**Conclusion**

This project could be improved with more reliable data. I appreciate VG Chartz and what they do, but it would have been better with more accurate sales numbers directly from Nintendo or NPD. There was also a lot of missing sales data for games that only released in Japan and few random North America released games like *1080 Avalanche.*

I could possible expand on this by doing it again with PS2 and Xbox Sales data. Then all of the datasets could be combined for an analysis of the entire console generation. This would also help with the problem involving sales of multiplatform games

The excel spreadsheet and all of the R code with output has been saved in case anyone wants to see it. The code book for the variables and changed I made to the data is in the next section.

(edit: I don’t really know how I want to end this.)