QuadStick

A mouth operated gamepad, mouse and keyboard for quadriplegics

The QuadStick has a joystick, four sip & puff sensors, a lip position sensor, and a push switch connected to a 32-bit ARM processor that converts the sensor inputs into USB and Bluetooth signals for PC’s & Game consoles.

The QuadStick appears to the host device as a PS3 compatible Gamepad, Mouse, Keyboard and Flash drive.

The connections between the input sensors and the signals sent to the host are configurable by the user and can be quickly changed between pre-configured profiles, while playing a game, to match different situations in the game.

Specific configuration profiles can easily be created for games that require combinations or unique control inputs.
“A game is an opportunity to focus our energy, with relentless optimism, at something we’re good at (or getting better at) and enjoy. In other words, gameplay is the direct emotional opposite of depression.”

— Jane McGonigal, *Reality Is Broken: Why Games Make Us Better and How They Can Change the World*

Sports, music, racing, puzzle, role-playing, casual, strategy and adventure games allow players to cooperate and compete, to interact with friends and family, to meet and socialize with other members of the gaming community.

Some games that have successfully been played by quadriplegics with high level injuries with the QuadStick include:

The QuadStick is directly compatible with the PS3, Android, and many PC games that use a joystick, mouse or keyboard. Through the use of a 3rd party USB adapter, XBox 360 & XBox One consoles can be used, as well as PC games that require an XBox 360 controller. PS4 support is under development.

QuadStick
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