**Console**

* Sold: Gamecube (21.74), PS2 (157.68), Xbox (24.65)
* North America (12.55), Europe (4.44), Jap (4.04), Other (.71)

**Data Set**

643 Games. 13 Variables (Expanded to 18 with recoding)

**Publisher**

* Top five: Electronic Arts (92), Nintendo (56), THQ (48), Activision (47), Konami (41)
* Electronic Arts published more games than Nintendo, but they had yearly release of FIFA, Harry Potter, Madden, NBA Live, NHL, The Lord of the Rings

**Genre**

* Sports had the most, but they had yearly release of series in addition to some spinoffs of those series’ and other random sports games
* Action/Adventure is a vague genre and had almost exactly as many as sports
* There was a surprisingly large number of shooters for a system not known for that genre

**Release Year**

* There was a big drop off in number of games from 2002/2003 to 2004/2005
* The Wii came out in November of 2006 which only had 45 games total for that year
* “Typical Nintendo abandoning their console early”

**ESRB Rating**

* Nothing interesting really

**Multiplayer**

* Harry Potter and the Goblet of Fire is the only three player game
* Pretty much an even split between 1, 2, and 4 player games

**Metacritic Score**

Mean: 69.08

Min: Charlie’s Angels (23)

Max: Metroid Prime (97)

**Exclusivity**

* 491 (76%) not exclusive
* 152 (24%) Exclusive
* Non Nintendo exclusive?

**Sales**

* Total sales = 199.87
* North America (133.53), Europe (38.71), Japan (22.03), Other (5.18)
* Attach rate: Total (9.19), North America (10.64), Europe (9.72), Japan (5.45), Other (7.3)
* Japan sales data might be a little off. Most of the missing data came from there. I think more games came out there but weren’t accounted for. The total number seems a little low.