

# Switcherang

Open-source game changer

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Nintendo's latest console, the Switch, has been a worldwide hit. Unlike other gaming platforms, the Nintendo Switch offers both a handheld and traditional living-room console experience achieved through controllers, known as "Joycons", which attach & detach from the sides of the console. This allows for users to play on-the-go or in their living rooms by removing the controllers and sliding the main console body into a TV-connected dock. The addition of a back kickstand also allows for non-handheld use in cramped spaces like coffee shops or airplanes.

To provide a more traditional controller experience in the two non-handheld modes, the Nintendo Switch comes with a "bridge" grip, which combines two controllers into a more conventional setup. However, this bridge has a number of issues, with the main problems stemming from its bulky size being at-odds with the Switch's inherent portability and comfort during long play sessions. Our solution attempts to solve those problems in an open-source, tinker-friendly fashion.



The Switcherang is a simple, 3D-printable design that tackles several of the issues presented by the original Nintendo Switch controller bridge grip. Weighing less and fitting easily in all top-selling Switch travel cases, the Switcherang allows users to enjoy a controller-based gaming experience anywhere without sacrificing space or comfort.

Since its upload in Spring of 2017, the Switcherang has seen 5000+ downloads, received coverage on sites like all3dp.com, and currently sits as the #1 accessory for the Nintendo Joycons on Sketchfab and #3 on Thingiverse. In addition, some online vendors have used the open-source design to sell their own Switcherangs as a low-cost solution for those without 3D printers.

Ultimately, the Switcherang is an exercise that demonstrates what makes the 3D printing revolution so exciting. By applying thoughtful design to an everyday problem, we crafted a low-cost solution that puts the user first and gives them total control over their product experience.