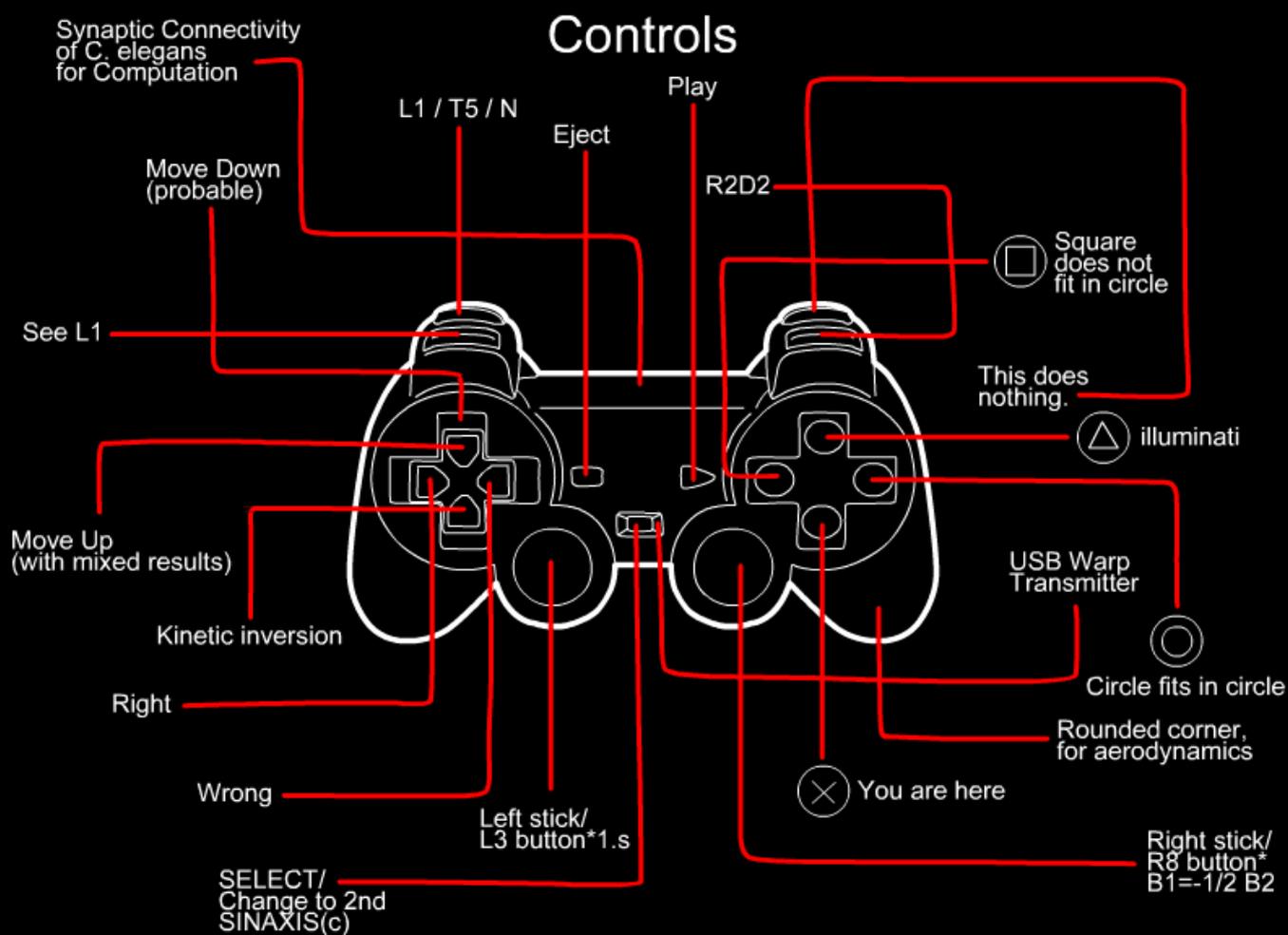
ASCII released many one-handed controllers including for the original Playstation in 1997. The ASCII Grip worked with most pre analogue stick games and had two remappable rear buttons. The mid-80s drummer they refer to in this advert is Def Leppard's **Rick Allen** if you didn't know.

USB: A new hope was emerging with the 1996 Universal Serial Bus standard. Designed to make connecting all sorts of peripherals to computers easier. But would these potential benefits take off, and follow through to game consoles?



1997 Reality Quest release “The Glove” with digital, simulated analogue and 1 stick analogue modes. Available for the N64 and Playstation, it required a lot of wrist movement and would be quite tiring to use very quickly.

1997 was a difficult year for one-hand game accessibility for two reasons. Firstly, Sony released the Dualshock controller, their most complex to date with two sticks and 17 buttons. Secondly, it was a huge success. Just not for one-handed players.



Meanwhile, the mobile phone gaming world started to take shape. From Nokia's snake to the use of JAVA and the 1999 Japanese **i-Mode Games** standard, with many purely thumb-controlled games becoming popular.

Sony stuck with their original Playstation console connector for the 2000 Playstation 2. The PS2 ended up with an impressive array of 3rd party one-hand game controllers. Mostly these were Japanese controllers aimed at RPG adventurers, Baseball strategists and Super Robot War aficionados. As with the Atari, many adapters would surface to make Playstation controllers work on other games machines.

The 2000 **Dragonplus RPG** ambidextrous controller was so popular that the controller was remade years later under the guidance of **Consoles and Gadgets** in Scotland who retain the patent as I understand.



■新商品案内■ **HORI**

SEPARATE CONTROLLER

セパレートコントローラ

新感覚コントローラ登場!!

●クリアブラック ●クリアブルー

- 標準のコントローラと同じ使い方ができます。(ノーマルタイプ)
- ラクな姿勢でプレイしたい時にオススメ! (セパレートタイプ)
- 飲みながら、食べながらプレイ。RPG、シミュレーションゲーム等に最適! (ワンハンドタイプ)

"PlayStation 2", "PlayStation", "PS one" 対応
セパレートコントローラ
 "DUALSHOCK 2"互換

2003年11月27日発売予定
 希望小売価格(各) ¥3,200 (税別)

商品名	希望小売価格(税別)	JANコード	アクター入数	型番
セパレートコントローラ クリアブラック	¥3,200	4961818001985	20	HP2-86
セパレートコントローラ クリアブルー	¥3,200	4961818002272	20	HP2-104

株式会社 **HORI** 品番 045-333-9811
 〒108-8501 東京都港区赤坂 3-15-11
 TEL: 03-3433-9811 FAX: 03-3433-9810



Top left: A HORI Separate controller including a right-handed method of playing.

Top right: A HORI Super Robot Wars Controller, aimed at left-hand use.

Bottom left: a Mini Dance mat for finger play.

Bottom right: an ASCII Grip V2. Lacking two sticks was a problem for many games despite a button to change stick modes between left-stick, right-stick or d-pad.

2005 Microsoft launch the Xbox 360 with restricted USB ports forcing a proprietary authentication chip check. This technical barrier formed a walled garden that severely hampered controller diversity, the opposite of USB access on PCs running Windows. Eventually, by hook or by crook, people found a way to circumnavigate this so that they could better enjoy Xbox games.

2006 UK game accessibility focussed website OneSwitch.org.uk starts selling One Handed controllers from £10 (about \$8) each. It also shared news of new controllers on its [blog](#), which continues to this day (2022).



[shop](#) • [Accessible Gaming Shop](#) • [here](#)

One Handed Game Controllers

平等!!

Suitable for many gamers using one hand to play, or unable to bring both hands together.

These controllers have been designed for use with Playstation One and PS2 game consoles. With additional [controller adapters](#), most other games machines, PCs and Macs can be made accessible. Click on the images below for more details on each controller. Please feel free to e-mail for help on anything that is unclear.

DragonPlus (£30)



Suitable for left or right handed play. Compatible with Playstation 2 games. This controller also features a small RESET button.

ASCII Grip (£15)



Designed for use with the Playstation One console, this controller is well suited to many older games that do not require analogue control.

Some button functions can be changed, making play easier.

HORI Separate (£35)



In 2006 Nintendo went against the grain of ever more buttons and sticks when they released the motion tracking Wii remote. It was a massive success opening new markets. This said, not all could manage the accurate gestures required. The plug-in Nunchuk added **a further barrier**.



Of note, some games gave multiple controller options. With Madden 08, EA Sports introduced a “Family Play” (later called “All Play” in later titles) mode which gave the option for one or two-handed play. FIFA 10 gave a point and click method of play with auto-running. These were hugely beneficial, and all too rare, considerations.

A screenshot from the EA Sports Madden 08 game showing a menu titled "2 Ways to Play Madden!". The screen is split into two columns. The left column is for "FAMILY PLAY" and features a white Wii Remote icon with a yellow starburst. Below it, the text reads: "Wii Remote ONLY" and "Anyone can play like a pro. You can perform basic offensive and defensive moves while we handle the rest!". The right column is for "ADVANCED" and features a white Nunchuk icon with a purple starburst. Below it, the text reads: "Nunchuk Style" and "Take total control. The Nunchuk adds the ability to control player movement & execute more advanced moves.". In the bottom right corner, there is a button labeled "A CONTINUE".

2006 USA based engineer **Ben Heck** builds an Xbox 360 one-handed controller. This would be the first of many scratch built controllers, including clamp on one-hand gadgets for some arcade **pinball** and **video game** machines. His one-handed controller videos have collectively been viewed millions of times.

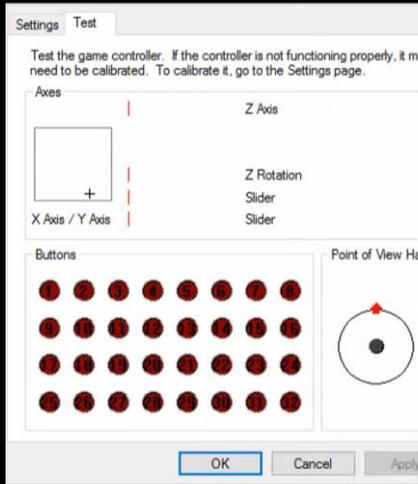


2007 The iPhone release and popularity, alongside Android, changes mobile gaming forever. One-finger or one-finger and thumb accessible games gain massive success, including Candy Crush, Fruit Ninja, Flappy Birds and Angry Birds.

2008 The Ben Heck designed **eDimensional Access Controller** is released for the PS2, PS3 and PC. This wireless controller with swappable control modules sold for around \$140 with some of the profits going to good causes. In 2010 Sony rolled out update 3.50 for the PS3 with a worrying claim that some 3rd party controllers may “ignite or explode, resulting in injury or damage to the user, your PlayStation3..., or other property”. At a broad stroke many previously working devices became useless on the PS3. This included the Access Controller despite it not using a rechargeable battery.



A comparatively dry spell followed for mass produced solutions, with many people relying on an ever dwindling supply of PS2 era controllers with adapters. During this time many curious and ingenious D.I.Y. one-handed controller ideas were shared on-line. Many never made it much further.



A tiny sample of home prototypes created for one-hand play from the early 21st century, shared on the OneSwitch blog. 3D printing would become one of the most important areas for one handed controller experiments.

~2010 **Evil Controllers** start to sell **one-hand focussed controllers** in the USA. They remain one of the most consistent outfits, with a steadily expanding range.

evil controllers **LEFTY ACCESSIBLE OPTIONS**

This controller is designed for gamers with limited mobility in their right hand/arm. We relocate all the necessary functions from the right side that are generally hard to reach, to a comfortable position accessible by the left hand. If the user is also unable to use the left thumb-stick, we offer an add-on that will move the thumb-stick to a small plastic housing that can be mounted anywhere for use.





ADDITIONAL OPTIONS





EXPLANATION OF MODIFICATIONS

- 1 ABXY BUTTONS WILL NOW OPERATE AS DIRECTIONAL PAD FUNCTIONS
- 2 EVIL DPAD BUTTONS WILL NOT OPERATE AS ABXY FUNCTIONS
- 3 ADDED BUTTON WILL OPERATE AS RIGHT THUMB-STICK CLICK FUNCTION
- 4 ADDED BACKSIDE BUTTONS WILL OPERATE AS RIGHT TRIGGER AND RIGHT BUMPER
- 5 OPTIONAL ADD ON MAKES THE LEFT TRIGGER OPERATE AS THE RIGHT TRIGGER FUNCTION
- 5A BACKSIDE BUTTON WILL NOW OPERATE AS LEFT TRIGGER FUNCTION
- 6 THE THUMB-STICK CAN ALSO BE RELOCATED TO A SMALL PLASTIC HOUSING IF YOU ARE UNABLE TO USE THE ONE ON THE CONTROLLER. THIS BOX CAN BE MOUNTED WITH SCREWS OR VELCRO TO WHEREVER YOUR RANGE OF MOTION ALLOWS FOR USE.

EVILCONTROLLERS.COM

evil controllers **RIGHTY ACCESSIBLE OPTIONS**

This controller is designed for gamers with limited mobility in their left hand/arm. We relocate all the necessary functions from the left side that are generally hard to reach, to a comfortable position accessible by the right hand. If the user is also unable to use the left thumb-stick, we offer an add-on that will move the thumb-stick to a small plastic housing that can be mounted anywhere for use.





ADDITIONAL OPTIONS



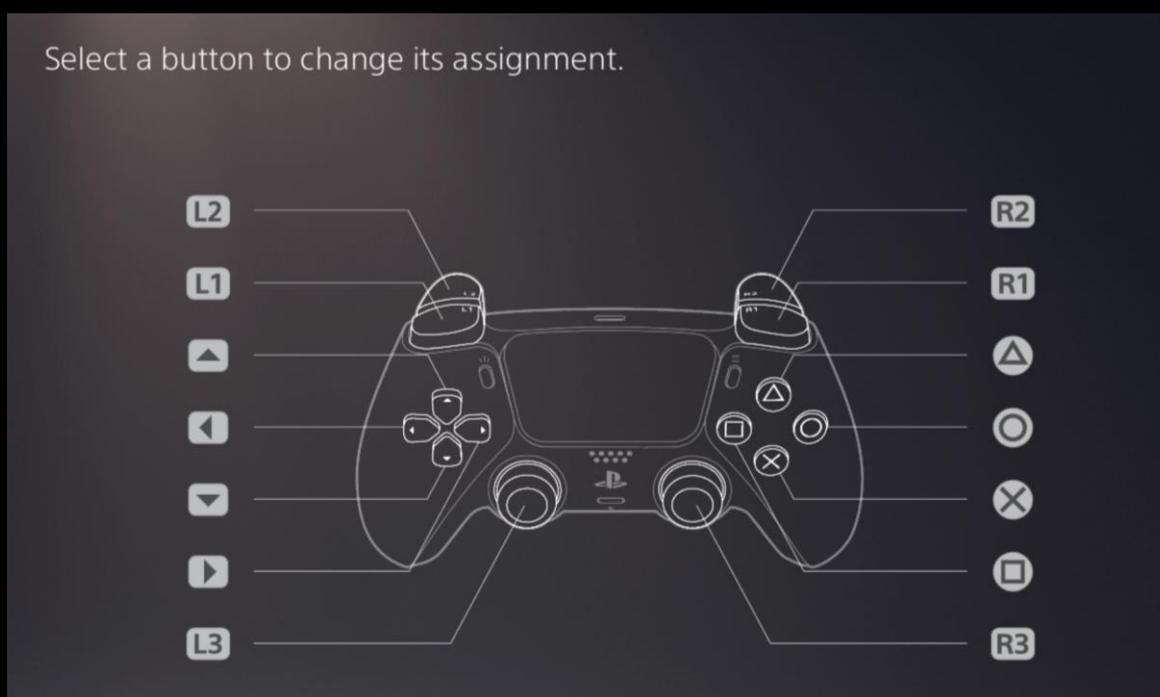
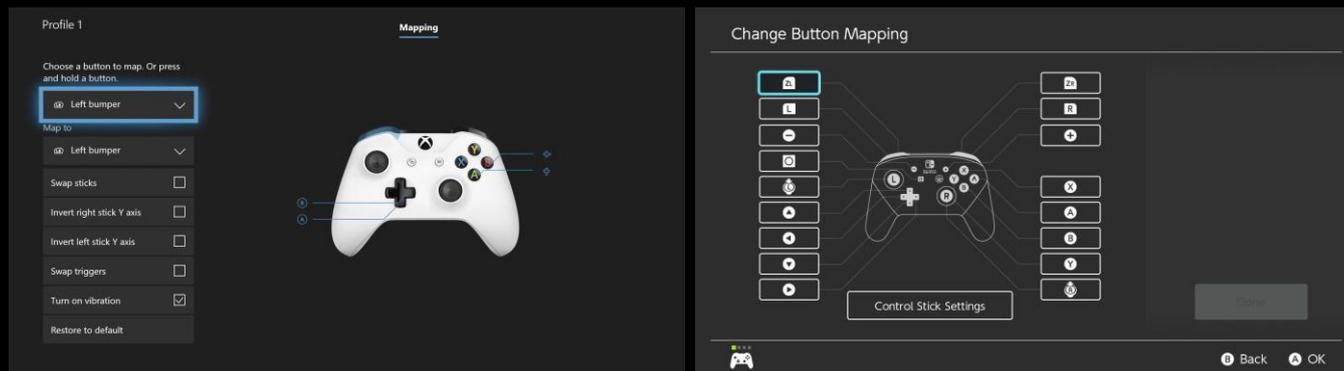
EXPLANATION OF MODIFICATIONS

- 1 ADDED BUTTON WILL OPERATE AS LEFT THUMB-STICK CLICK FUNCTION
- 2 ADDED BACKSIDE BUTTONS WILL OPERATE AS LEFT TRIGGER AND LEFT BUMPER
- 3 THE THUMB-STICK CAN ALSO BE RELOCATED TO A SMALL PLASTIC HOUSING IF YOU ARE UNABLE TO USE THE ONE ON THE CONTROLLER. THIS BOX CAN BE MOUNTED WITH SCREWS OR VELCRO TO WHEREVER YOUR RANGE OF MOTION ALLOWS FOR USE.

EVILCONTROLLERS.COM

The Controller Project is started in 2012 by Caleb Kraft. It's mission to **3D print** (and sometimes design) any solution they can to help Disabled gamers for free or drastically reduced cost using a worldwide volunteer network. They also run 3D print design competitions to encourage new ideas. 10 years later, this valuable work continues apace.

In late 2015 **Controller Remapping** options start to roll out for the PS4 and Xbox One and have happily continued into the PS5, Xbox S/X and Nintendo switch generation. Remapping has remained rather limited however.



As of 2022, very little has improved in console system level controller remapping. Apple iOS and Android have nothing. The following would help:

- Full remapping including analogue controls to buttons, and vice versa.
- Analogue sensitivity adjustment.
- Fast profile swapping.
- SHIFT options to give buttons a secondary control.
- Auto-fire or latching.
- Nintendo Switch features such as the ability to remap capture/share, and the facility to disable individual controls.
- PlayStation and Xbox to ensure that the options/menu button can be remapped to a more comfortable position.
- An Xbox like co-pilot feature allowing two controllers to be used as one straight from the operating system.

In 2016 OneSwitch developed a method of converting a Sony PS3 Navigation controller into a far more powerful one-hand controller thanks to the Titan adapter. Various joystick modes including driving and exploring could be reached from the joystick via a special SHIFT button.

Alongside Celtic Magic, this morphed into the **Game Control Mixer** system the following year. This enabled anyone using 1 joystick and 1 or more buttons a way to reach all controls. A One Handed version and a game book of ideas for 1 stick and 2 button play followed. Finding games that are possible to play with a small number of controls remains a challenge on game consoles.



GCM JOYSTICK Shift MODES PLAYSTATION

Hold SHIFT > move joystick 1 to 6 times North, South, East or West > Release SHIFT

NORTH

N1 = MENU buttons
N2 = TOUCH PAD
N3 = L1 L2 R1 R2
N4 = RETROPIE MENU buttons
N5 = TOUCH PAD Analogue
N6 = L2 R2

EAST

E1 = RIGHT-STICK
E2 = SHAPES
E3 = L2 R2 R3
E4 = RETRO + O + X (MASH)
E5 = SHAPES (MASHED)
E6 = O

WEST

W1 = LEFT-STICK
W2 = D-PAD
W3 = L1 R1 L3
W4 = L-STICK + X + O
W5 = D-PAD + X + O
W6 = X

SOUTH

S1 = EXPLORE
↓ = back / look-up / back / look ↓
S2 = DRIVE (left/right/L2 and R2)
S3 = SIX-AXIS RAPTURE
S4 = EXPLORE (BASIC)
S5 = DRIVE (SLOW)
S6 = SIX-AXIS FLOWER

Game Control Mixer

1 STICK + 2 BUTTONS

BY ONESWITCH.ORG.UK
20-9-2021

WITH SPECIAL THANKS TO

[CELTC MAGIC](#) + [CONSOLE TUNER](#) + [SPECIALEFFECT](#) + [SHAZ HOSSAIN](#) + [KATIE LILL](#)

THANKS ALSO TO [JOE MORGAN](#) + [IAN HAMILTON](#) + [MY BREATH MY MUSIC](#) + [MARK HARDISTY](#)

2017 Julio “Vexelius” Vázquez created a simple 3D printed joiner to make a full one handed controller for his friend Rami Wehbe. The left or right-handed joiner options make a one-hand controller out of two Nintendo Switch Joy-Cons. This freely available 3D print design can be sourced ready made from eBay and The Controller Project. Some players have complained of the comfort level with such tiny controls in one hand, but it remains an excellent option to at least try.



Images tournées par Vexelius

2017 Virtual Reality came into the mainstream with the launch of PSVR on PS4, and with various PC options. A handful of PSVR games, including Gran Turismo Sport and Resident Evil 7 included a Dualshock option. No hand tracking required. Just standard PS4 controls. An empowering option normally missing in VR gaming.

Also in 2017, the WalkinVR project explored some interesting experiments in one-handed VR use via software assist modes. VR poses an on-going struggle for physically disabled gamers.

2017 Microsoft Co-Pilot is launched as an update to the Xbox One operating system. It mimics long-established hardware techniques of merging two controllers to appear as one. This meant that some one-handed players could hold a controller in one hand and use a second controller with a foot to reach more controls. Or just play as a team. A forever useful feature, sadly lacking from other consoles.



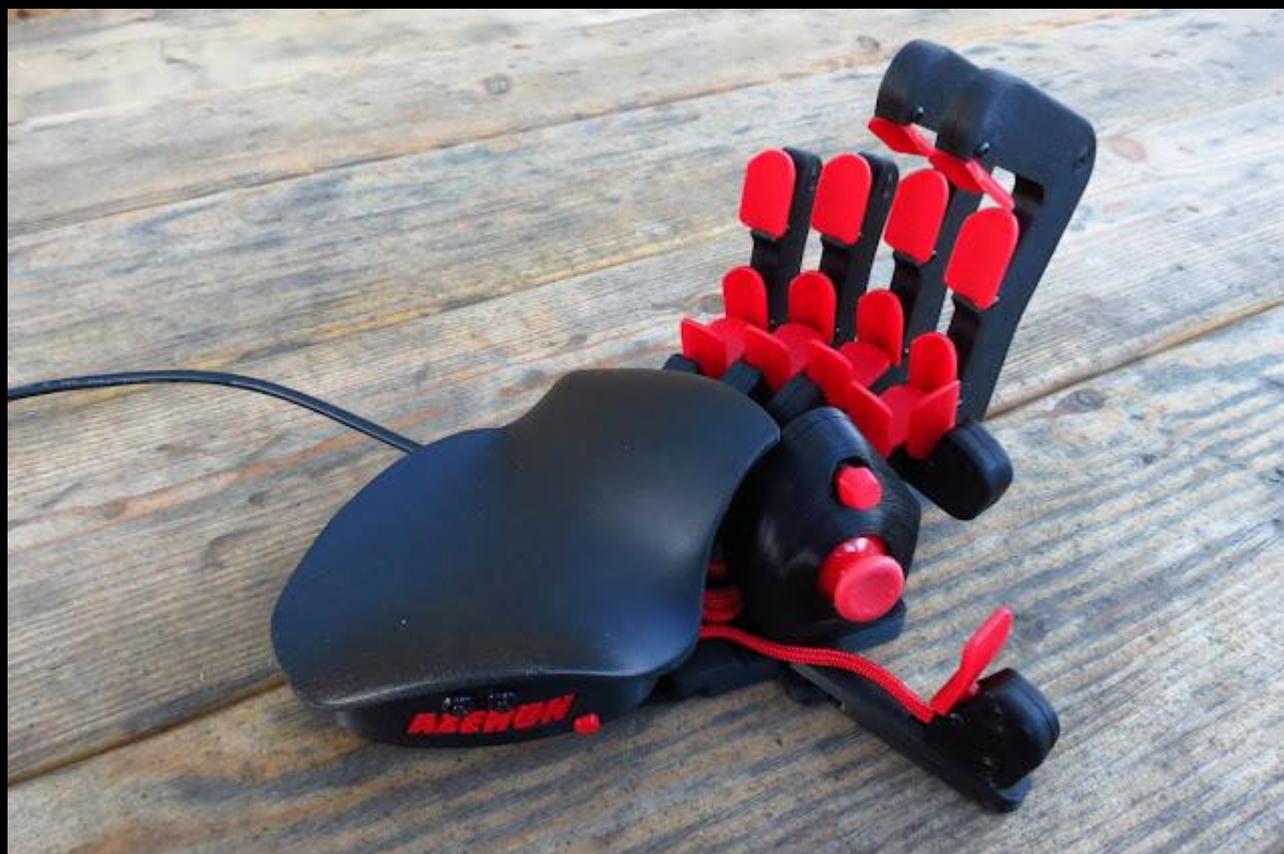
2018 Saw the release of the Xbox Adaptive Controller (XAC). This device allows for a wide range of joysticks and accessibility switches to be used alone or alongside

a standard gamepad controller in co-pilot mode. Around this time Pdp supplied a USB One-Handed Joystick with three buttons which has since been discontinued.

Thanks to the fairly open nature of the XAC interface, the likes of **OneSwitch** in the UK and **HitClic** in France have been able to make similar hand-built solution.

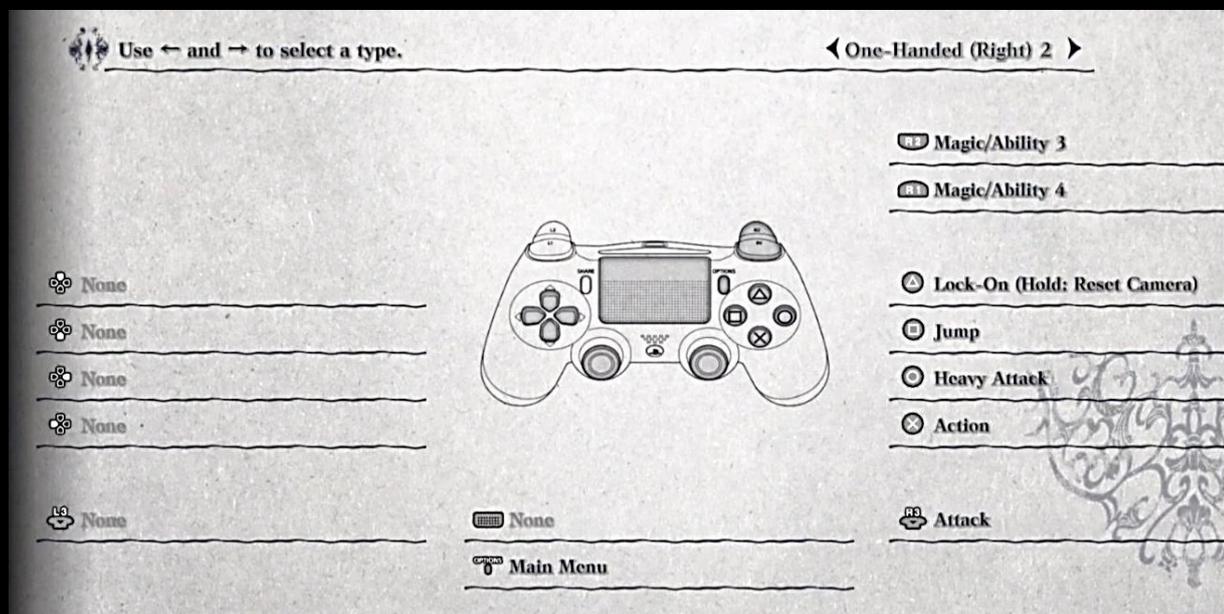
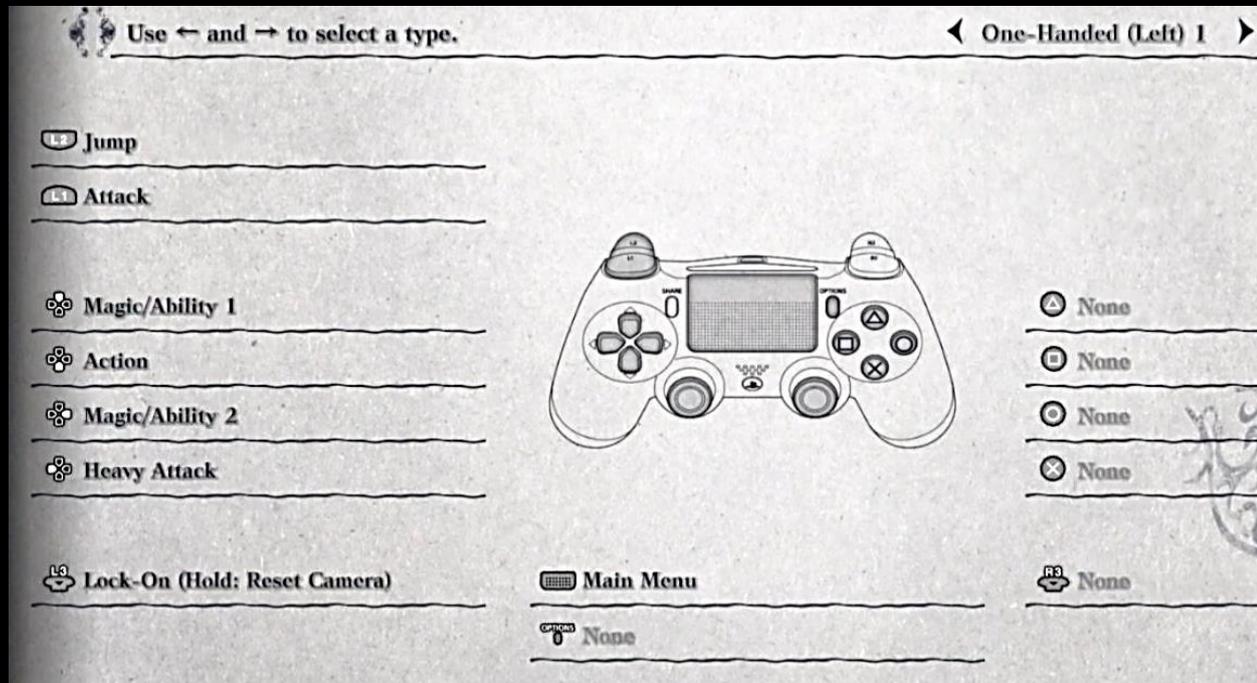


Throughout the USB era, the far less restricted Windows PC platform saw a massive array of controllers and methods for more accessible gaming. One such example is the **Azeron** pictured below with 24 to 29 programmable keys.



2020 Xbox release their new generation Xbox series S/X, keeping backward compatibility with Xbox One era controllers and features. A massive instant boost for accessibility in one stroke, with no need to go back to square one.

2021 Two RPG games from Square Enix, **Bravely Default II** (Nintendo Switch) and **NieR Replicant** (PS4 and PS5) came with a far too rare one handed play mode. Not perfect, Bravely Default one-hand mode was left-hand only, and NieR Replicant did not move the Options button into easier reach for left-hand play, but much appreciated, nonetheless. Many games offer extremely beneficial easier play modes, but seldom reduce the controls down so that play is possible with one half of a controller.



2021 and 2022 Akaki Kuumeri releases some of the most advanced one-handed 3D printed snap-on adapters yet seen for the PS4, PS5 and Xbox. Some of these 3D prints can be downloaded from [Prusa Printers](#), bought ready made from [Etsy](#) or requested for free or at cost from [The Controller Project](#).



One-handed DualShock 4 Attachment
£66.50 FREE UK delivery



One-handed DualSense attachment
£66.50 FREE UK delivery



3D Printable Flexure Joystick for Xbox ...
£11.40 £17.74 (50% off)



Previous snap on adapters have normally been for far simpler controllers. These 3D prints are today trying to deal with some of the most complex gamepads ever made. They are not perfect, in my experience, with stick centring issues, the high level of dexterity needed, and on my PS4 prints, some controls being unintentionally pressed. Fettleing, patience and practice is required to get the best out of these. That these work at all is something of a miracle.

It must be said however, that things are a long way from the 1980s for choice and availability for one hand console gamers.



OneSwitch.org.uk recommendations in 2022

1. **Improve System Level control remapping:** as [previously outlined](#), controller remapping options could be significantly improved. iOS and Android have nothing for gamepads. Xbox and PlayStation system remapping remains very basic with no way to reposition critical menu buttons. Consider one-handed players.
2. **Help customers to find suitable games:** offer in-store filters so players can filter out games that require more buttons, joysticks and/or gesture tracking than they can manage. And if making a game, do share precisely what controls are needed at a bare minimum to play and navigate menus.
3. **Someone remake the Dragonplus RPG one handed controller for the modern-era or something like it:** This is one of the most requested controllers, has an ambidextrous design, and does not require wrist, arm, nor shoulder movement to play. Ideally sell it for a comparable price with standard gamepads as was the case in the 1980s to early 2000s.
4. **Offer a one-handed play option in games:** can your game be played with just the left side or just the right-side of a standard gamepad? If so, this can bring access benefits to many beyond one-handed gamers
5. **Be aware of what's out there already:**

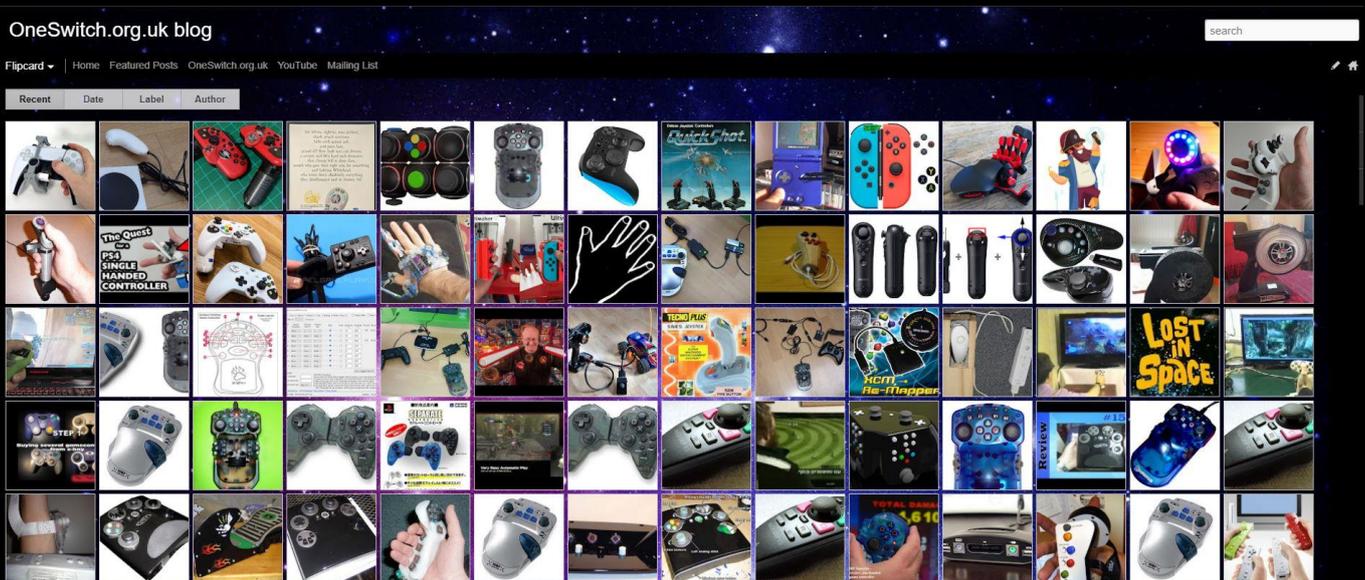
News on one handed gaming can be found at the likes of the [OneSwitch blog](#) and [SpecialEffect](#). And new things to keep an eye on such as [ByoWave's Proteus](#) controller and [@Darkcola's](#) motion control project.

Loan libraries and assessment services such as at [SpecialEffect](#), [NMA Gaming](#) and [Everyone Can](#). These are great places to ask for more help, and there are many more.

Funding help can be found from various [UK charities](#), AbleGamers and beyond.

Where you can get one handed controllers to keep such as from [The Controller Project](#), [OneSwitch](#), [HitClic](#), [Evil Controllers](#) and [Warfighter Engaged](#).

6. Keep thinking about what might improve things further. Better one-hand accessible control options are there to be found in the future. And perhaps, one day, platform controller access can be more open again.



CREDITS

Huge thanks to [GAconf Europe 2022](#).

Many thanks to [Andrew 'Merman' Fisher](#) for the Sheep in Space credits screen hack.

[Nicholas McCarthy](#) for kind permission to use his beautifully played recital of a one hand arrangement of Bach's [Sheep may Safely Graze](#).

Caleb Kraft of The Controller Project.

SpecialEffect.