Alternate hand controller for use with tablet & pen combo (or mouse... I guess)

The device is shaped like a Wii Nunchuck attachment, but has several buttons – one for each finger – and a scroll wheel or analog stick for the thumb. The user, holding the pen in one hand, is less able to access keyboard shortcuts, and so must rely on navigating menus or using on screen controls, even for commonly used functions like cut and paste. The device, held in the non-dominant hand would have the most common functions mapped directly onto the buttons, with one reserved for opening menus. The scroll wheel could be used to both scroll on the page and through the menus. If an analog stick were used, the functionality could be expanded significantly (e.g. a button could perform different operations when the analog stick is held in different directions), but would make learning the device more complicated. To assist the user in learning to use the device, whenever they seek through the menu and select a function that is mapped to a button or combination on the device, the buttons which could have been pressed would pop up a small bump (similar to how electronic Braille displays raise bumps) to help connect the function to the controller in the mind of the user.

The device is intended for use by graphics tablet users, and may be especially well suited for graphics design work, as one hand typically remains on the pen, while the other is either idle or contorting itself to reach keyboard combinations.