

# Project Leonardo

Developed with key contributions from accessibility experts, community members, and game developers, Project Leonardo is our code name for a new highly customizable controller kit that works “out of the box” to help many players with disabilities play games more easily, more comfortably, and for longer periods. It is built to address common challenges faced by many players with limited motor control, including difficulty holding a controller for long periods, accurately pressing small clusters of buttons or triggers, or



**Picture shows finger and thumb controlling gaming controls**

positioning thumbs and fingers optimally on a standard controller.

Highly customizable play experience

**Hardware customizations.** Project Leonardo for PS 5 is a canvas for gamers to craft their own play experience. It includes a robust kit of swappable components, including a variety of analog stick caps and buttons in different shapes and sizes.

Players can use these components to craft a wide array of control layouts. And the distance of the analog stick from the game pad can be adjusted to suit the player's preference. These components allow players to find a configuration that works for their strength, range of motion, and particular physical needs.

<https://blog.playstation.com/2023/01/04/introducing-project-leonardo-for-playstation-5-a-highly-customizable-accessibility-controller-kit/>

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