

Finding Aid to the Denise Chaudhari Papers, 2000-2001

Summary Information

Title: Denise Chaudhari papers

Creator: Denise Chaudhari (primary)

ID: 120.1840

Date: 2000-2001

Extent: 0.2 linear feet

Language: This collection is in English.

Abstract: The Denise Chaudhari papers are a compilation of industrial designs for the original Xbox "Duke" controller and associated accessories. These drawings are from 2000 and 2001.

Repository:

Brian Sutton-Smith Library and Archives of Play at The Strong
One Manhattan Square
Rochester, New York 14607
585.263.2700
library@museumofplay.org

Administrative Information

Conditions Governing Use: This collection is open for research use by staff of The Strong and by users of its library and archives. Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, she has given permission for The Strong to make copies in all media for museum, educational, and research purposes.

Custodial History: The Denise Chaudhari papers were donated to The Strong in July 2020 as a gift of Denise Chaudhari. The papers were accessioned by The Strong under Object ID 120.1840 and were received from Chaudhari in one box.

Preferred citation for publication: Denise Chaudhari papers, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Julia Novakovic, January 2021

Controlled Access Terms

Personal Names

- Chaudhari, Denise (Love)
- Luke, Horace

Corporate Names

- Microsoft Corporation

Subjects

- Video games -- Hardware
- Women in Games
- Xbox (Video game console)

Biographical Note

Denise (Love) Chaudhari graduated from the industrial and product design track of the Rhode Island School of Design in 1992. She joined the then-secret Xbox project at Microsoft as a freelance industrial designer in January 2000, leading the hardware industrial design of the handheld controller that launched with the Xbox console (later known as the “Duke,” after the son of Microsoft’s Brett Schnepf). The only woman on the team, Chaudhari created the controller casing around the previously-approved (and manufactured) circuit boards and concept designed by Horace Luke. She also worked on designs for the Xbox Live headset and communicator. The Xbox console and Duke controller were publicly released in November 2001.

Since her time at Microsoft, Chaudhari has worked as a Senior Art Director at NOA Brands, a Senior Creative Director at Agency 3 Thirteen, and as of 2021, is Vice President of Creative for Connected Living.

Collection Scope and Content Note

The Denise Chaudhari papers contain sketches and an industrial design for various original Xbox accessories, including the controller known as the “Duke,” the Xbox Live headset, and a memory unit, as well as drawings for the exterior case of the Xbox home video game console. Additional scope and content information can be found in the Contents List section of this finding aid.

The Denise Chaudhari papers are arranged in one series. They are housed in one oversized archival document box.

System of Arrangement

Series I: Xbox controller and accessories sketches, 2000-2001

Contents List

Series I: Xbox accessories sketches, 2000-2001

Scope and Content Note: This series holds sketches and one official preliminary industrial design drawing of various Xbox accessories. These include the “Duke” controller, Xbox Live headset and communicator, and the external memory unit, as well as sketches for the Xbox home console outside casing.

For additional background on these designs, see [“Designing the Duke” by Andrew Borman](#) on the museum’s Play Stuff blog.

Box 1

- Folder 1 Xbox “Duke” controller sketches, n.d. [c. 2000-2001]
- Folder 2 Xbox Live headset sketches, 2000
- Folder 3 Xbox memory unit sketches and preliminary design, 2000-2001
- Folder 4 Xbox console casing sketches, 2000