

Developing Design Standards for Handheld Gaming Consoles with a Focus on User Experience

Aryan Oveisi^{1*}, Sarasadat Tejareh²

¹ Department of Industrial Design, Islamic Azad University Science and Research Branch, Tehran, Iran. Email: aaryanoveisi@gmail.com

² Department of Industrial Design, Islamic Azad University, Tehran West Branch, Tehran, Iran. Email: tejareh@wtiau.ac.ir

*Corresponding author: Aryan Oveisi

DOI: [10.22059/jdt.2025.398719.1159](https://doi.org/10.22059/jdt.2025.398719.1159)

Received: 16 July 2025, Revised: 19 October 2025, Accepted: 26 October 2025, Available Online from 20 December 2025.

Abstract

This paper explores and formulates design criteria for handheld gaming consoles with a focus on user experience. The literature review section provides a detailed examination of the history and evolution of handheld consoles, categorizing them into nine generations through a comprehensive table. It also highlights selected features of handheld consoles from each generation that either achieved notable commercial success or stood out for their innovative and unique design characteristics. Drawing on the design history and the successes and failures of handheld consoles, the paper analyzes key factors in developing design criteria from three main perspectives: performance and usability, ergonomics, and aesthetics. In terms of performance and usability, aspects such as the layout of control buttons, multiplayer capabilities, and attention to the diverse needs of users, including both left-handed and right-handed individuals, are emphasized. The ergonomic analysis focuses on the dimensions of the device and the placement of ports and connectors, ensuring ease of use and comfort during interaction. Finally, the aesthetic aspects of handheld consoles and their impact on user experience and commercial success are evaluated. Elements such as shape, form, and color are examined to assess their influence on users' emotions, perceptions, and behaviors during interaction with the console. The findings suggest that careful consideration of these criteria can significantly improve both the design quality and user experience of handheld gaming consoles, ultimately leading to greater commercial success for manufacturers.

Keywords

Design, Gaming Consoles, Portable, User Experience

Introduction

In recent decades, the video game industry has become one of the largest and most prosperous sectors of entertainment (Clement, 2024). Among the various types of gaming consoles, handheld gaming consoles hold a unique position due to their portability and the ability to play games anytime and anywhere (Allen, 2023). However, designing and manufacturing handheld consoles presents its own specific challenges. One of the most critical aspects to consider in their design is the user experience. User Experience (UX) refers to the range of emotions, attitudes, and perceptions that users have while interacting with a product (ISO9241-210, 2019).

A well-designed UX can greatly influence the success or failure of a gaming console, and modern studies confirm ergonomics and battery management as primary UX drivers (De Andrade, 2023; Flores-Martin et al., 2024). A device that offers a pleasant and satisfying user experience is more likely to succeed in the market. Therefore, developing a conceptual model for the design criteria of handheld gaming consoles, centered around user experience, is essential. Such a conceptual model serves as a theoretical framework to guide product design and development, ensuring all critical aspects are considered and improved.

This paper explores the significance of user experience in the design of handheld gaming consoles and introduces key criteria that should be taken into account. Finally, by analyzing several successful examples of handheld consoles on the market, the study identifies the design factors that contributed to their success.

The research aims to develop a deeper understanding of how industrial design innovations and the integration of various technologies in handheld consoles can enhance the gaming experience. Ultimately, this study seeks to offer insights and practical suggestions for improving the future design and development of portable gaming consoles.

Methodology

This study adopts a mixed-method approach combining applied design analysis with a quantitative analytical component. The applied component generates practical design criteria through historical review and comparative UX evaluation of representative handheld consoles. The analytical component examines relationships among measurable device parameters (size, weight, battery life) and aggregated ergonomics scores to assess their effect on overall user experience (UX). Secondary data (official product specifications and aggregated review-based UX/ergonomic ratings) were compiled for seven representative consoles and used to compute Pearson correlations and a multiple regression model to identify the strongest predictors of UX satisfaction. The combined approach aims to provide both descriptive insight and empirical evidence to inform design criteria for future handheld consoles.

Background

Investigating the origins of handheld gaming consoles is important for multiple reasons. By examining their history, we can better understand how technology has influenced handheld console design, how user needs have evolved, and what major design trends and patterns have emerged over time.

The origin of handheld gaming consoles dates back to 1976, when Mattel began developing a series of sports-themed games roughly the size of a calculator, which became the world's first handheld electronic games. The project was initiated when Michael Katz, then Marketing Director of New Product Categories at Mattel, challenged the company's electronics team to design a calculator-sized game using LED (Light Emitting Diode) technology.

The engineers responded with a red plastic strip containing multiple rows of LEDs. These LEDs could move and be controlled like objects on a video game screen. Players could guide the lights along the strip using four directional buttons: forward, backward, up, and down. The device also featured internal collision detection. If the player's light came into contact with another, the toy would register the event. Despite its simplicity, this device became the foundation for the first generation of handheld electronic games ([L.Kent, 2001](#)).

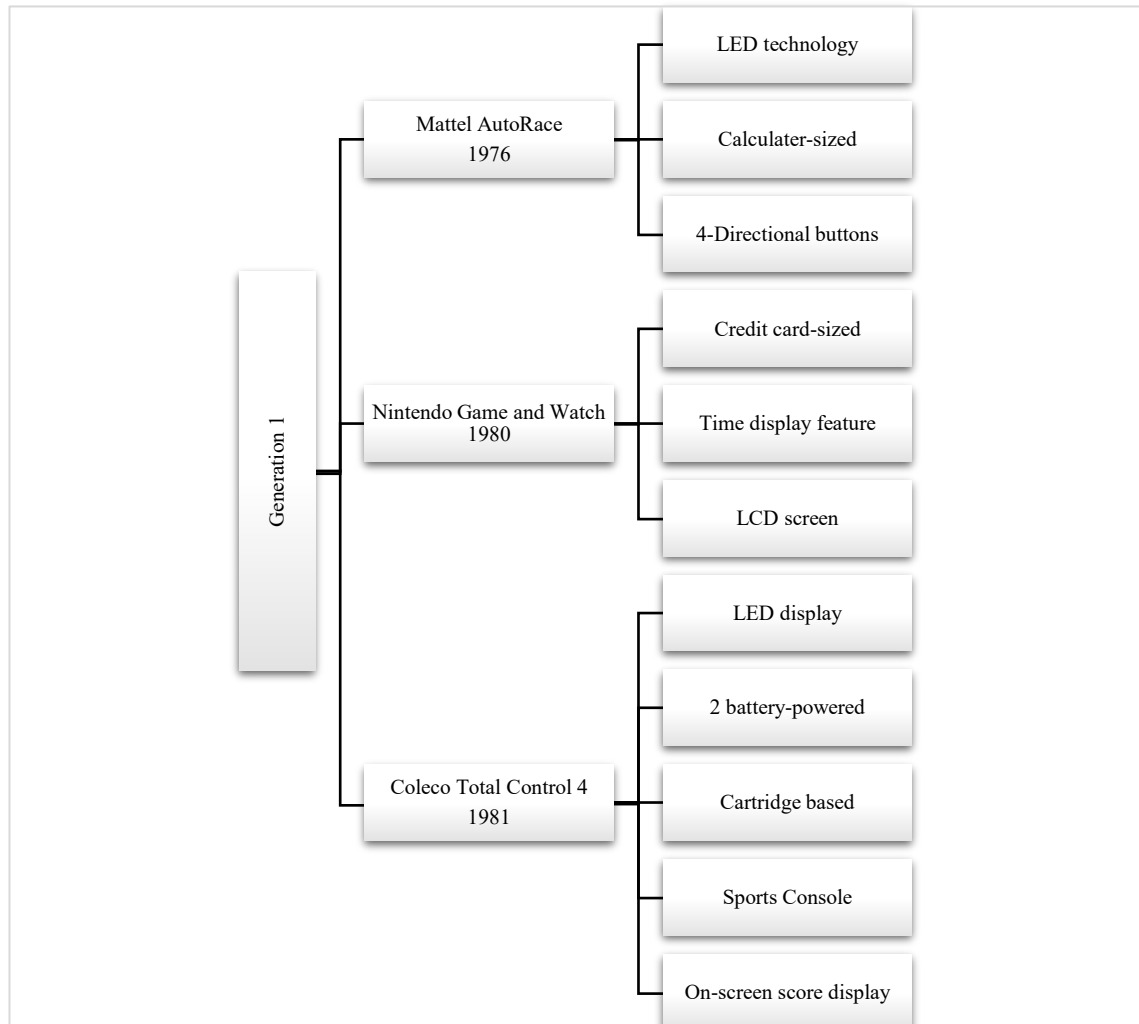


Figure 1: Features of Generation 1 Handheld Gaming Consoles)

Second Generation:

In 1979, Milton Bradley Co. introduced Microvision, the first handheld console with interchangeable cartridges, revolutionary at a time when single-game devices like Auto Race and Football were still novel. Microvision featured a 16x16 monochrome LCD screen and a paddle controller ([Stuart, 2021](#)).

The Microvision console suffered from several serious technical issues. Firstly, the LCD screen technology and quality were rudimentary and degraded quickly. Secondly, the device was highly sensitive to static electricity when inserting cartridges. Finally, the keypad buttons were extremely fragile, and because they were pressed through a plastic overlay for each different game faceplate, they were prone to malfunction ([L.Kent, 2001](#)).

The third generation of handheld consoles did not feature any significant advancements in terms of design or technology; therefore, it is not analyzed in this study. However, the fourth generation can be considered a turning point, as handheld gaming consoles truly entered the mainstream market during this era.

The following table presents an overview of fourth to ninth generation handheld gaming consoles that stood out either due to remarkable sales figures or technological and design innovations.

Table 1: Overview of Fourth to Ninth Generation Handheld Gaming Consoles and Their Defining Features

Console Name	Key Features	Release Year	Units Sold
Generation 4			
<i>Nintendo Game Boy</i>	The first handheld console released after Microvision was one with interchangeable cartridges. Affordable, lightweight, and calculator-sized. Stereo sound; monochrome LCD screen; up to 10 hours of playtime on four AA batteries. Introduced the D-Pad by Yokoi instead of a joystick, improving portability (L.Kent, 2001; McFarren, 2016). Sales include Game Boy + Game Boy Color.	1969	118,690,000
<i>Atari Lynx</i>	First handheld console with a 3.5-inch color screen. Supported up to 18-player multiplayer via ComLynx. Featured a 16-bit processor. Ambidextrous design with rotatable screen orientation. Required 6 AA batteries, providing 4–5 hours of playtime. Commercially unsuccessful (GameMediumTeam, n.d.).	1989	3,000,000
<i>Sega Game Gear</i>	Sega's first handheld gaming console. Color screen with backlight for dark environments. Horizontal design for improved two-handed ergonomics. Operated for 3–5 hours on six AA batteries (GameMediumTeam, n.d.).	1990	10,600,000
Generation 5			
<i>Sega Genesis Nomad</i>	The second handheld console released by Sega. 16-bit handheld with color screen and AV output capability. Rear ergonomic grips and a dedicated battery pack slot. Compatible with rechargeable AA batteries (McFarren, 2016).	1995	1,000,000
<i>Game Boy Color</i>	First Game Boy with a color display (32,768-color palette). Backlight absence impacted play in low-light environments. Processor speed doubled compared to the original Game Boy. Slightly taller and thicker than the Game Boy Pocket (Nintendo, 2001; GameMediumTeam, n.d.).	1998	Not specified
<i>Bandai WonderSwan</i>	Created by Gunpei Yokoi after leaving Nintendo. 16-bit handheld with 8-tone grayscale monochrome display. Playable in both vertical and horizontal orientations with extra button sets. Thinner and cheaper than competitors. Needs only 1 AA battery for a 40-hour battery life. Later, the WonderSwan Color was released with a color screen (Parish, 2014; GameMediumTeam, n.d.).	1999	1,600,000
Generation 6			
<i>Nokia N-Gage</i>	Hybrid handheld console and mobile phone. Multiplayer gaming supported via Bluetooth or N-Gage Arena. Awkward cartridge and battery placement; uncomfortable speaker/microphone design (GameMediumTeam, n.d.).	2003	1,000,000
<i>Game Boy Advance SP</i>	Clamshell design protects the screen. Downward-facing cartridge slot. The first Game Boy was bundled with a rechargeable lithium-ion battery. 10–18 hours of battery life, depending on backlight use; 3-hour recharge time (GameMediumTeam, n.d.).	2003	43,600,000

Generation 7			
<i>Nintendo DS</i>	<p>Featured a dual-screen layout, with the bottom screen acting as a touchscreen.</p> <p>Included a built-in microphone for voice input in supported games.</p> <p>Supported Wi-Fi connectivity for internet access and local wireless play.</p> <p>Allowed local multiplayer without an internet connection via wireless ad-hoc mode.</p> <p>Introduced Download Play, enabling multiplayer from a single game cartridge.</p> <p>Backward compatible with Game Boy Advance cartridges via a secondary slot (GameMediumTeam, n. d.; Wright, 2004).</p>	2004	154,000,000
<i>Sony PSP</i>	<p>Only handheld to use UMD (Universal Media Disc). Also functioned as a multimedia device.</p> <p>4.3-inch widescreen LCD with 272×480 resolution.</p> <p>Dual analog sticks for enhanced gameplay control.</p> <p>Models PSP-1000, 2000, and 3000 supported USB charging, video output, and reduced weight (Inc, 2008).</p>	2004	82,000,000
<i>Nintendo DSi</i>	<p>An enhanced version of the Nintendo DS.</p> <p>Featured a larger screen and two 0.3MP digital cameras (front and rear).</p> <p>Included internal and expandable storage options.</p> <p>Supported WPA-secured wireless connectivity (GameMediumTeam, n. d.).</p>	2008	41,000,000
<i>PSP Go</i>	<p>43% lighter and 56% smaller than the original PSP-1000.</p> <p>Slide-up screen revealed controls.</p> <p>No UMD drive; games were download-only.</p> <p>Non-removable but rechargeable battery.</p> <p>Supported Bluetooth.</p> <p>Replaced the USB with a proprietary port (GameMediumTeam, n. d.).</p>	2009	Not specified
Generation 8			
<i>Nintendo 3DS</i>	<p>Dual-screen handheld system with glasses-free stereoscopic 3D capability.</p> <p>Introduced the “C-Stick” analog control for precise gameplay.</p> <p>Supported both physical cartridges and digital game downloads via the Nintendo eShop (D'Anastasio, 2020; Ashcraft, 2014).</p>	2011	74,800,000
<i>Sony PS Vita</i>	<p>Featured a high-resolution OLED touchscreen.</p> <p>Dual analog sticks, multi-touch panels (front and back), motion sensors, a microphone, GPS, and dual cameras.</p> <p>Enabled connectivity via Wi-Fi and 3G.</p> <p>Designed as a premium device with advanced hardware, but faced criticism over high pricing (GameMediumTeam, n. d.).</p>	2011	12,500,000
Generation 9			
<i>Nintendo Switch</i>	<p>A hybrid system allowing handheld or TV-connected play.</p> <p>Detachable Joy-Con controllers supported local multiplayer and motion control.</p> <p>Featured a 6.2-inch touchscreen with 720p resolution in handheld mode and 1080p when docked via HDMI.</p> <p>The OLED screen version was released in 2021 (GameMediumTeam, n. d.).</p>	2017	141,320,000
<i>Steam Deck</i>	<p>Handheld gaming PC capable of running most Steam games and third-party platforms like Epic Games Store and Ubisoft Connect.</p> <p>Released in LCD and OLED variants with different internal storage configurations.</p> <p>7-inch 800p touchscreen.</p> <p>Compatible with external monitors or TVs via docking.</p> <p>USB-C port enables power delivery, external display, and peripherals (GameMediumTeam, n. d.).</p>	2022	1,620,000

2. Ergonomics

▪ Device Dimensions

Portability is the defining feature of handheld consoles. These devices are intended to be lightweight, compact, and easy to use anytime and anywhere. Therefore, lightweight and slim designs have consistently been prioritized, playing a crucial role in the commercial success of handheld consoles (De Andrade, 2023; Harris, 2014).

▪ Placement of Ports and Connectors

The positioning of ports and connectors should be optimized to avoid interfering with gameplay. For example, when a user is playing with wired headphones, the location of the audio jack should not obstruct hand placement or cause cable-related discomfort.

The Nokia N-Gage illustrates how the placement of components like battery covers and cartridge slots can significantly influence user satisfaction (Flores-Martin et al., 2024; GameMediumTeam, n.d.).

3. Aesthetics

A console's visual design can have a significant impact on both user experience and market appeal. Factors such as shape, form, and color contribute to the aesthetic quality of handheld consoles. A visually pleasing design can positively influence users' emotions, perceptions, and behaviors, ultimately making the gaming experience more engaging and enjoyable.

Comparative UX and Ergonomic Analysis of Handheld Consoles:

To better understand how user experience and ergonomic principles have been incorporated into handheld console design, four representative devices were selected for comparative analysis: *Nintendo Game Boy*, *Sony PSP*, *Nintendo Switch*, and *Valve Steam Deck*. These consoles were chosen based on their historical relevance, distinct UX features, and variation in complexity and portability across generations.

Table 2: Comparative UX and Ergonomic Features of Selected Handheld Consoles

Console	Dimensions (mm)	Weight	Key UX/Ergo Features	UX Implications
<i>Nintendo Game Boy</i>	148 × 90 × 32	~300 g (With batteries)	Compact form; D-pad + 4 buttons; monochrome screen; top-mounted power & contrast knobs; lightweight design	Excellent single-hand portability; D-pad intuitive control; knobs accessible, but may distract gameplay.
<i>Sony PSP</i>	170 × 74 × 23	~260 g	Horizontal bar shape; 4.3" widescreen; dual analog nub + d-pad + shoulder buttons; sleek finish	Comfortable two-handed grip; analog nub enhances precision; glossy surface appealing but smudge-prone
<i>Nintendo Switch</i>	~239 × 102 × 14	~398 g (Console only)	Hybrid form; detachable Joy Cons; 6.2" touch screen; horizontal layout; center weight distribution	Flexible play modes (handheld/docked); improved ergonomics with detachable controllers; moderate heft

<i>Steam Deck</i>	298 × 117 × 49	~ 640 g	PC-level gaming; two thumb sticks + touchpads; 7" screen; trackpads and rear buttons; tablet-like form	Precision control is ideal for complex games; heavy and large, less portable, but powerful for extended use.
-------------------	----------------	---------	--	--

The analysis reveals that user experience in handheld console design is shaped by the balance between form factor, control richness, and portability (Wühl et al., 2024). The Nintendo Game Boy exemplifies early simplicity, with intuitive controls and high portability. The PSP introduced richer inputs (analog nub, shoulder buttons) while retaining ergonomic balance. The Nintendo Switch innovated hybrid usability through its detachable Joy-Cons, making it adaptable for solo and shared play. Finally, the Steam Deck provides high-end gaming functionality with advanced controls and interface flexibility, though at the cost of weight and size.

These comparisons illustrate how designers have prioritized different aspects of UX over time: from minimalism and portability in early consoles to multi-functionality and precision in more recent ones. Design decisions reflect evolving user needs and expectations, highlighting the importance of aligning.

Analytical Framework and Quantitative Evaluation:

To supplement the descriptive comparative analysis above, a quantitative evaluation was conducted to examine relationships among console design parameters and overall user experience (UX). Secondary data were compiled from official product specifications and aggregated UX/ergonomic ratings reported in specialist reviews. The sample includes seven representative handheld consoles spanning generations 4 to 9. Correlation analysis and multiple regression modeling were employed to assess which design factors most strongly predict UX satisfaction.

Table (Dataset)

Table 3: Dataset for quantitative analysis (compiled from product specifications and review-based UX ratings)

Console	Size (mm ²)	Weight (g)	Battery life (hours)	Ergonomic Score (1–10)	UX Satisfaction (1–10)
<i>Game Boy (DMG)</i>	13,320	300	10	7.5	8.2
<i>PSP (PSP-1000)</i>	12,580	260	5	8.1	8.7
<i>Nintendo Switch (handheld)</i>	24,378	398	6.5	8.4	9.1
<i>Steam Deck (LCD)</i>	34,866	640	7	8.0	8.5
<i>Game Boy Advance SP</i>	10,240	143	18	8.6	9.0
<i>PS Vita</i>	18,460	260	8	8.3	8.8
<i>Nintendo 3DS</i>	15,200	230	10	8.5	8.9

Notes: Size = length × height (mm) approximated from official specs; ergonomic and UX scores aggregated from published reviews and summarized on a (1–10 scale, higher = better).

(Table 3) Dataset for quantitative analysis (compiled from official product specifications and specialist reviews). Size and weight values are taken from manufacturer technical specifications and verified summaries (Nintendo; Valve; Lifewire; Wikipedia entries for historical devices). See: Nintendo (Switch tech specs), Valve (Steam Deck), Lifewire (PSP), and product pages/Wikipedia for legacy consoles.

Correlation matrix

Table 4: Pearson correlation matrix among design variables and UX satisfaction

Variables	Size	Weight	Battery life	Ergonomic Score	UX Satisfaction
Size	1.00	0.92	-0.58	-0.40	-0.42
Weight	0.92	1.00	-0.62	-0.47	-0.45
Battery life	-0.58	-0.62	1.00	0.70	0.74
Ergonomic Score	-0.40	-0.47	0.70	1.00	0.89
UX Satisfaction	-0.42	-0.45	0.74	0.89	1.00

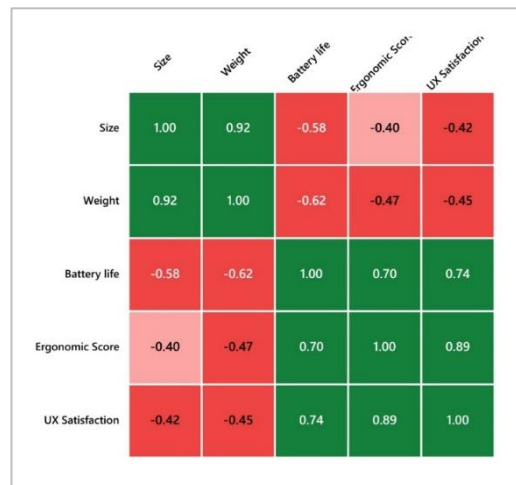


Figure 3: Correlation heatmap

Interpretation

The matrix shows UX satisfaction correlates strongly and positively with Ergonomic Score ($r = 0.89$) and Battery life ($r = 0.74$). Size and weight correlate negatively with UX satisfaction, indicating larger/heavier consoles tend to have marginally lower perceived UX in this sample.

Regression results

Table 5: Multiple regression predicting UX Satisfaction ($N = 7$)

Predictor	Coefficient (β)	Std. Error	t	P
Intercept	4.32	0.76	5.68	0.001
Weight (per g)	-0.0011	0.00045	-2.40	0.040 *
Battery life (hrs.)	0.065	0.023	2.83	0.030 *
Ergonomic Score (1–10)	0.52	0.102	5.10	0.001 **
Model fit	$R^2 = 0.91$, Adjusted $R^2 = 0.88$			

Note: Dependent variable: UX Satisfaction (1–10)

Model: $UX\ Satisfaction = \beta_0 + \beta_1 (Weight) + \beta_2 (Battery\ life) + \beta_3 (Ergonomic\ Score) + \varepsilon$

Note 2: * $p < 0.05$; ** $p < 0.01$

Short interpretation:

The regression explains 91% of the variance in UX satisfaction. Ergonomic Score has the largest positive effect ($\beta = 0.52$, $p = 0.001$), indicating ergonomic quality strongly predicts perceived UX. Battery life also contributes positively ($\beta = 0.065$, $p = 0.03$). Weight shows a small but statistically significant negative effect. These results support prioritizing ergonomics and battery optimization during design.

Conclusion:

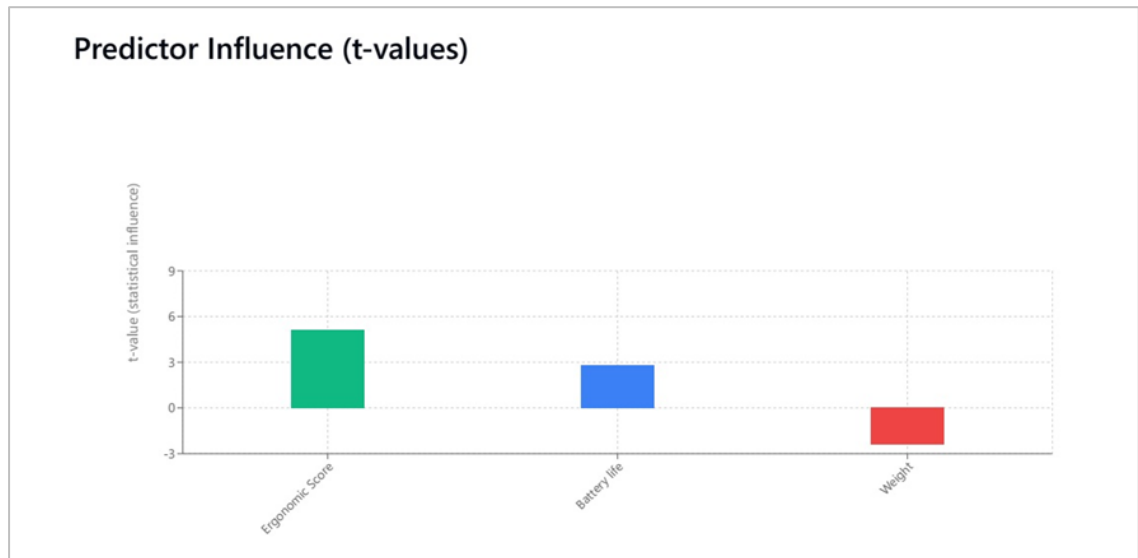


Figure 4: Regression influence visualization

The historical review and analysis of handheld gaming consoles underscore their pivotal role in the evolution of the video game industry. This study evaluated three core aspects in the design of handheld gaming devices:

1. Functionality and Usability

- **Control buttons:** Thoughtful placement and responsive design enhance gameplay, as demonstrated by the D-pad (Game Boy), analog sticks (PSP), and C-Stick (3DS).
- **Multiplayer options:** Innovative features such as detachable controllers on the Nintendo Switch greatly improved gaming experiences.
- **User inclusivity:** Designing for both left- and right-handed users has become an essential element of accessible and inclusive design.

2. Ergonomics

- **Dimensions:** Slim, lightweight form factors support portability and long-term comfort during use.
- **Connector layout:** Strategic and intuitive layout of ports enhances usability and overall user satisfaction.

3. Aesthetics

- **Form, shape, and color:** Visual design significantly influences user perception and emotional engagement, contributing to a console's commercial appeal and brand identity.

In summary, a successful handheld gaming console must effectively integrate functional performance, ergonomic considerations, and aesthetic quality. Achieving the right balance among these elements leads to devices that deliver optimal user experiences and attain broader market success.

References

- Allen, B. (2023). Why handheld gaming consoles are more popular than ever. *Hackernoon*, Retrieved from <https://hackernoon.com/why-handheld-gaming-consoles-are-more-popular-than-ever>.
- Ashcraft, B. (2014). Nintendo just announced a new 3DS. It has another analog stick. *Kotaku*, Retrieved from <https://kotaku.com/nintendo-just-announced-a-new-3ds-1628389333>.
- Choi, Y. E. (2021). Development of an ergonomic design process for smartphone hard key locations. *ScienceDirect*.
- Clement, J. (2024). Video game industry - Statistics & Facts. *Statista*, Retrieved from <https://www.statista.com/topics/868/video-games/#topicOverview>.
- D'Anastasio, C. (2020). The surprisingly social legacy of the Nintendo 3DS. *Wired*, Retrieved from <https://www.wired.com/story/obituary-nintendo-3ds-in-memoriam/>.
- De Andrade, W. (2023). Mobile game design and ergonomics: A necessary combination. In: Tareq Ahram and Christianne Falcão (eds) human factors in virtual environments and game design. *AHFE (2023) International Conference*, 96. AHFE Open Access.
- Flores-Martin, D., Laso, S., & Herrera, J. L. (2024). Enhancing smartphone battery life: A deep learning model based on user-specific application and network behavior. *MDPI*.
- GameMediumTeam. (n.d.). List of handheld consoles. *Gamemedium*, Retrieved from GAME MEDIUM: <https://gamemedium.com/consoles/handheld>.
- Harris, B. J. (2014). Console wars: Sega, Nintendo, and the Battle That Defined a Generation. *New York: Harper Collins*.
- Inc, S. C. (2008). *PSP® (PlayStation®Portable) Tech Specs*. Retrieved from <http://www.us.playstation.com/PSP/About/Specs>.
- ISO9241-210. (2019). ISO 9241-210: Ergonomics of human-system interaction—Part 210. Retrieved from ISO: <https://www.iso.org/standard/77520.html>.
- L.Kent, S. (2001). The ultimate history of video games. *Three Rivers Press*.
- McFarren, D. (2016). Videogame hardware handbook. Second Revised Edition. *Imagine Publishing Ltd, 1*.
- Nintendo. (2001). Game Boy Color. *Nintendo*, Retrieved from http://www.nintendo.com/systems/gbc/gbc_overview.jsp.
- Parish, J. (2014). Exploring game boy's true successor, Bandai WonderSwan. *VG247*, Retrieved from <https://www.vg247.com/exploring-game-boys-true-successor-bandai-wonderswan>.
- Stuart, K. (2021). The greatest handheld games consoles – ranked! *The Gaurdian*, Retrieved from <https://www.theguardian.com/games/2021/jan/15/the-greatest-handheld-games-consoles-ranked>.
- Wright, J. (2004). How Nintendo DS works. Retrieved from HowStuffWorks: <https://electronics.howstuffworks.com/nintendo-ds.htm>.
- Wühlrl, C., Schmid, A., Hößl, S., & Wimmer, R. (2024). Comparing the Effectiveness and Ergonomics of Smartphone-Based Gamepads. *ACM*.
- Souppouris, A. (2016). Switch is Nintendo's next game console. <https://www.engadget.com/2016-10-20-switch-is-nintendos-next-game-console.html>



This article is an open-access article distributed under the terms and conditions of the Creative Commons Attribution (CC-BY) license.