



CONTROLLER EDITION

RATINGS

HIGHEST

LOWEST



This controller nails the basics right out of the box. The polished plastic shell feels solid in the hands, and the weight is just right. Since it runs on replaceable batteries, the balance can shift depending on what you throw in, but overall it's comfortable—even during those long multi-hour gaming sessions. No hand cramps here.

Buttons and sticks hold up well, especially in the first year. The face buttons are responsive with a nice placement, though they can get a little loud—fine for me, maybe annoying if you're picky about noise. The bumpers are clicky and satisfying at first, but after heavy use, I've noticed occasional misfires where they don't always register on the first press. The D-pad works great for menu navigation, though for players who rely on it in games, its smaller size might be a drawback. Joysticks feel legit and sturdy, with drift being pretty rare, but the rubber on top tends to wear down after about two years of use.

Feature-wise, the vibration is strong without being obnoxious, and I actually love the trigger motors—they add a nice immersive kick if you keep them on. Connectivity is also top-notch: it syncs instantly with Xbox via Microsoft's wireless tech, and Bluetooth support makes it versatile for other devices.

Power is where preferences split. I personally like using AA batteries since I can swap them fast and avoid long-term wear on a built-in battery. That said, Microsoft does sell rechargeable packs if you'd rather set it and forget it. A built-in option would've been nice to see, but at least the choice is there.

For sixty bucks, this controller feels like a solid deal. The materials are good, the performance holds up, and even with a couple of quirks, it's an easy recommendation for anyone in the Xbox or PC crowd.

SHARP

4 ¹/₅ 
60\$

3.5 ¹/₅  NOISY

5 ¹/₅ 



4 ¹/₅ 

4 ¹/₅ 



XBOX ONE

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