

Create a virtual gamepad on an Android smartphone

Nguyen Phuoc Thai

Abstract: In the context of the increasing demand for using gamepads to play video games on smartphones, but with limitations in cost and convenience, this project aims to solve the problem of creating an effective virtual gamepad on mobile devices. The goal is to build a system that allows users to experience their favorite games without relying on a physical gamepad through an application running on Android smartphones. The research method applies an experimental approach combined with theory to ensure the stability and performance of the virtual gamepad. It is expected that this project will make a significant contribution to expanding the mobile gaming experience in a friendly and flexible manner.

Keywords: Virtual gamepad, Android smartphone, Gaming experience, Mobile technology, Application experiment