Microsoft announces the Proteus Controller, a gamepad for Xbox gamers with disabilities

Created by peripheral company ByoWave as part of the Designed for Xbox program, the wireless controller consists of small cubes with interchangeable faceplates that include controller buttons, a directional pad, and analog sticks.

The “snap and play” parts connect together so gamers can build more than 100 configurations and LED lighting variations. As a result, one-handed gamers and other players with disabilities can use the controller in a way that’s most comfortable for them. The buttons are also remappable for a more individualized experience, albeit only via the companion app.

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At launch, the Proteus Controller will work with the Xbox Series X / S, Xbox One, and Windows 10 and 11. ByoWave says it won’t support PlayStation 5 or Nintendo Switch, though it’s open to partnering with these platforms.

Along with introducing a new controller, Microsoft is also updating its $99.99 Xbox Adaptive Controller, which was released in 2018 to help players build adaptive gaming setups.

The controller will soon support more accessories, with each USB port soon offering support for up to 12 buttons, a second

stick, and a hat switch. The firmware update will be available to the public in the next few months but will roll out over the next couple of weeks to Xbox Insiders.

https://www.theverge.com/2024/5/15/24157529/microsoft-proteus-controller-xbox-accessibility