The GameCube is the Nintendo video game console that succeeded the Nintendo 64 and preceded the Wii. It released in the fall of 2001 until it was discontinued in 2007 a little while after Nintendo had focused all their efforts on the next generation console. The Gamecube was competing with Sony’s Playstation 2 and Microsoft’s Xbox during that time and is generally considered the loser of that console generation despite the positive feedback from gamers who own one.

This project began last fall when I was learning how to use R (a programming language and software environment for statistical computing and graphics). R comes with a many data sets in the MASS package for users to play around with, but they are all based on subjects that I’m not interested in and don’t know much about like air quality, petroleum rocks, fuel economy, etc. I wanted a dataset of something I understood and cared about to make learning more fun and so I could make more sense of what my results meant.

Fueled by nostalgia for one of my favorite consoles, I made a dataset with information on every Gamecube game. I continued using R with this data and kept a record of everything all the data manipulation, statistical analyses, and graphics I learned to reference anything I may have forgotten. That record turned into this.

Research projects typically have a question that the researcher wants to answer. Admittedly, I did not go into this with any specific question in mind. The goal was to get a better understanding of the Gamecube’s library of games, look at the interaction between the variables, and delve deeper if anything seems interesting. There’s no argument to be made or a point to be proven about a console that ended its run almost a decade ago. This is just an interesting way to look back at a console some people, like myself, are very passionate about.